

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 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
- VIII. That's all it takes - now prepare to adventure!

TERMS OF USE

We hope you enjoy your adventures!

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ARCANE WARD



≥ 7

All adventurers

SUCCESS: You regain 2 health.
All other adventurers regain 1 health.

≥ 20 : Heal double health.

≤ 1 : Enemies regain 1 health.

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



BLIZZARD



≥ 5

Everything

SUCCESS: Deal 1 damage to all adventurers and enemies.

≥ 20 : Deal double damage.

≤ 1 : Only damage adventurers.

With a breath of cold, you summon a fierce snow storm.



ARC LIGHTNING



≥ 8

1

SUCCESS: Deal 2 damage.
You may play Arc Lightning on a new target not yet targeted by Arc Lightning this round.

≥ 20 : Deal double damage.

≤ 1 : Take 2 damage.

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



CHANNEL



≥ 10

Self

SUCCESS: Play two abilities from your hand.

≥ 20 : +2 to both rolls.

< 10 : Draw one fewer abilities next round.

You focus your arcane knowledge, unleashing a blast of magic.



CLONE



≥ 5

1 adventurer

SUCCESS: The target plays their first ability one extra time.

≥ 20 : Target 1 extra target.

≤ 1 : Take damage equal to the sum of the enemy tier.

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



COLD SNAP



≥ 8

1

SUCCESS: Deal 2 damage. The target takes 1 extra damage from all other abilities this round.

≥ 20 : Deal 2 extra damage.

≤ 1 : Take 3 damage.

You summon a biting frost that freezes your enemy.



DEFENSIVE WARD



≥ 10

All adventurers

SUCCESS: Enemies deal half damage this round (rounded down).

≥ 20 : Enemies deal no damage this round.

≤ 1 : Enemies take no damage this round.

You raise both hands, producing a protective blue mist.



RAY BURN



≥ 11

1

SUCCESS: Deal 2 damage. The target takes 2 extra damage from all other abilities this round.

≥ 20 : Deal 2 extra damage.

≤ 1 : Take 4 damage.

Time to bring on the heat.



FIREBALL



≥ 11

2

SUCCESS: Deal 3 damage.

≥ 20 : Deal double damage.

< 11 : Take 2 damage.

You conjure a ball of searing flame and hurl it at your enemies.

Magic



Ability

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Magic



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FROST FUNNEL



≥ 9

⚔ 2

SUCCESS: Deal 2 damage.

≥ 20: Deal double damage.

≤ 1: Take 2 damage.

You transfer heat energy from one place to another.



HEALING MIST



≥ 8

⚔ All adventurers

SUCCESS: Adventurers regain 2 health.

≥ 20: Heal double health.

≤ 1: Enemies regain 2 health.

A thin layer of mist encrusts your allies' open wounds.



ICE SHARD



≥ 7

⚔ 1

SUCCESS: Deal 3 damage.

≥ 20: Deal double damage.

≤ 1: Take 3 damage.

Shards of ice materialize and speed towards your target.



IGNITE



≥ 6

⚔ 1

SUCCESS: The target takes 2 extra damage from all other abilities this round. If they take no damage this round, they take 1 damage.

≥ 20: Double extra damage.

≤ 1: Take 2 damage.

You materialize flames and focus them onto a single point.



IMBUE



≥ 7

⚔ 1 adventurer

SUCCESS: +5 to target's first roll this round.

≥ 20: Apply to 1 extra target.

≤ 1: -5 to your next roll.

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



LIGHTNING BOLT



≥ 10

⚔ 1

SUCCESS: Deal 4 damage.

≥ 20: The target first takes Magic damage equal to ½ its current health.

≤ 1: Take 4 damage.

You call down a bolt of pure electrical energy from above.



MAGIC MISSILE



≥ 5

⚔ 1

SUCCESS: Deal 2 damage.

≥ 20: Deal double damage.

≤ 1: Take 1 damage.

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



PHASE WEAPON



≥ 7

⚔ 1

SUCCESS: Deal 2 damage of the class of your choice.

≥ 20: Deal double damage.

≤ 1: Take 2 damage.

You conjure a weapon to attack your target's weak point.



PHASE SHIFT



≥ 8

⚔ 1

SUCCESS: Regain 2 health and deal 1 damage for each ability type in your hand.

≥ 20: Heal double health.

≤ 1: An enemy of your choice regains 3 health.

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

Magic



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SHOCKWAVE



≥ 12
 All enemies

SUCCESS: Deal 2 damage.

≥ 20 : Deal double damage.

< 12 : All allies and enemies take 1 Magic damage.

You strike your weapon on the ground; lightning lashes out.



SOUL FIRE



≥ 10
 1

SUCCESS: Deal 1 damage, plus 1 damage for each enemy and adventurer at 0 health.

≥ 20 : Deal double damage.

≤ 1 : You take the damage.

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



BASH



≥ 7
 1

SUCCESS: Deal 3 damage.

≥ 20 : Deal double damage.

≤ 1 : Take 3 damage.

You give the enemy a swift knock.



BERSERK



≥ 8
 Self

SUCCESS: Next round, deal and take double damage.

≥ 20 : Take half damage.

≤ 1 : Deal damage as normal, but take double damage.

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



BLOOD RAGE



≥ 6
 Self

SUCCESS: Play one ability from your hand.

Double its effects if you are at or below $\frac{1}{2}$ health.

≥ 20 : Play the ability twice.

