

Expedition: The Roleplaying Game α

By: Dennis N. Santana

<http://spiritsofeden.com/>

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Playtest Game

Expedition is a game rising from two other games. It is in essence the continuation of a project I called Copper Coins!, where I tried to write a multipurpose fantasy game. This project, however, focuses a bit more on exploration/"dungeon fantasy" sort of games, with some new twists on how those work. It also borrows mechanics from another small project, known as High Score!, which was sort of a conceptual test more than it was an actual game. Feedback from both projects allowed me to commence this project and produce the Alpha that you are about to read.

Expedition is a work in progress. As such, it is important to me, the author, that other people try it out and share their opinions. What went wrong? What went right? What could use more clarification? What sort of extra rules would you like to see? Though it is impossible to make everyone happy, rest assured that the author will take into consideration any constructive criticism (and some deconstructive criticism too!) and try to apply it towards making the game better and more entertaining for as many people as possible.

Share your thoughts by commenting on my web site (on the cover) or by dropping a line to the author at [wyattsalazar\[at\]gmail.com](mailto:wyattsalazar[at]gmail.com). Rest assured that I read all of my emails as soon as I can and I try to answer concerns to the best of my ability.

Greater Spirit Games

Greater Spirit Games is a one-man game-making "studio" run by Dennis N. Santana, also known (and formerly publishing as) Wyatt Salazar. All of Greater Spirit Games' releases other are located [on this page](#). For license information read the [Legal page](#) – all GSG releases use the same license. All of Greater Spirit Games' releases are currently available only in a very basic PDF.

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Donate whatever you think this game and the author's general work is worth to you. Greater Spirit Games' work is always released in Creative Commons and runs on the generosity of the players and game masters. Donations of any amount are welcome. In the future, donations could be used to produce higher quality products, including PDF products with better layouts, a real cover on the front, and perhaps even artwork. Even the smallest donations will help me continue to pay for the domain name of the web site, which is very important to me.

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Introduction

Welcome to Expedition, a fantasy adventure roleplaying game. If you don't know what a roleplaying game is there are a lot of explanations, but we'll try to keep it brief as possible. You and a few other people get together, on the Internet or around a table in a physical location. One of you, the Game Master, controls an environment and events that the players, the bulk of the group, pretend to play through and interact with. It is a game of imagination. You roll dice to determine whether the things you try to do in the game succeed or fail. Throughout, you try to create interesting situations together by using the rules and your inner storyteller.

In Expedition you take the part of a fantasy character (referred to as a Player Character or PC) as you interact with and influence the challenges and storylines presented by the Game Master (or GM). You create a character by envisioning who you'd like to be and modeling that character through a few rules and choices, picking an archetype and some abilities. You can be anyone with any sort of traits that you think would be interesting to play. After a bit of reading, your character will be ready to traverse fantasy worlds, gaining power, prestige, romance, or whatever you desire. You are encouraged to try to make a character different from you, but you can also just pretend to be yourself within the game.

Making a character in Expedition is pretty simple – there is no long list of fantasy species to decide on, and no themes to specifically and invariably follow, no need to tally up experience points. However, there are still character choices to be made. The bulk of them will be made during play, rather than before. During the game, how you roleplay your character and what actions you decide to take will factor into how your character grows in power and diversity.

You are also left to define many aspects of your character and journey. Your imagination will be called upon to interpret what the game's rules mean in a fantasy story: you can decide an obvious answer to a problem, or an obvious explanation for an event, or have fun with an obscure one.

All that's required to play is paper and pencils and a few six-sided casino die (d6) for each player – preferably three per person. For most important rolls, the players will roll 3d6 to determine the outcome. You should set aside a three or four hour stretch of time for the game. Characters can be made in the first half hour or so of the game, faster if you already have an idea of what you want to play.

You can also play with your long-distance friends through a text chatroom or voice chat, or even via forum play. Expedition is designed such that this kind of play can work just as well as any. Maps and miniatures are not required, and the technology used doesn't have to extend beyond text and perhaps some images.

Rules Primer

In this section you'll find a light glossary of the rules. This will give you enough knowledge to understand upcoming sections of the book and understand the gist of them. Each rule will be expanded upon in future sections.

Task: A Task is the basic unit of gameplay. It involves one goal or a few connected goals that players must solve to continue. There are three different kinds of tasks: tasks that only one player needs to complete, tasks that each player must complete separately, and tasks that players can complete together.

Standard Roll: A Standard Roll is made for all actions a character takes. To make a Standard Roll, roll 3d6. You want to roll as high as possible. Add the results of the die together and then add any modifiers, such as from Perks, to your roll to get the Result. Compare the Result to the Difficulty of the check, which is expressed as a number. If you exceed the Difficulty, you add your roll result to the Success Pool. If not, you only add half your result rounded down and suffer a Setback.

Success Pool: In tasks where there's a chance of failure, you'll have to fill a Success Pool to succeed. The Success Pool has a value expressed as a number. You will roll dice multiple times, each time filling up the pool to this value. Each task also has a Limit and a Difficulty. The Difficulty is a minimum roll result that you need to meet. If you fail to meet it, you only add half your roll to the Pool and you suffer a Setback. If you suffer Setbacks equal to the Limit of the task, you fail completely.

Most of the time, each player rolls to fill his or her own success pool and has no effect on the success pools of others. Sometimes, however, players can team up to complete an objective together. With more players tackling the objective, the Success Pool requires more points to fill up – however, the Limit is also raised, so it is harder to lose, and therefore safer to work in groups. Some abilities also work much better if used in a Group Task rather than alone. Players can always choose to team up, or the GM might decide to team them up if the situation calls for it.

Setback: Setbacks represent momentary failures at a task. Each Setback is not game ending, but together many of them will prevent you from succeeding.

As an example of the last few concepts: you find yourself in front of a pit in a dungeon and try to jump across. Your GM tells you that the Success Pool is 10, the Difficulty 10 and the Limit is 2 – a very simple roll. However, you only manage to roll 9 on your Standard roll. You add 4 to the Pool and suffer 1 Setback – perhaps you jumped but didn't quite make it, and are now hanging on from the other side. Your next roll is your last chance to make it, because the Limit is only 2. You roll and get an 11. You add 11 to the pool, succeed, pull yourself up and out of the pit.

Skills: A Skill is an ability that any character can use. Every character has access to every skill at any time. Skills are basic things like Analysis, Awareness or Maneuver. Perks can be bought to improve skills in certain circumstances.

Archetype: Your Archetype represents a part of the role you play in the game. The Archetype description includes the character's vital information, such as the character's starting momentum and perks, and other special character rules. Each Archetype is a ready-made character that can be played on its own.

Expedition: A unit of gameplay comprising one long event that can be divided into smaller, action-oriented gameplay segments known as Tasks or Combats.

Perks: Perks are abilities that are gained in order to improve skills, to gain new Edge-granting abilities, and otherwise advance your character. At the start of the game you can choose one Combat Perk and one Adventure Perk. As you use the abilities related to your Perks, your Perks will slowly advance. To earn new Perks, you have to show interest in them – by playing as though you had the Perk, using abilities related to the Perk until you earn it and can begin advancing it.

You advance Perks during Character Development, usually once per Expedition.

Wealth Points: Wealth represents your character's affluence. You can spend Wealth on services and to gain adventuring supplies. Depending on your Wealth your GM might allow you to purchase property, and hire mercenaries to support you. Wealth is typically tracked in point values from 1 to 100.