≤ 1 : You take double damage this round.

Your fury is so great, you ignore the end of your turn.



BLOODLUST



\geq YOUR HEALTH
 1

SUCCESS: Deal 4 damage. Do not resolve failure if at 1 health.

≥ 20 : Deal double damage.

≤ 1 : Take 4 damage.

Make them feel your pain.



CHARGE



≥ 9
 1

SUCCESS: Deal 5 damage.

≥ 20 : Deal double damage.

< 9 : Take 3 damage.

No one lives forever!



COUNTER ATTACK



≥ 8
 1

SUCCESS: Deal damage equal to the damage you take from enemies this round (not including surge, before reductions).

≥ 20 : Deal double damage.

≤ 1 : You take double damage this round.

Each of their attacks is an opportunity to strike back.



DESPERATION



≥ 9
 1

SUCCESS: Deal damage equal to one plus your maximum health minus your current health.

≥ 20 : Deal double damage.

≤ 1 : Lose half your current health (round up).

The pain only makes you stronger.

Melee



Ability

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Magic



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Magic



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Melee



Ability

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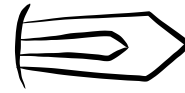
Melee



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FEINT



≥ 6
⚔ 1

SUCCESS: Deal 2 damage.

≥ 20: Deal double damage.

< 6: Take 1 damage.

Be where the enemy's blade isn't.



FOLLOW UP



≥ 6
⚔ Self

SUCCESS: Resolve another ability from your hand as = 15.

≥ 20: Resolve it as = 20.

< 6: Take 4 damage.

The enemy is off balance - quick, attack!



GIVE AND TAKE



≥ 8
⚔ 1

SUCCESS: Take damage up to your current health (cannot be reduced). Deal that plus 1 as Melee damage.

≥ 20: Deal double damage.

≤ 1: Take 2 damage.

Their attack creates an opening.



GRAPPLE



≥ 5
⚔ 1

SUCCESS: Deal 4 damage and take 2 damage.

≥ 20: Deal double damage.

< 5: Take 2 damage.

Grab hold. Don't let go.



MEAT CLUB



≥ 7
⚔ 1

SUCCESS: Deal 2 damage. Double damage if at least one enemy or adventurer is at 0 health.

≥ 20: Deal double damage.

≤ 1: Take 5 damage.

You rip off a dead foe's limb and use it as a club.



PRESS FORWARD



≥ YOUR HEALTH
⚔ 1

SUCCESS: Deal 1 damage and play an ability from your hand. Do not resolve failure if at 1 health.

≥ 20: Deal double damage.

≤ 1: Take 2 damage.

It's time for them to die.



PUMMEL



≥ 10
⚔ 1

SUCCESS: Deal 3 damage. If the target is below ½ health, deal 2 extra damage.

≥ 20: Deal double damage.

≤ 1: Take 3 damage.

Keep swinging!



RAGE



≥ 6
⚔ 1

SUCCESS: Deal 8 damage and take 3 damage.

≥ 20: Deal double damage.

< 6: Take 3 damage.

You clench your jaw and fight through the pain.



RENDING STRIKE



≥ TARGET'S HEALTH
⚔ 1

SUCCESS: Deal 2 damage. Do not resolve failure if target is at 1 health.

≥ 20: Deal double damage.

≤ 1: Take 2 damage.

You strike with great force.

Melee



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Melee



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SLAM



≥ 8
 $\oplus 1$

SUCCESS: Deal 2 damage.

≥ 20 : The target first takes Melee damage equal to $\frac{1}{2}$ its current health.

≤ 1 : Take 2 damage.

Crush your target into the ground!



SPLIT STRIKE



≥ 10
 $\oplus 2$

SUCCESS: Deal 2 damage.

If Split Strike reduces a target to 0 health, you may take 2 damage to resolve it again without rolling.

≥ 20 : Deal double damage.

≤ 1 : Take 2 damage.

Two attacks are better than one.



SHARPENED EDGE



≥ 9
 $\oplus 1$

SUCCESS: Deal 3 damage.

If Sharpened Edge reduces a target to 0 health, you may deal 3 Melee damage to an extra target.

≥ 20 : Deal double damage.

≤ 1 : Take 3 damage.

Swing once, kill twice.



WHIRLWIND



≥ 7
 $\oplus 3$

SUCCESS: Deal 3 damage to each target and take 2 damage.

≥ 20 : Deal double damage to targets.

< 7 : Take 3 damage.

Surrounded? Not for long.



BATTLE MARCH



≥ 10
 \oplus All adventurers

SUCCESS: Enemies deal 5 less damage this round.

≥ 20 : Also, adventurers deal 1 extra damage this round.

≤ 1 : Enemies take no damage this round.

An empowering 2/4 rhythm bolsters your allies.



CADENZA



≥ 7
 \oplus All adventurers

SUCCESS: Adventurers who deal enemies damage this round regain 4 health. If no adventurers deal damage this round, you regain 2 health.

≥ 20 : Heal double health.

≤ 1 : Enemies regain 3 health.

A quick, masterful interlude helps your party shed their weariness.



CHARM



\geq TARGET'S HEALTH
 $\oplus 1$

SUCCESS: The target takes 2 extra damage from all other abilities this round. If they take no damage this round, deal them damage equal to their tier.

≥ 20 : Increase extra damage to 4.

≤ 1 : Take 2 damage.

Music speaks louder than words.



CRESCENDO



≥ 7
 $\oplus 1$

SUCCESS: One of the target's abilities affects 2 extra targets. If their ability fails, they instead gain +2 to their next roll.

≥ 20 : Increase extra affected targets to 3.

≤ 1 : Trigger an enemy surge.

You energize your target with music.



TRITONE



≥ 10
 \oplus Self

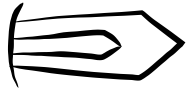
SUCCESS: Draw a tier 1 loot.

≥ 20 : Draw one extra tier 1 loot.

< 10 : If you have any tier 1 loot, you must discard one.

An atonal chord helps distract your way into the enemy's pockets.

Melee



Ability

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Melee



Ability

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Melee



Ability

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Music



Ability

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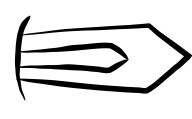
Music



Ability

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Melee



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DIMINUENDO



≥ 7

All adventurers

SUCCESS: Adventurers at 1 or more health cannot go below 1 health this round. If no adventurer ends the round at 1 health, enemies deal 1 less damage this round.

≥ 20: Adventurers also take no damage this round.

≤ 1: All adventurers take 1 damage.

The music slows and quiets.



FINALE



≥ 10

1

SUCCESS: Deal 6 damage to a target with 6 or less health.

≥ 20: Choose 1 extra target for this ability.

≤ 1: Take 2 damage.

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



HARMONY



≥ 10

All adventurers

SUCCESS: Adventurers may choose what type of damage their abilities deal this round. If no other adventurer deals damage this round, deal 1 target 1 damage.

≥ 20: Also, adventurers deal 1 extra damage this round.

≤ 1: All adventurers take 1 damage.

You coordinate the party's attacks through song.



LIMERICK



≥ 9

All adventurers

SUCCESS: Other adventurers gain +2 to their first roll this round AND deal 1 target 1 damage.

≥ 20: Extra +2 to roll.

≤ 1: Adventurers suffer -2 to their next roll.

You improvise a bawdy poem about the enemy; your party laughs.



CADENCE



≥ 6

1

SUCCESS: Increase damage dealt by the target this round by 3 OR allow target's ability to affect one additional target.

≥ 20: Additionally, +4 to target's next roll.

≤ 1: All adventurers take 1 damage.

You resolve the measure beautifully, inspiring your target.



PIZZICATO



≥ 7

1

SUCCESS: Deal damage equal to the damage you take from enemies this round (not including surge, before reductions).

≥ 20: Deal double damage.

≤ 1: You take double damage this round.

A run of sharp, percussive notes turns your enemies on each other.



POEM OF VIGOR



≥ 6

1 adventurer

SUCCESS: The target may play one extra ability from their hand.

≥ 20: +4 to target's roll.

≤ 1: The target cannot play any abilities next round.

Your prose reminds them of their own skill and prowess.



KILLER SOLO



≥ 5

1

SUCCESS: Deal 2 damage.

≥ 20: Deal double damage.

≤ 1: Take 2 damage.

A wall of sound slams into your enemy.



ACCELERANDO



≥ 7

All adventurers

SUCCESS: Resolve a loot twice OR draw, play and discard a tier 1 loot.

≥ 20: You may resolve the loot up to three times.

≤ 1: Loot cannot be used this round.

You up the tempo - and the intensity.

Music



Ability

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Music



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REVEILLE



≥ 12
 1 adventurer

SUCCESS: The target regains 6 health.

≥ 20 : The target regains all missing health.

≤ 1 : The target takes 3 damage.

You play a rousing tune that invigorates your target.



SHANTY



≥ 7
 All adventurers

SUCCESS: Adventurers regain 2 health.

≥ 20 : Heal double health.

≤ 1 : Enemies regain 2 health.

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



SONG OF HEROES



≥ 9
 All adventurers

SUCCESS: Adventurers deal 1 extra damage and gain +1 to all rolls this round.

≥ 20 : Increase extra damage and roll boost to 2.

≤ 1 : All adventurers take 1 damage.

Your song reminds your party of heroes from a past age.



SONG OF SILENCE



≥ 8
 All enemies

SUCCESS: Enemies deal 3 less damage this round.

≥ 20 : Also, adventurers regain 2 health.

≤ 1 : Adventurers deal 4 less damage this round.

Your song abruptly ends. Your targets are unnerved.



SOSTENUTO



≥ 5
 1

SUCCESS: The target takes no damage this round.

≥ 20 : Adventurers take no damage this round.

≤ 1 : You take double damage this round.

Your music rings out, forming a protective aura around the target.



TRANSPOSE



≥ 7
 1

SUCCESS: Use a loot's combat effect once without discarding it OR draw, play and discard a tier 1 loot.

≥ 20 : You may use two loot once without discarding them.

≤ 1 : You must discard one loot or take 2 damage.

A musical aura enshrouds the item; a duplicate appears in its place.



ANTICIPATE



≥ 8
 Self

SUCCESS: Place this card on an enemy. The next time it surges, adventurers may resolve their abilities before the surge.

≥ 20 : You may also play an additional ability next round.

≤ 1 : Only draw one ability next round.

You observe the past to anticipate the future.



ARC SHOT



≥ 8
 1

SUCCESS: Deal 3 damage.

≥ 20 : Deal double damage.

≤ 1 : Take 3 damage.

You aim upwards, adjusting for distance and wind.



CAREFUL AIM



≥ 10
 Self

SUCCESS: Play an ability from your hand. Add +5 to your roll.