Bond Points: Bonds are relationships you have that can be invoked for benefits and to roleplay. Bonds can be made to people or organization. Each Bond can be advanced, and is rated from 1 to 100. To advance your Bond rating or recover Bond points, you must interact with characters connected to that bond.

Reputation Points: Reputation is a pool of points you can gain that give you benefits and represents how influential and important your character is. Reputation can be spent on supplies, and can also be spent to invoke certain effects, including advancing certain bonds or gaining Wealth or other benefits.

Expedition Points: Expedition Points can be gained using Wealth, Bonds or Reputation. Expedition points are food, supplies and magic that you constantly consume while you are away from civilization, and that you require to adventure. Expedition Points can be used to gain boons both in and out of combat, but must be used wisely, or else the party may find its adventures cut short.

Combat Primer

A Combat is a special type of challenge. In Combat, your dice rolls do not contribute to a Success Pool, but rather they are deducted from the enemy's Momentum. Combat pits you against a team of enemy characters. In a Combat you must switch tactically between building up Edge in order to make damaging attacks, or placing Strikes on an enemy to inflict crippling conditions.

Momentum: Momentum represents your character's ability to push toward a victory in a Combat. Each character has his or her own Momentum that enemies will target. It represents number of factors, such as your character's endurance, health, and willpower. Attacks diminish a character's Momentum.

To damage an enemy's momentum, you must spend a point of Edge and make an attack. You can gain Edge by making Edge-generating attacks. These attacks as their name implies generate Edge, but do nothing else. Attacks without Edge to power them will not damage characters. Attacks with Edge powering them will deal real damage. You subtract the damage dealt by Edge-powered attacks from your enemy's Momentum and when Momentum reaches 0, the character loses a point of Endurance. When the character loses every point of Endurance, he or she suffers a Liability and is removed from the battle, unable to act until its conclusion.

Endurance: Endurance is your character's ability to sustain real damage. Whenever you lose all of your Endurance points, you are incapable of fighting. The cause of your inability to fight can vary, and is called a Liability. You can regain lost Endurance over the course of an adventure, or even gain extra Endurance.

Liability: A Liability is a longer-term injury or problem that your character must struggle to overcome. You gain one whenever you lose all of your Endurance. You can spend Fortune to overcome Liabilities or seek a solution.

Strike: Strikes are advantages and exploits that can be leveraged to weaken the enemy. Whenever you make an attack without spending or gaining Edge, you deal a Strike. Strikes accumulate on enemies and can then be "converted" by a character to inflict a Condition. You count the number of Strikes on a particular character, spend them and inflict the condition. The number of Strikes converted defines the severity of the affliction you invoke. Invoking a condition takes up a non-attack simple action. When a Condition is invoked, that character's Strikes are reset to 0, regardless of the amount that were spent, so spend many and wisely.

Edge: Edge points are built up during a Combat by making Edge-generating attacks against enemies, and then spent on attacks. The more edge the stronger the attack. Edge is lost after each Combat, so it must be built up and spent within that Combat.

Adventuring Skills

Skills are basic abilities that every character in the game can employ. There are seven skills in all. Each skill is used when it fits best what the character is attempting to accomplish. Each skill has a certain role, but if you are creative enough you can think of new things for skills to accomplish.

Power

The Power skill involves striking, shoving, breaking objects and other tasks involving weapons, strength and endurance. It is used to show force.

- Combat Description: You can destroy obstacles and push people around.

Maneuver

The Maneuver skill involves jumping, climbing, tumbling, sneaking, ducking, etc, and otherwise completing any task through movement.

- Combat Description: You can move through zones within the combat.

Awareness

The Awareness skill allows you to take advantage of perception and insight, parsing details and finding clues in your surroundings. It is used for detection.

- Combat Description: You can find clues and traps, and hidden enemies.

Analysis

The Analysis skill allows you to identify and understand objects, creatures, events, histories and circumstances. It is used to gain information.

- Combat Description: You can devise strategies and glean enemy weaknesses.

Persuasion

The Persuasion skill allows you to interact with NPCs socially. You can use the skill to attempt to sway, impress, intimidate or otherwise get NPCs to come around to or at least understand your point of view. It is used for discussions and performances.

- Combat Description: You can boost allies and penalize or sway enemies.

Support

The Support skill allows you to help allies and NPCs in tasks, to keep them from falling behind, failing or being hurt. It used for any action done in other's aid.

- Combat Description: You can help your allies achieve their own plans.

Utility

The Utility skill allows you to use equipment and interact with objects in order to employ them, to create new objects or to combine objects.

- Combat Description: You can use items, including those present in the terrain.

The Archetypes

Archetypes are packages of abilities and traits that begin to depict characters in the game. They represent the minimum amount of required abilities that a character must have to be functional in the game. They also represent common archetypes supported in fantasy gaming. An Archetype is just bones – you must put flesh and muscle on them by crafting a story, defining who your character is. Below is some sample information about each archetype to help you think of possible stories. You do not have to follow these descriptions if you don't want to.

The Fighter: A wandering warrior, a luckless soldier, or an expelled Knight, the Fighter has traveled far, perhaps under a mentor, in a tour of duty or to complete an oath. Whatever the motivation, the Fighter has sojourned in many places, and learned something of many cultures and met many people. He or she can connect with any culture he or she comes into contact with. The Fighter's journey never quite ends as he or she seeks a place to remain, and people to remain with.

The Rogue: An exceptional commoner, an adventurous noble or a shadowy thief, the Rogue is a versatile and skillful character. A Rogue is set apart from others by his or her style or flair, and his or her many talents, always personalized and always unique – even when they aren't. The Rogue is often showy and charismatic, urban and with hands on the veins of civilized culture, while at the same time fluid in identity and appearance, able to remake his or her self. He or she connects easily with other townsfolk and city slickers. The Rogue is often motivated by personal glory and wealth, but can just as easily be altruistic and noble.

The Oblate: A spirit-touched commoner, an incidental oracle or an avowed member of a religious order, the Oblate is empowered by the divine. He or she may see his or her powers as a gift, or a curse. They may have been obtained, or forced upon him or her. Most Oblates have some religious institution or tradition in which they can find a home, regardless of the origin of their powers, and they are motivated to help them. The Oblate is powerful and sometimes mysterious, but usually dignified and helpful. The Oblate bonds best on the basis of religious culture, but he or she can speak comfortably about many subjects.

The Mage: A magic schooled teen on a long field trip, a mentalist with an unknown depth of abilities, or even a magic entity in human guise, the Mage is known for his or her arcane knowledge and power. Regardless of age or health the magic of the Mage remains as potent, and can be used to transfigure and destroy – but tragically not to create or heal. Mages strive towards understanding and advancement. Most have had advanced education, of a sort that few in the world can boast to have experienced. Mages view the world through an academic lens and bond best with those who follow academic creed and the scholarly method.

The Fighter

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
35M / 3E	11	20	10	Culture (10)

Default Perks:

Combat: Battlemaster

Adventure: Explorer

Fighter Talents

•**Striker:** The Fighter has +1 to all Strike attacks. The Fighter gains a +1 bonus to Edge-generating attacks against enemies with at least 2 Strikes on them.

•**Defender:** Whenever the Fighter generates Edge, it can Guard as a Simple Action on the same turn and give the Guard benefits to another character. The Fighter must remain in the same zone as that ally to confer the benefit. The Fighter has -1 Protection Rating but +1 to attack rolls while the Guard lasts (usually 1 round).

•**Iron Vanguard:** The Fighter can use this talent as a weapon attack.