≥ 20 : Resolve that ability as = 20.

≤ 1 : Resolve that ability as = 1.

You take a deep breath and focus on the target...

Music



Ability

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Music



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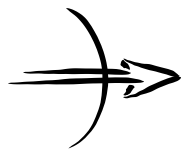
Music



Ability

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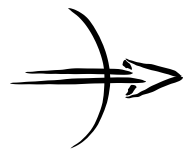
Ranged



Ability

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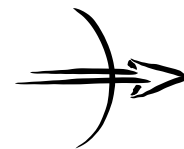
Ranged



Ability

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Ranged




Ability


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 **CRIPPLING SHOT** 

 ≥ 8
 1

SUCCESS: Deal 2 damage. The target takes 1 extra damage from all other abilities this round.

 ≥ 20 : Deal double damage.


 ≤ 1 : Take 3 damage.


You fire an arrow with serrated edges, designed to maim.

 **SIGNAL SHOT** 

 ≥ 9
 1

SUCCESS: All damage enemies would deal you this round (before reductions) is instead dealt to the target.

 ≥ 20 : Deal double damage.

 ≤ 1 : All damage other adventurers would take this round is instead dealt to you.


Your missile draws the enemy gaze... and their weapons.

 **DODGE ATTACK** 

 ≥ 8
 1

SUCCESS: Deal 1 damage and take no damage this round.

 ≥ 20 : Deal 3 damage.

 ≤ 1 : Take 2 damage.


You nimbly move out of the way after getting one last hit in.


 **FLAMING ARROW** 

 ≥ 9
 1

SUCCESS: Deal 4 damage.

If the target has 1 health remaining after Flaming Arrow, deal 1 damage.

 ≥ 20 : Deal double damage.


 ≤ 1 : Take 4 damage.


Your fired arrow is on fire.

 **FOCUSED GAZE** 

 ≥ 4
 Self

SUCCESS: +4 to your next roll.

 ≥ 20 : Extra +4 to roll.


 ≤ 1 : -4 to your next roll.


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

 **HASTY SHOTS** 

 ≥ 5
 2

SUCCESS: Deal 1 damage.

 ≥ 20 : Deal double damage.


 < 5 : Take 1 damage.


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

 **STILL AIM** 

 ≥ 7
 1

SUCCESS: Deal damage equal to the target's tier.

 ≥ 20 : Deal double damage.


 ≤ 1 : Take 2 damage.


You stand still and take aim.

 **NOCK** 

 ≥ 6
 Self

SUCCESS: Regain 2 health and draw one extra ability next round.

 ≥ 20 : Heal double health.

 ≤ 1 : Draw one fewer abilities next round.


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

 **POINT BLANK** 

 ≥ 6
 1

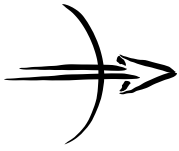
SUCCESS: Deal 3 damage. Take 2 damage each time another adventurer damages the target this round.

 ≥ 20 : Deal double damage.

 ≤ 1 : Take 2 damage.

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

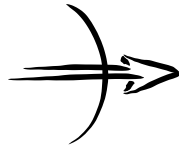
Ranged



Ability

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Ranged



Ability

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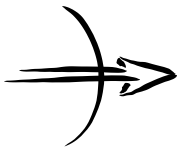
Ranged



Ability

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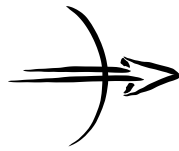
Ranged



Ability

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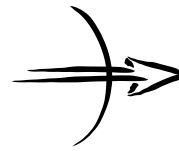
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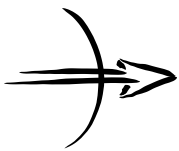
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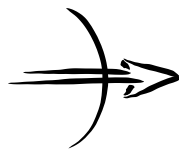
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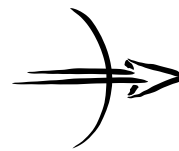
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 **PRECISION SHOT** 

 ≥ 11
 1

SUCCESS: Deal 5 damage.

 ≥ 20 : Deal double damage.


 ≤ 1 : Take 5 damage.


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

 **RAPID FIRE** 

 ≥ 7
 1

SUCCESS: Deal 2 damage and play an ability from your hand.

 ≥ 20 : Play that ability twice.

 ≤ 1 : Take 2 damage.


THE ONLY SOLUTION: more arrows.


 **REFLEX** 

 ≥ 7
 1

SUCCESS: Deal 2 damage.

The next time the target is damaged this round, play the top card of your ability deck.

 ≥ 20 : Resolve Reflex again.


 ≤ 1 : Draw two fewer abilities next round.


You react with lightning reflexes.

 **LONG SHOT** 

 ≥ 11
 1

SUCCESS: Deal 5 damage.

 ≥ 20 : Deal double damage.


 < 11 : Take 2 damage.


It's worth a shot.

 **SENSE THE WIND** 

 ≥ 6
 Self

SUCCESS: Draw and play an extra ability next round.

 ≥ 20 : Also add +4 to your next roll.


 ≤ 1 : You cannot play abilities next round.


You draw back your weapon and consider additional options.

 **SPLIT SHOT** 

 ≥ 9
 2

SUCCESS: Deal 2 damage.

 ≥ 20 : Deal double damage.


 ≤ 1 : Take 2 damage.


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

 **TRICK SHOT** 

 ≥ 9
 1

SUCCESS: Deal 3 damage.