1 Edge: The target has -1 to attack rolls and damage against you and your allies and you have +1 Soak, both for 1 round.

2 Edge: +1 Damage. The target has -1 to attack rolls and damage against you and your allies and you have +1 Soak, both for 2 rounds

3 Edge: +2 Damage. The target has -1 to attack rolls and damage against you and your allies and you have +1 Soak, both for 3 rounds.

Fighter Traits

•**Physical Training:** A Fighter has a +1 bonus to Power and Maneuver checks.

•**Cosmopolitan:** A Fighter has experienced and learned much of other peoples. A Fighter reduces by 2 any difficulty to his or her rolls caused by a cultural barrier.

•**Find the Path:** A Fighter has a +1 bonus to checks made to navigate or find his or her way toward iconic landmarks, natural or otherwise, in a region.

•**Comrades:** Once per Expedition, the Fighter can uncover a relation of some kind regardless of the location. The Fighter has a +2 bonus to Persuasion and Analysis rolls made toward this character. The character can offer aid or accompany the characters as an Adventurer using the Hireling rules, at the GM's discretion.

The Rogue

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
30M / 3E	10	15	10	Civilization (10)

Default Perks:

Combat: Harrier

Adventure: Socialite

Rogue Talents

- Cunning Combatant:** The Rogue starts any combat with 1 Edge.
- Sneak Attack:** The Rogue deals +1 damage with any attack.
- Seize The Day:** The Rogue has a +1 bonus to non-damaging attacks.
- Improvise:** The Rogue can use this talent as a weapon attack.
1 Edge: If you miss, you deal 1 Strike to the target. If you hit, you can convert up to 1 Strike on the target into a condition.
2 Edge: +1 Damage. If you miss, you gain a +1 bonus to attack rolls against the target for 1 round. If you hit, you can convert Strikes on the target.
3 Edge: +1 Damage. If you miss you gain 1 Edge and deal 1 Strike to the target of the attack. If you hit, you deal 1 Strike and convert Strikes on the target.

Rogue Traits

- Grandstanding:** Once per expedition when you roll an Exceptional Success, you can add 5 to your Reputation. You have a +2 bonus to all Reputation rolls.
- Fleet-Footed, Keen-Eyed:** A Rogue has +1 to Maneuver and Awareness rolls.
- Fluid Identity:** The Rogue gains a +1 bonus to rolls made to create a disguise and maintain a cover. A Rogue can convincingly pass as any sex or gender.
- Always Prepared:** A Rogue lessens any Attrition to Delve Points the party suffers by 1, and adds a +1 bonus to any purchase roll he or she makes for Delve Points.
- Cash Advance:** The Rogue can work his or her connections for money. Once per Expedition, he or she can scrounge up 5 Wealth to outfit him or her self or his or her allies toward starting an expedition (or just to waste for no particular reason).

The Oblate

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
35M / 3E	10	10	15	Religion (10)

Default Perks:

Combat: Warder

Adventure: Benefactor

Oblate Talents

•**Divine Wrath:** The Oblate has +1 to all attack rolls. An Oblate can generate Edge as a magical attack, but cannot make or convert Strikes as magical attacks.

•**Aurora:** The Oblate can use the following talent as magic attack.

1 Edge: +1 Attack, +1 damage. You or an ally has +1 to attack rolls for 1 round.

2 Edge: +1 Attack, +1 damage. Two allies have +1 to attack rolls for 2 rounds.

3 Edge: +1 Attack, +2 damage. You, all allies have +1 to attack rolls for 3 rounds.

•**Open Chakra:** The Oblate can heal a character in its zone as an Action. The Oblate spends 1 Edge, either its own or one of the target's (with consent). The target recovers 2d6+15 Momentum and deals +1 damage for 1 round. This Talent requires 1 more Edge each additional time it is used within the same combat.

Oblate Traits

•**Body And Soul:** An Oblate has +1 to Maneuver and Support skills.

•**Prophetic:** Once during Preparation the Oblate receives divine guidance. The GM must give the player a specific vision of future importance. When the vision is realized the Oblate has a +1 bonus to all rolls during the event that unfolds.

•**Soft-Spoken:** You have a +1 bonus to all non-antagonistic social rolls. If you would lose Reputation from a failed roll, you lose 2 less Reputation.

•**Organizer:** An Oblate lessens Attrition to Sustenance Points suffered by his or her party by 1 point, and Attrition to Magic Points by 1 point.

•**Embodiment:** Once per Expedition, the Oblate can offer a prayer to the spirits, gods, deities, or whatever powers he or she worships in a time of need. The Oblate gains 5 Magic Points and begins the next combat with 1 Edge point.

The Mage

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
30M / 3E	10	10	10	Academia (10)

Default Perks:

Combat: Elementalist

Adventure: Scholar

Mage Talents

•**Arcane Might:** The Mage has +2 to magical attack rolls, +1 to non-magic Strike attacks, and can Strike and generate Edge as magical attacks.

•**Resistance:** The Mage has +1 Protection Rating and Soak against magical attacks.

•**Spell Charge:** The Mage can use a Focused Action to roll a Difficulty 9 Simple Power Task. If successful the Mage gains 1 Edge and +1 to damage for 1 round. If it fails, the Mage gains Partial Edge and a -1 penalty to Protection Rating for 1 round.

•**Magic Blast:** The Mage can use the following talent as a magic attack.

1 Edge: +1 Attack, +1 damage. The target has -1 Protection Rating for 1 round.

2 Edge: +1 Attack, +2 damage. The target has -1 Protection Rating for 2 rounds.

3 Edge: +1 Attack, +2 damage. The target has -1 Protection Rating for 3 rounds.

Mage Traits

•**Prestidigitation:** The Mage can perform minor tricks with the Utility skill like changing the flavor of food as it is eaten, levitating objects up to the size of a finger, making simple sounds or smells or temporarily changing the color and texture of objects (but not their shapes or uses). These tricks are Difficulty 9 Simple Tasks.

•**Loremaster:** The Mage has a +1 bonus to all Analysis rolls.

•**Arcana:** The Mage has +1 any roll in a task involving magical phenomena.

•**Spell Components:** The Mage gains 5 Magic Points at the start of any Expedition.

•**Arcane Surge:** Once per Expedition the Mage allows arcane power to overwhelm him or her, drawing forth a swell of magic. He or she can gain 2 Edge or give a target a 3 Strike condition of his or her choice, without taking an action.

Perks

Perks are active or passive benefits and special abilities that you can gain and advance in order to improve your character. Perks are divided into **Adventure** perks and **Combat** perks – Perks that affect non-combat situations and Perks that affect combat, respectively. When you create your character, you can choose one perk from each category, or you can use the default Perks of your class. Contained in each Perk are three benefits. The **Primary** benefit is the one you gain when you first select the Perk. Through **Character Development** you can advance your Perk to gain its **Professional** and **Paragon** benefits.

Each Perk is associated with specific skills, situations, personality types or actions in and out of combat. In order to advance your Perks and gain their Professional and Paragon benefit, you must roleplay your character's development of these skills by using them to advance the game. For example, you can only improve your Socialite perk by interacting with NPCs, making Persuasion checks, using your Reputation and Bonds instead of just your Wealth and so on.

At the same time, to gain *new* Perks you have to break out of your mold. So even if you're a Socialite, if you want to gain the Ravager perk for example, you have to do battle, place conditions on enemies and make a lot of damaging attacks.