 ≥ 20 : Damage 1 extra target.


 ≤ 1 : Take 3 damage.


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

 **WITHDRAW** 


 ≥ 7
 Self

SUCCESS: Regain 3 health.

 ≥ 20 : Heal double health.

 ≤ 1 : Take 1 damage.

You fall back to catch your breath.

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

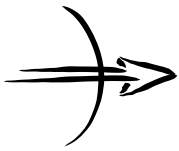
Shaken, not stirred.

STARTING ABILITIES:

3 Music
3 Melee

THE ALCOHOLIC DIPLOMAT

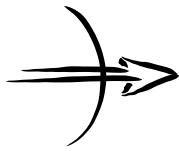
Ranged



Ability

EXPEDITION
the roleplaying card game

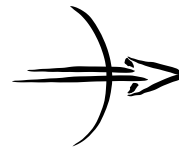
Ranged



Ability

EXPEDITION
the roleplaying card game

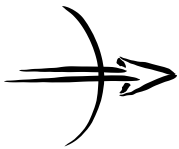
Ranged



Ability

EXPEDITION
the roleplaying card game

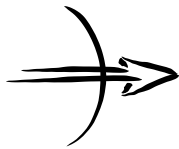
Ranged



Ability

EXPEDITION
the roleplaying card game

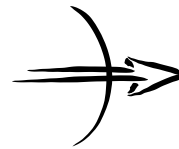
Ranged



Ability

EXPEDITION
the roleplaying card game

Ranged



Ability

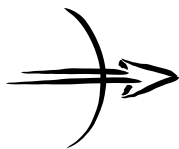
EXPEDITION
the roleplaying card game

EXPEDITION
the roleplaying card game

Adventurer



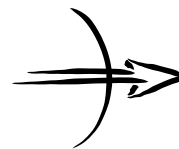
Ranged



Ability

EXPEDITION
the roleplaying card game

Ranged



Ability

EXPEDITION
the roleplaying card game

THE MAGICAL MINSTREL

STARTING ABILITIES:

3 Magic
3 Music

Armed with tales of luck beyond belief!

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE DUTIFUL SOLDIER

STARTING ABILITIES:

6 Melee

Fighting for queen and country.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE STEALTHY RECLUSE

STARTING ABILITIES:

6 Ranged

Good at avoiding people and arrows alike.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE HUNGRY CHEF

STARTING ABILITIES:

3 Music
3 Ranged

Hell hath no fury like a hungry chef.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE WILD HUNTER

STARTING ABILITIES:

4 Ranged
2 Magic

An expert tracker, raised in the wild.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE PACK RAT

STARTING ABILITIES:

2 Ranged
2 Melee
2 Magic

It's not hoarding, it's being prepared for anything.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE IDEALIST MONK

STARTING ABILITIES:

4 Melee
2 Magic

Committed to right, even when it's wrong.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE FRETFUL BARD

STARTING ABILITIES:

6 Music

A nervous, lovable oaf.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

THE BEFUDDLED MAGE

STARTING ABILITIES:

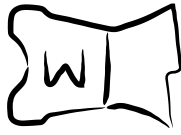
6 Magic

A strange individual, but an expert in the elements.

♡ 0 1 2 3 4 5 6 7 8 9 10 11 12

EXPEDITION
The roleplaying card game

Adventurer



EXPEDITION
The roleplaying card game

Adventurer



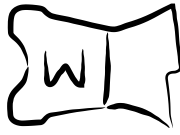
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The roleplaying card game

Adventurer



EXPEDITION
The roleplaying card game

Adventurer



EXPEDITION
The roleplaying card game

Adventurer



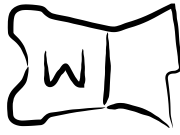
EXPEDITION
The roleplaying card game

Adventurer



EXPEDITION
The roleplaying card game

Adventurer



EXPEDITION
The roleplaying card game


Adventurer




EXPEDITION
The roleplaying card game

Adventurer



FOOTPAD  10


Tier Bandit I

+1 damage from 


SURGE: Takes no damage from Melee abilities this round.

Their weapon is kept in good repair.

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

VETERAN  15


Tier Bandit II

+1 damage from 

SURGE: The Veteran regains 4 health.

A wicked-looking scar streaks across their face.

0 1 2 3 4 5 6


NIGHTBLADE  20

Tier Bandit III


SURGE: All adventurers take double damage from enemies this round.

Their dagger emits a soft, pale glow.

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

BRIGAND  10


Tier Bandit I

+1 damage from 


SURGE: -2 to all rolls this round.

Frequently ambushes traveling merchants.

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

ROGUE  14


Tier Bandit II

+1 damage from 

SURGE: All adventurers with at least one loot take 2 damage.

Uncannily fast on their feet.

0 1 2 3 4 5


QUARTERMASTER  18

Tier Bandit II

SURGE: Draw a tier 1 loot and place it under this card (max two). You receive this loot if you are victorious.

No law is going to stop them.

0 1 2 3 4 5 6 7 8 9


THIEF  8

Tier Bandit I


SURGE: The party must discard one loot or all adventurers take 2 damage.

Definitely a shady character.

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

ARCHER  8


Tier Bandit I

+1 damage from 


SURGE: All adventurers with the most health take 2 damage.

A bow-wielding scowflaw.

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

HIGHWAYMAN  16

Tier Bandit II

+1 damage from 

SURGE: All adventurers must discard one loot if they have any.


Ofn seen fleeing on horseback with your Loot.

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EXPEDITION
the roleplaying card game

Bandit




III

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EXPEDITION
the roleplaying card game

Bandit




II

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EXPEDITION
the roleplaying card game

Bandit



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EXPEDITION
the roleplaying card game

Bandit




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EXPEDITION
the roleplaying card game

Bandit



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EXPEDITION
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Bandit




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Bandit




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Bandit




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EXPEDITION
the roleplaying card game


Bandit



I

WILD WOLF  8


Tier Beast I

+1 damage from 


SURGE: All adventurers roll a die. The lowest roll takes 4 damage.


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

Wolves hardly ever travel alone...

WOLFMAN  16

Tier Beast II


+1 damage from 

-2 damage from 

SURGE: All adventurers take damage equal to number of wolves in play.

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

Half man, half wolf. Fully fearsome in combat.


GIANT RAT  15

Tier Beast III

SURGE: All adventurers must discard one loot if they have any.

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

A rodent of unusual size!

ASPIC VIPER  6

Tier Beast I

SURGE: Any adventurers that attack the Aspic Viper this round take 4 damage.


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

A broad, triangular headed, poisonous serpent.

SPIDER  9

Tier Beast I


+1 damage from 

-1 damage from 


SURGE: All Magic abilities deal 2 less damage this round.


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

A hairy black arachnid, big as a buckler shield.

DIRE WOLF  17

Tier Beast II


+1 damage from 

-1 damage from 


SURGE: All adventurers who played Melee abilities this round take 2 damage.

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

An apex predator and leader of its pack.

CAPTAIN  22


Tier Bandit IV

-2 damage from 


SURGE: Add one random tier I Bandit to combat and update the tier sum.

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

Their position was earned through treachery.

WILD BEAR  10


Tier Beast I

+1 damage from 


SURGE: All adventurers roll a die. The lowest roll takes 2 damage.

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

A cave-dwelling beast with shaggy fur.

GIANT SPIDER  14

Tier Beast II

+1 damage from 

SURGE: All adventurers take damage equal to the number of spiders in play.


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

The size of a horse, and much less agreeable.

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EXPEDITION
the roleplaying card game

Beast




III

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EXPEDITION
the roleplaying card game

Beast




II

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EXPEDITION
the roleplaying card game

Beast



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EXPEDITION
the roleplaying card game

Beast



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EXPEDITION
the roleplaying card game

Beast



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EXPEDITION
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Beast




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Beast




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EXPEDITION
the roleplaying card game

Beast




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EXPEDITION
the roleplaying card game


Bandit




IV

IMP ♡ 7

Tier Fae I

+1 damage from 

-1 damage from 


SURGE: This round, all Melee damage is Magic instead.

A tiny winged green person with razor teeth.

6
5
4
3
2
1
0

MAGIC MUSHROOM ♡ 6

Tier Fae I

+1 damage from 


SURGE: -4 to all rolls this round.


Tendrilsous, purple, and emitting a sticky smell.

5
4
3
2
1
0

DUERGAR ♡ 14

Tier Fae II

+1 damage from 

-1 damage from 

SURGE: All Magic this round also target the adventurer using it.

A Dwarf corrupted by dark energies.

13
12
11
10
9
8
7
6
5

TROLL ♡ 26

Tier Beast IV


SURGE: The Troll regains 6 health.


25
24
23
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7
6
5
4
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1
0

Chips on its tusks are all that's left of past foes.

BLUECAP FAERY ♡ 6

Tier Fae I

+1 damage from 

-1 damage from 


SURGE: This round, all Melee damage is Magic instead.


A flying faery, prone to bursting into blue fire.

5
4
3
2
1
0

VOID IMP ♡ 13

Tier Fae II

+1 damage from 

-1 damage from 

SURGE: All adventurers take 1 damage. The Void Imp regains health equal to the total damage taken.

Its eyes are black pits, it beckons with a claw.

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

BEAR MATRARCH ♡ 20

Tier Beast III

SURGE: All adventurers with any Melee or Ranged abilities in their decks take 2 damage.

19
18
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6
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0

It won't hesitate to rip apart what seems edible.

KORRIGAN ELF ♡ 7

Tier Fae I


SURGE: Takes no damage from abilities this round.

A hook-nosed creature with ill intent.

6
5
4
3
2
1
0

WILL O' THE WISP ♡ 6

Tier Fae I

+1 damage from 

SURGE: All adventurers and enemies take 3 damage, including the Wisp.


A phosphorescent orb, gently floating.

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EXPEDITION
the roleplaying card game

Fae




II

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EXPEDITION
the roleplaying card game

Fae




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EXPEDITION
the roleplaying card game

Fae




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EXPEDITION
the roleplaying card game

Fae




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EXPEDITION
the roleplaying card game

Fae




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EXPEDITION
the roleplaying card game

Beast




IV

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EXPEDITION
the roleplaying card game

Fae




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EXPEDITION
the roleplaying card game

Fae



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EXPEDITION
the roleplaying card game

Beast




III


RIFT WALKER  20

Tier Fae IV
-2 damage from all sources
SURGE: Damage dealt by adventurers this round is also dealt to themselves.

Reality warps around a being made of energy.


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


FLOATING SKULL  8

Tier Undead I
+1 damage from 
SURGE: If at 0 health, revive to ½ health.

A shrieking, bodiless skull trailing a blue haze.