When the GM calls for a Character Development moment, you and your fellow players will discuss with the GM the Perks you want to earn or advance, what you've all done to satisfy their requirements. Character development usually occurs once per Expedition, but the GM can call for it multiple times if he or she wishes for Advancement to occur faster (or less, to make it slower). At each Character Development discussion, the player will walk away with one Advance on a Perk he or she currently has. A player could also possibly choose to gain a new Perk, if he or she has worked towards it associations. The GM may require a character reach Paragon with at least 1 Perk before gaining new ones, as a matter of consistency or ease of advancement, so that they don't keep gaining multiple primary benefits.

Many Perks are always active and don't require *activation* – for example, a Perk that gives a "+2 bonus to Persuasion rolls." You can only ever gain a Perk once – you cannot have multiples of them. If a Perk grants you a benefit by rolling or performing a task, you cannot activate it multiple times to improve the bonus (this is called "stacking.") You must wait for the benefit to peter out before applying it again. However, perks with *different names* "stack" together, even if they give you bonuses to the same thing. You add up all those bonuses together to produce the final bonus to your roll. Perks with the same name cannot "stack" and as such their bonuses cancel each other out if you keep re-activating them. An example would be a Perk that grants you a bonus to attack rolls if you roll Power – if you use it twice in a row you do not double the bonus. The bonus will stay the same.

Adventure Perks

BARD

Associated Skill	Associated Resource	Associated Action
Persuasion	Reputation Points	Gaining and using Reputation.

Description: The Bard perk gives you bonuses for performance and stunts, allowing you to earn money by singing, dancing or other performances, and using your talents to aid the group as a whole. You are an encouraging presence to your allies.

Primary Benefit: You have a +1 bonus to Persuasion and Maneuver in tasks, or +2 to both when making a performance to impress someone.

Professional Benefit: You can spend 5 Reputation to put on a performance for an audience. You roll a skill with this performance and if successful gain 2d6+3 Wealth from the adoring crowd (the wealth roll may be modified at the GM's discretion). You can also use this benefit to distract people. Instead of gaining wealth, you give the crowd a -4 penalty to all rolls made to notice your allies.

Paragon Benefit: Once per task, you can allow an ally to reroll a failed roll after it is known that it is a failure. The best roll is used with a halved Success Pool score.

BENEFACTOR

Associated Skill	Associated Resource	Associated Action
Support	Bonds	Aiding allies.

Description: The Benefactor perk allows you to back others up in any situation. You can mediate disputes, assist characters with their research and help pass obstacles, giving bonuses to allies and attempting to mitigate failures. By aiding your allies in spite of your own successes, you advance your skills with this Perk.

Primary Benefit: You have a +2 bonus to Support checks in tasks. Whenever you succeed on a Support roll, you can reduce your Success Pool score by 2 points to give an ally a +1 bonus to his or her next roll, or by 5 points to give +2.

Professional Benefit: Once per task, you can attempt to remove 1 Setback from the Limit by rolling a Support roll. This roll adds nothing to the Limit or Success Pool

Paragon Benefit: You reduce the Difficulty of any task you participate in by 2.

BOURGEOIS

Associated Skill	Associated Resource	Associated Action
Persuasion and Utility	Wealth	Gaining and using Wealth.

Description: The Bourgeois perk gives you the privilege and prestige of the upper class in matters of business. By engaging others in commerce and spending your wealth, and generally flaunting your extravagance, you advance its benefits.

Primary Benefit: You have a +1 bonus to Persuasion, Analysis and Utility checks.

Professional Benefit: You gain 1d6+1 additional Wealth from the sale of any treasure. You reduce any Wealth damage dealt to you by 2.

Paragon Benefit: You gain 15 Wealth at the start of each Expedition. This wealth is supplied to you from some kind of property or fund created in your benefit.

CARTOGRAPHER

Associated Skill	Associated Resource	Associated Action
Awareness	Delve Points	Rolling to discern the layout of a site.

Description: The Cartographer Perk gives you a host of bonuses to use the design of an expedition site to your advantage, and find your way if lost.

Primary Benefit: You have a +1 bonus to Utility rolls, Analysis rolls and Awareness rolls in tasks. You have +2 instead to the same rolls to navigate areas, read, create, research and utilize maps, or find secrets and niches in architecture. If you ever get “lost” in an Expedition Site, the bonuses are +3 instead until you find your way.

Professional Benefit: You can find secret areas, hidden niches and other locations in an Expedition site. You can spend 2d6+2 Delve Points to skip past a room, or evade an obstacle or a group of monsters by finding, or by creating, a hidden way through the area. The GM decides what room you advance to via this Perk.

Paragon Benefit: You reduce all Delve Attrition by 1. Whenever a Delve Attrition dice rolls 5 or higher, the GM rerolls it once and uses the new roll.

CLANDESTINE

Associated Skill	Associated Resource	Associated Action
Maneuver	Delve Points	Stealth tasks.

Description: The Clandestine Perk gives you bonuses and abilities that function on not being seen if at all possible. You are adept at hiding in shadows, or behind cover, sneak quietly through the terrain.

Primary Benefit: You have a +2 bonus to Maneuver rolls when acting stealthily.

Professional Benefit: Whenever an enemy succeeds on an Awareness check to discover you, you are not immediately discovered if the enemy succeeds. Instead, you have 1 round to attempt to roll Stealth again as a Simple Task.

Paragon Benefit: The first time you roll less than 10 in a Stealth task, you can choose for the result to be treated as 10 (this cancels any modifiers) when added to the Success Pool. You increase the Limit of any stealth task you participate in by 1.

DETECTIVE

Associated Skill	Associated Resource	Associated Action
Analysis	Bond Points	Gaining and spending Bonds.

Description: The Detective perk gives you bonuses when exploring the landscape of civilization, on the lookout for people and their secrets. You can gain and leverage bonds to help you discover clues and outwit foes.

Primary Benefit: You have a +1 bonus to Awareness and Analysis in tasks. You gain an extra Bond, valued at 10, representing whatever relationship you want.

Professional Benefit: You can spend 5 Reputation or Bond points to investigate a person or group. You gain 1d6+1 clues about your target, such as Bonds the character or group has formed, current events about it, and pieces of backstory.

Paragon Benefit: The first time you roll less than 10 in mental or social task, you can choose for the result to be treated as 10 (this cancels any modifiers) when added to the Success Pool. At the start of an Expedition, add 5 to one Bond.

EXPLORER

Associated Skill	Associated Resource	Associated Action
Maneuver	Delve Points	Obstacle/Hazard/Trap tasks.

Description: The Explorer perk helps you to navigate all the many natural obstacles and hazards as well as hand-made traps that endanger you and your allies in the dungeons of the world. The Explorer helps allies climb the tallest mountains, past broken bridges, through rivers of magma and lakes of acid, and to the prize.

Primary Benefit: You have a +2 bonus to Power and Maneuver rolls pertaining to obstacles, hazards and traps (but not to disarming traps – only for evading them).

Professional Benefit: Whenever an obstacle, trap or hazard would harm one of your allies or give them penalties, you can halve that damage and those penalties, and take the other half yourself (so instead of -2 to an ally, the ally takes -1 and you take -1; instead of 10 damage to an ally, 5 damage to you, 5 to the ally).

Paragon Benefit: The first time you roll less than 10 in a task involving obstacles, traps or hazards, you can choose for the result to be treated as 10 (this cancels any modifiers) when added to the Success Pool.

FORGEMASTER

Associated Skill	Associated Resource	Associated Action
Utility	Delve Points	Gaining and using Delve points.

Description: The Forgemaster Perk gives you bonuses to Utility and abilities that give you a better handling and of your tools, gadgets and weaponry.

Primary Benefit: You have a +2 bonus to any Utility rolls in tasks. Whenever you would add less than 5 to a Success Pool with Utility, you add 5 instead.

Professional Benefit: You can spend Delve Points to use magic boons with costs under 5. You can spend 5 Delve Points to improve an ally's weapon via a special coating. You can give the weapon the ability to deal a type of magical damage: Heat, Cold, Shock, Wave, Chemical, or Foul. The coating lasts for 1 Expedition.

Paragon Benefit: At the start of any Expedition, you gain 10 Delve points.

MAGICIAN

Associated Skill	Associated Resource	Associated Action
Utility	Magic Points	Using magic boons.

Description: The Magician perk gives you the ability to use the myriad of magic boons regardless of your class, and certain bonuses when using magic boons.

Primary Benefit: You have a +2 bonus to Utility and Analysis rolls made in tasks concerning magical or scientific phenomena. The bonus becomes +1 to Analysis in other circumstances. You can spend Wealth to use the Magic Boons, instead of Magic Points. You can use Magic Boons even if you are not a Mage or Oblate.

Professional Benefit: You reduce the cost of Magic Boons by 1. Whenever you use a Magic Boon that is treated as an enemy Liability, it has a -1 penalty to its rolls against that Liability, and you can pay 4 extra points to improve the penalty to -2.

Paragon Benefit: Whenever you use a magic boon beneficial to an ally it gives a +1 greater bonus. Reduce the cost of Magic Boons you use by 1 point.

OLYMPIAN

Associated Skill	Associated Resource	Associated Action
Power	Sustenance Points	Physically defeating obstacles.

Description: The Olympian Perk gives you the muscle to get through the dungeon, clearing away rubble and breaking through doors and barriers.

Primary Benefit: You have a +3 bonus to Power rolls made to clear obstacles. If you would add less than 5 to a Success Pool with a Power roll, you always add 5.

Professional Benefit: You can attempt to break objects without a Task. You roll Power and the object rolls 3d6 and modifiers at the GM's discretion, based on the object's size and general hardness. If the object rolls higher it deals its roll result as damage you – otherwise it breaks. You can only try once with each object.

Paragon Benefit: You can choose to reroll any Object breaking roll that you make once you know it has failed. If the reroll fails you take 1d6 Attrition to Sustenance.

SCHOLAR

Associated Skill	Associated Resource	Associated Action
Analysis	Reputation	Completing mental tasks.

Description: The Scholar Perk improves your mental abilities and makes you an educated prodigy of both scholarly and worldly subjects. You use your knowledge to use your resources more efficiently, and understand all dangers in the dungeons.

Primary Benefit: You have a +2 bonus to Analysis rolls in any task. If you would add less than 5 to a Success Pool with an Analysis roll, you always add 5.

Professional Benefit: During the preparation phase of an Expedition, if you successfully research the Expedition Point requirements for your desired adventuring location, you can reroll any two rolls made by the party during preparation to purchase Expedition Points, and use the better result for these rolls.

Paragon Benefit: At the start of each adventuring day, choose a Boon type. You reduce the cost of Boons of that type by 1, and Attrition to their Point type by 1.

SOCIALITE

Associated Skill	Associated Resource	Associated Action
Persuasion	Reputation	Completing social tasks.

Description: The Socialite Perk gives you bonuses in Persuasion and society. You might be an orator or an intimidator or a seducer – whatever your angle, you are adept at getting what you want out of an interaction.

Primary Benefit: You have a +2 bonus to Persuasion rolls in Tasks.

Professional Benefit: You can spend 1d6+2 Reputation after a successful Persuasion task to generate a temporary Bond with a character, valued at 2d6+1. It lasts about a day, can be spent, and must be plausibly defined like a normal Bond (Romance, Business, etc). You can choose to gain 1d6+3 Wealth instead.

Paragon Benefit: The first time you roll less than 10 with Persuasion in a Social task, you can choose for the result to be treated as 10 (this cancels any modifiers). You increase the Limit in any social task you participate in by 1.

SOLDIER

Associated Skill	Associated Resource	Associated Action
Power	Sustenance Points	Performing Jaunts for NPCs.

Description: The Guard perk helps you to protect and serve NPCs, allowing you to leverage their resources towards mutual goals and giving you motivation to act.

Primary Benefit: At the start of every adventuring day, select 1 skill. You have a +1 bonus to all rolls with that skill, +2 if you are acting on behalf of an NPC.

Professional Benefit: Once per expedition, you can requisition 1d6+10 Wealth points from a local treasury or armory to put toward an Expedition that is of interest to the civilization you are requisitioning from.

Paragon Benefit: You gain an understudy you can bring with you on Expeditions. Discuss with your GM what this character is like. The character is a Minor Hireling and his or her salary and needs are taken care of for you, and don't come out of yours or the party's wealth. If the character is hurt to the point of death, he or she is "left at camp" or "hauled out" but not explicitly dead without the player's consent.

TINKERER

Associated Skill	Associated Resource	Associated Action
Utility	Delve Points	Engaging traps and mechanisms.

Description: The Tinkerer Perk helps you overcome the dangerous traps found in dungeons. You are also handy with other strange machines of the underworld.

Primary Benefit: You have a +2 bonus to Utility rolls in any task involving traps or complicated mechanisms, and to Awareness checks to detect such traps and mechanisms, should they be hidden. Increase the limit on any task pertaining to a trap or a mechanism that you participate in by 1.

Professional Benefit: You can spend 5 Delve Points after disabling a trap to reset and modify it in such a way that it will catch enemies, even those who set the trap, off their guard. The trap will spring against any enemy creatures and they have a -5 penalty to their attempts to notice and disable it (since they would be made to believe it still functions as normal). You cannot spring the trap again.

Paragon Benefit: You can dismantle any disabled trap to gain 1d6 Delve Points.

Combat Perks

BATTLEMASTER

Associated Skill	Associated Resource	Associated Action
Persuasion	Reputation	Making damaging attacks.

Description: Simple and straightforward, the Battlemaster perk improves your ability to fight by allowing you to effectively wield shields and multiple weapons. By constantly attacking and hurting enemies, you improve its abilities.

Primary Benefit: You can wield two non-heavy weapons, or a non-heavy weapon and a shield, into battle effectively. You gain +1 Soak, +5 Momentum and a +1 bonus to non-damaging attacks while doing so. You still use the size bonus of your Dominant weapon. You cannot make magical attacks while benefitting from this.

Professional Benefit: Whenever you make a damaging attack you can convert strikes on the target. You regain 5 momentum per 3 Strikes converted.

Paragon Benefit: Whenever you make a damaging attack against an enemy while benefitting from this perk, you deal 1 Strike to it per 2 Edge spent on the attack.

BLEEDER

Associated Skill	Associated Resource	Associated Action
Awareness	Reputation	Making non-damaging attacks.

Description: The Bleeder Perk allows you to subject an enemy to a death by a thousand cuts. By sparing your Edge and making Strikes, you improve its abilities.

Primary Benefit: Whenever you make an Edge-generating or Strike attack, the enemy takes 2 damage that ignores Soak. The damage is dealt even on a miss.

Professional Benefit: You can convert Strikes on a target to deal it damage that cannot be Soaked. You deal 1d6+2 damage per converted Strike. Each additional time that you use this benefit within the same combat, it requires 1 extra Strike.

Paragon Benefit: The damage you deal with non-damaging attacks improves to 3. While you have 3 Edge or against enemies that have 3 Strikes it improves to 4.