0 1 2 3 4 5 6 7


SKELETON SWORDSMAN  15

Tier Undead II
+1 damage from 
SURGE: Regains 1 health for each Undead in play (including those at 0 health).

A reanimated skeleton, trained in deadly arts.


0 1 2 3 4 5 6 7

SHAPESHIFTER  10

Tier Fae III
-2 damage from 
SURGE: Put a random tier I Beast on top of the Shapeshifter, updating the combat tier. Once reduced to 0 health, resume fighting the Shapeshifter.

Its form defies explanation.


0 1 2 3 4 5 6 7 8 9 10


SKELETAL RAT  6

Tier Undead I
SURGE: If at 0 health, revive to ½ health.

An eerie blue mist shrouds a dead rat's bones.


0 1 2 3 4 5 6


UNDEAD VIKING  12

Tier Undead II
+1 damage from 
SURGE: If at 0 health, revive to ½ health.

A fierce adventurer, back from the dead.


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

SATYR  20

Tier Fae III
SURGE: All adventurers roll a die. The lowest roller(s) next roll is automatically a  = 1.

A red-haired, goat-hooved magical creature.


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


ZOMBIE HAND  6

Tier Undead I
SURGE: If at 0 health, revive to ½ health.

A desiccated hand scuttles towards you.

0 1 2 3 4 5 6

ZOMBIE  8

Tier Undead I
+1 damage from 
SURGE: If at 0 health, revive to ½ health.

It's missing some important body parts.

0 1 2 3 4 5 6 7 8

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EXPEDITION
the roleplaying card game

Undead




II

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EXPEDITION
the roleplaying card game

Undead




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EXPEDITION
the roleplaying card game

Fae



IV

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EXPEDITION
the roleplaying card game

Undead



II

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EXPEDITION
the roleplaying card game

Undead




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EXPEDITION
the roleplaying card game

Fae



III

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EXPEDITION
the roleplaying card game

Undead




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EXPEDITION
the roleplaying card game

Undead




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EXPEDITION
the roleplaying card game

Fae



III

SKELTON MAGE

Tier Undead III

SURGE: All adventurers take 1 damage for each Undead in play (including those at 0 health).

Once a wizard, now a husk of rage and magic.

0 1 2 3 4 5 6 7 8 9



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6

VAMPIRE

Tier Undead III

SURGE: All adventurers take 1 damage. The Vampire regains health equal to the total damage taken.

Caped, fanged, and very fond of blood.

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



22

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6

WIGHT

Tier Undead II

Immune to damage

SURGE: Not immune to damage for this round.

The Wight stays hidden until ready to strike.



6

5

4

3

2

1

0

LICH

Tier Undead IV

-2 damage from

SURGE: Add one random tier 1 Undead to combat and update the tier sum.

Death is just inconvenience for this bound soul.

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



20

19

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16

15

14

13

12

Health / Regain Health

A D20 die roll

Unique target(s)

Damage / Attack

Melee abilities

Ranged abilities

Magic abilities

Music abilities

Drawing / Playing cards

I/II/III/IV Tier

Health / Regain Health

A D20 die roll

Unique target(s)

Damage / Attack

Melee abilities

Ranged abilities

Magic abilities

Music abilities

Drawing / Playing cards

I/II/III/IV Tier

Health / Regain Health

A D20 die roll

Unique target(s)

Damage / Attack

Melee abilities

Ranged abilities

Magic abilities

Music abilities

Drawing / Playing cards

I/II/III/IV Tier

Health / Regain Health

A D20 die roll

Unique target(s)

Damage / Attack

Melee abilities

Ranged abilities

Magic abilities

Music abilities

Drawing / Playing cards

I/II/III/IV Tier

Health / Regain Health

A D20 die roll

Unique target(s)

Damage / Attack

Melee abilities

Ranged abilities

Magic abilities

Music abilities

Drawing / Playing cards

I/II/III/IV Tier

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21

EXPEDITION
the roleplaying card game

Undead



III

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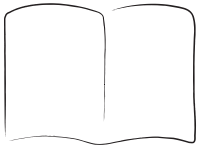
Undead



II

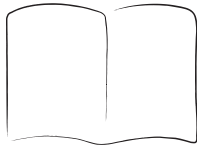
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Helper



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Helper



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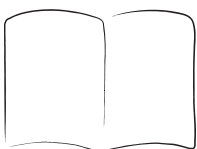
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IV

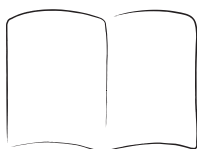
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Helper



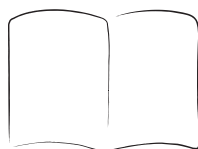
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 Health / Regain Health


 A D20 die roll


 Unique target(s)


 Damage / Attack

 Melee abilities

 Ranged abilities

 Magic abilities

 Music abilities

 Drawing / Playing cards

I/II/III/IV Tier

ICE SHARD

Tier Loot I
Single use
Use anytime

Deal 1 target 3 Magic damage.

A dangerously sharp icicle.

LUCKY CHARM

Tier Loot I
Single use
Use anytime

+5 to your next roll.

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

BLACKBRIAR ALE

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

1 target regains 4 health.

OR

All adventurers regain 1 health.

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

MEAD

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

+2 to all adventurers' next rolls.

OR


All adventurers deal 1 extra
damage this round.


A yellowish, honey-like alcohol.

BARGAIN POTION

Tier Loot I
Single use
Use anytime

Roll a die.