DIVINER

Associated Skill	Associated Resource	Associated Action
Analysis	Magic Points	Spending Divination points.

Description: The Diviner Perk allows you to use the magic of foretelling to aid your allies in battle. By using your insight to your advantage, you improve its abilities.

Primary Benefit: As a simple action you can gain a Divination point and choose a type of attack. When stricken by the correct attack, you spend the point and gain a +2 bonus to your Protection Rating and Soak against the attack and +1 to attack rolls for 1 round. You can only have one divination point in play at a time.

Professional Benefit: You can give Divination Points to allies. Whenever you make a 2-Edge magical damaging attack, you can put into play a Divination Point.

Paragon Benefit: When a Divination Point is spent, you gain 1 Edge if you had none. The bonuses from a Divination Point improve to +3, and +2 to attack rolls.

ELEMENTALIST

Associated Skill	Associated Resource	Associated Action
Power	Magic Points	Magical Damage attacks

Description: The Elementalists perk lets you shape the elements of magic to produce devastating attacks. Your control over the elements is not absolute, and is fleeting enough only to produce quick but deadly attacks. By using new and different combinations of the elements to cripple your enemies, you improve your powers.

Primary Benefit: Whenever you make any kind of magical attack, you can choose whether to give it a type: Heat, Cold, Shock, Chemical, Wave or Foul. You have a +1 bonus to all attack rolls with Magical attacks that have a declared type.

Professional Benefit: Depending on the type chosen, you can target multiple enemies with your attack at 3 Edge or higher. Heat and Wave attacks target all enemies in other zones; Cold and Shock attacks target all enemies in the same zone as you; Chemical and Foul damage target 1 enemy per Edge spent.

Paragon Benefit: Whenever you make a damaging magical attack with a type against an enemy, it takes Strikes equal to 1 per 2 Edge spent on the attack.

HARRIER

Associated Skill	Associated Resource	Associated Action
Awareness	Sustenance Points	Dealing Strikes to enemies

Description: The Harrier Perk improves your ability to cripple enemies with conditions. By exploiting your enemies this way, you can improve its abilities.

Primary Benefit: You have a +1 bonus when making Strike attacks. Whenever you convert a Strike into a condition, the condition lasts 1 more round and you have a +1 bonus to attack and damage rolls for 1 round.

Professional Benefit: Whenever you make a 2 Edge or higher damaging attack, you can convert Strikes. When you convert a Strike this way into a condition that has a penalty, the penalty is greater by 1 (-1 becomes -2).

Paragon Benefit: You can convert 3 Strikes on an enemy into a 2 Strike condition and make a 2-Edge attack against that enemy using the same action.

JUGGERNAUT

Associated Skill	Associated Resource	Associated Action
Power	Sustenance Points	Suffering damaging attacks.

Description: The Juggernaut Perk enhances your ability to draw and survive attacks, and to retaliate against enemies that attack you. By taking attacks to the nose and surviving, you can improve its abilities.

Primary Benefit: You gain +5 Momentum and +1 Soak. Whenever stricken by a damaging attack, you gain a +2 bonus to attack and damage rolls for 2 rounds.

Professional Benefit: You can convert 3 Strikes on a target to into a condition called "Imposed." All of an Imposed victim's Edge becomes temporary Edge. If it makes a damaging attack against you, any unused Edge ceases to be temporary.

Paragon Benefit: You gain +1 Protection Rating. You deal extra damage to enemies equal to the amount of Edge that they have when stricken.

MANIPULATOR

Associated Skill	Associated Resource	Associated Action
Persuasion	Reputation	Converting Strikes on enemies

Description: The Manipulator Perk gives you illusory and mental magic to cripple foes. By converting strikes into Debilitating conditions, you improve its abilities.

Primary Benefit: You can Strike or generate Edge as a magic attack, with a +1 bonus to your attack roll. You can make the following damaging magic attack:

1 Edge: +1 Attack, +1 Damage. You can convert Strikes on the target.

2 Edge: +1 Attack, +1 Damage. The target takes 1 Strike.

3 Edge: +1 Attack, +1 Damage. Target takes 1 Strike and you convert Strikes on it.

Professional Benefit: You can convert 3 Strikes or more into a condition called “Manipulated.” Manipulated deals 2d6 damage that ignores soak to its victim, or to one of its allies in the same zone and the victim becomes Shaken for 1 round.

Paragon Benefit: If you use a 3 Edge or higher magical attack to convert Strikes on the target, “Manipulated” only requires 2 Strikes to be converted into a condition.

RAVAGER

Associated Skill	Associated Resource	Associated Action
Power	Delve Points	Attack weakened targets

Description: The Ravager Perk makes you an efficient combatant that salts the enemy’s wounds. By dealing heavy damage to enemies suffering conditions, you will build up your technique and unlock new abilities.

Primary Benefit: You have a +1 bonus to attack rolls and damage rolls against an enemy suffering a condition. In addition, whenever you make an edge-generating attack roll against a creature not suffering a condition, if you miss and the creature has no Strikes, you can have it take a Strike instead of you gaining Partial Edge.

Professional Benefit: Whenever you make a damaging attack against an enemy suffering a condition, increase its duration by the number of Edge spent minus 1.

Paragon Benefit: You deal 1d6 extra damage whenever you make damaging attacks against enemies suffering a condition.

SHADOW

Associated Skill	Associated Resource	Associated Action
Maneuver	Delve Points	Making stealthy attacks.

Description: The Shadow Perk allows you to hide away from enemies even in the toughest situations. Using stealth to overcome your enemies, you advance the perk.

Primary Benefit: You can hide within combat as a simple action by spending 1 Edge or converting 2 Strikes on an enemy. While hidden all attacks against you have -2 attack and damage and melee attacks cannot be made against you. If you attack while hiding, you have +2 to the attack and damage but you cease to hide.

Professional Benefit: You can attack Dazzled or Blinded enemies without losing your stealth benefit. Allies have +1 to attack rolls while you’re hidden in their zone.

Paragon Benefit: The penalties enemies suffer to attacking you while you are hidden increase to -4. You can begin a combat hidden without spending Edge.

SORCERER

Associated Skill	Associated Resource	Associated Action
Awareness	Magic Points	Long range attacks.

Description: The Sorcerer Perk grants you the use of simple and blunt attack magic that is unwieldy at close range, but can put a hole in an enemy across a bridge from you and keep them pinned down. By consistently attacking enemies far away from you, you build up your abilities.

Primary Benefit: You have a +1 bonus to edge-generating attacks. You can make the following magical attack against a single target outside of your zone:

1 Edge: +1 Attack. The target can only change zones as a Focused Action.

2 Edge: +1 Attack. The target is Hindered, Toppled or Staggered for 1 round.

3 Edge: +1 Attack. The target is Hindered, Toppled or Staggered for 2 rounds.

All conditions dealt by the attack are treated as 1-Strike conditions.

Professional Benefit: When attacking targets outside of your zone, you deal +2 damage if the attack uses 2 Edge or more.

Paragon Benefit: You can target 2 enemies in any zone with the Sorcery magical attack. Enemies gain no bonuses from obstacles in their zone for 1 round if so.

STONEWALL

Associated Skill	Associated Resource	Associated Action
Support	Bonds	Defend allies

Description: The Stonewall Perk gives you the power to protect your allies and stop enemies from advancing. By attacking the enemies that engage and harm your allies, and by preventing enemies from moving in on your allies, you gain power.

Primary Benefit: Whenever an enemy enters your zone, you have a +1 bonus to attack rolls and damage for 1 round and if you have more Edge than the enemy entering the zone, that enemy takes 1 Strike. Enemies cannot engage any allies in the same zone as you (they can still attack them). Only one character's Stonewall Perk can be active in a zone at a time, even if multiple characters have it.

Professional Benefit: Whenever you make a damaging attack of 2 Edge or more, you can give the benefits of a Simple Action Guard to an ally in the same zone.

Paragon Benefit: You can Guard and then give the Guard benefits to an ally in the same zone. Whenever an ally loses an Endurance point, you gain +2 to attack rolls, protection rating and soak for 2 rounds, or 3 rounds if you were Guarding that ally.

TACTICIAN

Associated Skill	Associated Resource	Associated Action
Analysis	Sustenance Points	Attacking with bonuses

Description: The Tactician Perk allows you to outsmart your foes. By gaining and using advantages against enemies, you improve your skills.

Primary Benefit: You can spend 1 Edge as Focused Action to put a creature under Observation. You have +2 to attack rolls against it, and if you make a damaging attack against it, it takes +3 damage and Observation ends. You can Observe only one enemy at a time, and must wait 1 round after Observation ends to renew it.

Professional Benefit: You can choose for Observation to give you a +1 bonus to Protection Rating and +3 Soak, and to regain 10 Momentum when it ends, as an

alternate set of benefits. Choose which set of benefits you are using when you put a creature under Observation. When you put a creature under Observation you can give all of the bonuses to an ally rather than to yourself.

Paragon Benefit: You can choose to spend 2 Edge on Observation instead. If you do, the benefits improve by +1 (or regaining 2d6+10 Momentum), and if the attack that ends Observation spent 3 or more Edge, you regain 1 Edge.

TELEPATH

Associated Skill	Associated Resource	Associated Action
Support	Bond Points	Giving Edge to your allies.

Description: The Telepath perk allows you to leverage the inner voice of your mind to speak to and aid your allies. By communicating with them in battle and giving them advantages against your enemies, you improve its abilities.

Primary Benefit: You have a +1 bonus to Edge-generating attack rolls. At the start of any fight, and once per turn as a simple action while you have at least 1 Edge, you can give an ally a Connection point. Any ally with a Connection Point can spend a single point of your Edge each turn as if it were their own Edge point.

Professional Benefit: Whenever you gain a bonus to a type of roll or to a stat, you can give a single ally with a Connection Point a +1 bonus to the same thing you gained a bonus to. Whenever you make a 3-Edge or higher magical attack, you can take a -3 penalty to damage in order to regain 1 Edge after making the attack.

Paragon Benefit: There is no limit to the amount of Edge your characters can spend from you at a time through a Connection Point. Allies have a +1 bonus to attack and damage rolls and to protection rating while they have a Connection Point.

WARDER

Associated Skill	Associated Resource	Associated Action
Support	Bonds	Give bonuses to allies

Description: The Warder perk allows you to place magic boost on allies that you convert into benefits, allowing you protect them with magic wards, runes, barriers and improve them with empowering auras, and also do the same to yourself. By boosting your allies in this way, you improve your abilities.

Primary Benefit: You can place a Boost on an ally or yourself as a simple action. You can use a simple action to convert that boost into a Bonus, like converting Strikes to Conditions. Conversion gives a Bonus to Protection Rating, Damage or Attack rolls equal to the number of Boosts converted. Bonuses last 2 rounds. If the boosts are converted as a Focused Action, increase the bonus and duration by 1.

Professional Benefit: Whenever you make a magical damaging attack of 2 Edge or more, you can place or convert Boosts. Whenever you convert a Boost, one other ally in the same zone gains a +1 bonus to the same stat the Boost gave, for 1 round.

Paragon Benefit: Bonuses you give last 3 rounds, or 4 as a Focused Action. You can place and convert Boosts on up to two allies at once with one action.

Handling Perks

Perks are designed to suit a wide variety of playstyles and rules mastery. The simplicity of the Battlemaster Perk and the subtle usefulness of the Stonewall Perk are not necessarily comparable, nor numerically equivalent. The Battlemaster perk gives a numerically better deal to begin with, but Stonewall is also useful to have, and in the end they even out among their three benefits. They suit different playing styles and allow players to create different kinds of characters. Most perks begin with a simple benefit, and then move on to more complicated or potent benefits.

Perks are meant to offer more opportunities for expanding a character's options and portraying different kinds of characters well. Beyond the initial two perks they are not *necessary* for the "game balance" of Expedition. Rather, perks should be looked at as adding *variety* to the game. It is *fun* to have an interesting perk that you utilize to its fullest, but not necessarily more fun to have all of them at once.

As a player, when creating your character, look at the perks and select the two you feel are the core of who your character is, if you are not satisfied with the default choices of your class. Remember you are selecting one Perk of each kind, without exception. The absence of a perk doesn't say anything about your character, or at least, it does not say more than the presence of a perk. Think about the character you can evoke, and use as few perks (hopefully your two starting perks) as possible to capture that character. If your GM lets you use more Perks, rejoice!

Enemies do not have perks, and they are not built like characters are. They might have abilities that resemble Perks, but Perks are the unique powers of players. That's not to say your character is the only Battlemaster in the world. If the GM wants, he or she can add abilities from Perks to the NPC characters he or she makes, using possible player characters as inspiration for his or her own characters. However, those characters still do not have "Perks" and do not advance them.

There are few "exploits" or unfair rules interaction that can result from perks. The only thing to watch out for is that primary benefits are meant to give a character his or her first, small boost to attack rolls and task rolls. If a Player takes 4 different Perks at the primary level, he or she could stack their bonuses quite high. This is perhaps why it is best that a player be made to complete (advance to Paragon) one Perk at a time in each class. So before taking a second combat Perk, the player should perhaps be required to complete his or her first combat Perk.

However, for some GMs this is not a problem. They don't mind their players having multiple perks and their bonuses, and can present challenges to the players just the same. After all, having +4 to your attack bonus against a monster doesn't signal its automatic defeat – particularly if it is a big, nasty Leader monster. Ultimately, the discussion about Perks is one of personal preferences.

Equipment

Characters in Expedition require a variety of equipment to survive. This can include weapons, ammunition for missile weapons, food, adventuring equipment like ropes and tools, camping equipment, cleaning supplies and medicine to prevent disease and infection. This equipment is purchased using the character's Wealth Points. Equipment is divided into two overall types: Combat equipment and Expedition equipment. These two types of equipment have major differences.

Expedition Equipment: Expedition equipment includes food, medicine, camping equipment and adventuring equipment. This equipment is not purchased as separate items – such a list of items bought and tracked individually would be rather complex. Instead, Expedition Equipment is handled by **Expedition Points** called Delve, Sustenance and Magic Points. Delve Points are all the necessary tools, ammunition, and other adventuring equipment; Sustenance Points include food, medicine, grooming supplies, camping equipment; Magic Points are the herbs, incense, oils and other reagents needed for magic use. These nonspecific resources are expended in different situations. The players and the GM roleplay having whatever equipment is needed or wanted, and use points to represent it.

Expedition Points track your consumption of necessary supplies during your adventure. At the beginning of an Expedition, you can gather supplies in a village, town or city setting by spending your Reputation, Wealth and Bond Points to attain them. In town, you can try to research for your Expedition and collect the points that will be most useful to you. The GM will set the minimum amount of points necessary to travel to the Expedition Site, and once collected the journey can begin. When you are in a setting where your equipment cannot be replenished, such as in the wilderness or a dungeon, you suffer **Attrition** to your Expedition Points on a periodic basis. When you run out of Expedition Points, you will begin to suffer **Deprivation** penalties until you are forced to replenish them.