 ≥ 7 : You regain 5 health.

 ≤ 7 : You lose 1 health.

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

MAGICAL LUTE

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

+4 to your next roll.

OR

2 targets take 2 Music damage.

*Enchanted strings produce a
stunningly beautiful melody.*

VENISON

Tier Loot I
Single use
Use anytime

1 target regains 5 health.

Salty and delicious.

HARDTACK

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

1 target regains 4 health.

OR

1 target takes 4 Ranged damage.

*It may taste like an old sock, but
at least it's edible.*

Loot



I

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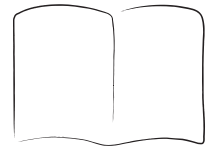
Loot



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Loot



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Loot



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ANCIENT RUNE

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

Cancel an enemy surge event.
OR
1 target takes 4 Magic damage.

*The rune leaps from the stone
and surrounds the target.*

FIREBALL SCROLL

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

1 target takes 3 Magic damage.
OR
3 targets take 1 Magic damage.

*An ancient magical scroll
designed to channel eldritch fire.*

ENERGY SHARD

Tier Loot I
Single use
Use anytime

1 target takes 2 damage of the
type of your choosing.

*A crystal made entirely
of energy.*

SCROLL OF REPEAT

Tier Loot I
Single use
Use anytime

One successful ability or
roleplaying action automatically
succeeds again on another target.

*You suddenly have this strange
feeling of déjà vu...*

TRUESIGHT SCROLL 3

Tier Loot I 2
3 uses 1

Usable once per round

Ignore one target's damage
modifiers this round.

See through disguise and armor.

LIGHTNING ROD

Tier Loot I
Single use
Use anytime

1 target takes 1 Magic damage.
All Magic damage this round is
redirected to target.

*A metal rod enchanted to attract
magic energy.*

STURDY ROPE

Tier Loot I
Single use
Use anytime

CHOOSE ONE:

Reduce damage dealt by enemies
this round by 2.
OR
Draw and play one extra ability.

*A long, sturdy rope. Handy for
getting out of sticky situations.*

SPARK STONE 3

Tier Loot II 2
3 uses 1
Usable once per round

1 target takes 2
Magic damage.

*An enchanted stone capable of
discharging immense energy.*

FLASH CRYSTAL

Tier Loot II
Single use
Use anytime

CHOOSE ONE:

Adventurers take no damage
this round.
OR
+10 to your next roleplaying roll.

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

Loot



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HEROISM POTION

Tier Loot II
Single use
Use anytime

CHOOSE ONE:

1 target regains 6 health.

OR

Cancel an enemy surge event.

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

NIGHTSHADE

Tier Loot II
Single use
Use anytime

1 target takes 4 Melee damage.
Deal double damage if target is at 8 health or less.

A bottle of yellowish liquid. You decide not to smell it.

MYSTERIOUS DRUG

Tier Loot II
Single use
Use anytime

You learn one ability. Roll a die.

🎲 ≥ 16 : You may play the ability immediately as 🎲 = 20.

🎲 **10-15**: You may play the ability immediately.

🎲 ≤ 9 : You must play the ability immediately and target yourself.

The sketchy street vendor said it was of the highest quality...

NEGATION SCROLL

Tier Loot II
Single use
Use anytime

CHOOSE ONE:

Cancel an enemy surge event.

OR

Cancel one effect, attack, damage or ability on 1 target.

A magical incantation that halts an object in its tracks.

SCROLL OF CHANCE

Tier Loot II
Single use
Use anytime

Turn one 🎲 ≤ 1 into 🎲 = 20.

The math doesn't really work out, but you feel oddly confident about it.

SCRYING GLASS

Tier Loot II
Single use
Use anytime

CHOOSE ONE:

Double the damage dealt by any single ability.

OR

Next round, all adventurers may draw and look at their abilities before the round begins.

Magical mist swirls inside the looking glass.

DUSTY TOME

Tier Loot II
Single use
Use anytime

Each adventurer may discard one ability from their ability deck to learn a new ability from the same deck.

An ancient book that hasn't been dusted in ages, yet is still surprisingly relevant.

CAPSULE OF FATE

Tier Loot II 20
Single use 19
Use anytime 18

IMMEDIATELY: Roll and record the outcome. 17

USE: Replace the result of any roll with the stored one. 16

15

14

13

12

11

10

9

The description on the box says it radiates "energies of time". 8

Whatever that means... 7

1 2 3 4 5 6

WEYSTONE

Tier Loot III
Single use
Use anytime

CHOOSE ONE:

Redirect one ability or effect from one target to another.

OR

Remove one target from combat (max tier 3).

A porous stone, bearing carved magical sigils.

Loot



II

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Loot



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III

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MAGICAL BAUBLE

Tier Loot III
Single use
Use anytime

Turn any one roleplaying roll into
🎲 = 20.

*Round, smooth and very
distracting when used.*

DIFFRACTING GEM

Tier Loot III
3 uses
Usable once per round

One ability may affect a number
of additional targets \leq the number
of uses remaining (3, then 2, then
1).

*This gem splits nearby light into
brilliant colors and fades slightly
with each use.*

ELIXIR

Tier Loot III
Single use
Use anytime

CHOOSE ONE:
1 target regains 10 health.
OR
All adventurers regain 3 health.

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

BALANCING GEM

Tier Loot III
Single use
Use anytime

Reduce or regain 1 target
to half health.

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

Loot



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