To summarize, most equipment you buy is handled by Expedition Points. Rather than having to buy and track ropes, lantern oil, mule feed, and various other tools and supplies separately, you receive Attrition to the appropriate Expedition Point to track their ongoing expenditure. This will be discussed further in a later section.

Combat Equipment: Combat equipment is composed of weapons, armor, gadgets and alchemical concoctions that are important in the middle of combat. Combat Equipment, unlike Expedition Equipment, is individual and tracked. Combat Equipment has a cost (in Wealth Points) to purchase.

Treasure: Treasure can be both tracked individually and abstracted. A mound of nondescript coins just gives a Wealth bonus, but important treasure might be individualized, such as cursed amulets with something special about them.

Weapon Rules

The following rules should be kept in mind about reading the pros and cons of weapons in their weapon blocks and employing weapons in certain situations.

Wielding: You always have one weapon that is Dominant. This is the weapon whose bonuses and whose basic attack you can use. You can switch your dominant weapon as a Simple Action, drawing another weapon.

Damage Type: Certain creatures have weaknesses to certain damage types.

Weapon Sizes: Weapons come in three sizes with different bonuses.

Melee: Melee weapons can target only enemies in the same zone as you.

Light Melee: Light melee attacks only engage the target of the attack if it was a damaging attack. Light melee weapons can be thrown as though they were ranged weapons. You cannot Take Aim with a Light Melee weapon, but you can use any Edge generated by melee combat to making throwing attacks. Light melee weapons used as throwing weapons have 10 Ammunition and reload as a Focused Action.

Heavy Melee: Heavy melee weapons must be wielded with both hands and have considerable size and weight that may impede certain tasks if they are made while wielding it. After you make a damaging attack with a Heavy Weapon, you cannot generate Edge or shift zones for 1 round, but can still make Strike and Damaging attacks. It takes a Focused Action to switch out a Heavy Weapon.

Ranged: A Ranged Weapon attack can target enemies in any zone. If you are engaged while such a weapon, you can only target one engaging enemy instead.

Heavy Ranged: If you are engaged while wielding a *heavy* ranged weapon, you cannot make damaging attacks or generate edge with it. You can still strike with it.

Ammunition: Ranged weapons utilize Ammunition. Each time you attack with a Ranged weapon, you lose 1 point of ammunition. When you've run out of ammunition, you must take the parenthesized action to replenish the Ammo.

Aiming: While wielding a Ranged Weapon, you can use an action to Take Aim. This is a Focused Action, and is not an attack. You generate 1 Temporary Edge that can only be used to make a ranged attack with the weapon you are wielding, and gain a +1 bonus to your next ranged attack roll using the weapon.

Magic: Magical attacks are ranged, but do not use the ranged special rules and get no weapon bonuses. If engaged, you cannot make damaging magical attacks.

Weapon Profiles

BLADES

Blades are common, sharp-edged melee weapons that offer swift, powerful attacks.

Size	Attack	Damage	Type	Cost
Light	+2	+0	Slashing	2
Versatile	+1	+1	Slashing	4
Heavy	+0	+2	Slashing	6

Blade Basic Attack [Any Attack Action]

- 1 Edge:** You can disengage one enemy before making this attack, if it has no Edge.
- 2 Edge:** You deal 5 damage to 1 enemy other than the target. It cannot be soaked.
- 3 Edge:** You can target up to two enemies with this attack.

MACES

Maces are easy to wield and cheap weapons with balanced ability.

Size	Attack	Damage	Type	Cost
Light	+2	+0	Bludgeoning	1
Versatile	+1	+1	Bludgeoning	3
Heavy	+0	+2	Bludgeoning	5

Mace Basic Attack [Any Attack Action]

- 1 Edge:** The target has -1 Soak against this attack.
- 2 Edge:** The target has -2 Soak for 1 round.
- 3 Edge:** +1 Damage. The target has -2 Soak for 2 rounds.

AXES

Axes are large weapons with bonecrunching power at the expense of accuracy.

Size	Attack	Damage	Type	Cost
Light	+1	+1	Hacking	2
Versatile	+0	½ Die	Hacking	5
Heavy	+0	+3	Hacking	7

Axe Basic Attack [Any Attack Action]

- 1 Edge:** You can convert 2 Strikes on an enemy in your zone to add it as a target.
- 2 Edge:** You can convert up to 1 Strike on the target into a condition.

POLEARMS

Polearms thrust into enemy armor more easily but deal less damage.

Size	Attack	Damage	Type	Cost
Light	+2	+0	Piercing	2
Versatile	½ Die	+0	Piercing	3
Heavy	+3	+0	Piercing	7

Polearm Basic Attack [Any Attack Action]

- 1 Edge:** You can convert 1 Strike on the target into Hindered, Toppled or Staggered.
- 2 Edge:** +1 Damage. You can melee attack an enemy outside of your zone.

EXOTIC WEAPONS

Exotic Weapons include flails, whips, chains and other strange things. A human being's fists are Light Bludgeoning Exotic Weapons with 0 cost.

Size	Attack	Damage	Type	Cost
Light	+1	+1	Choose one when buying	4
Versatile	½ Die	+1	Choose one when buying	6
Heavy*	½ Die	½ Die	Choose one when buying	8

*Roll 1d6 and add half the result rounded down, to both the attack and damage.

Exotic Weapon Basic Attack [Any Attack Action]

2 Edge: You can shift zones then engage or Force one enemy in the zone.

MISSILE

Bows, blowguns and other simple ranged weapons are versatile and useful.

Size	Attack	Damage	Type	Cost	Ammunition
Light	+2	+0	Piercing	2	1 (No Action)
Versatile	+1	+1	Piercing	3	1 (No Action)
Heavy	+0	+2	Piercing	4	1 (No Action)

Missile Basic Attack [Any Attack Action]

1 Edge: You can convert 1 Strike on the enemy to disengage it before the attack.

2 Edge: You can disengage an enemy and shift zones before making this attack.

EXPLOSIVES

Explosives deal heavy damage and can hurt multiple creatures, but lack accuracy.

Size	Attack	Damage	Type	Cost	Ammunition
Light	+1	+1	Heat	4	1 (No Action)
Versatile	+0	½ Die	Heat	6	1 (Simple Action)
Heavy	+0	+3	Heat	8	1 (Simple Action)

Explosives Basic Attack [Any Attack Action]

1 Edge: You can deal 4 damage to one additional creature in the same zone as the target (none on a miss). This damage ignores its Soak.

2 Edge: You can deal half as much of the damage to one additional creature in the same zone as the target (a quarter on a miss). This damage ignores its Soak.

3 Edge: You can deal half as much of the damage to two additional creatures in the same zone as the target (a quarter on a miss). This damage ignores its Soak.

FIREARMS

Firearms are potent weapons with a higher ammo capacity, but awkward reload.

Size	Attack	Damage	Type	Cost	Ammunition
Light	+1	+1	Piercing	4	5 (Simple Action)
Versatile	½ Die	+1	Piercing	6	5 (Simple Action)
Heavy	½ Die	+2	Piercing	8	5 (Focused Action)

Firearm Basic Attack [Any Attack Action]

2 Edge: You can convert 1 Strike on the target of this attack into a condition.

Armor Rules

Armor Type: The name of the armor, to differentiate it from others.

Baseline Armor: There are two different baseline armor templates as seen below. When shopping for armor, you add the benefit an armor type to one template. The combination of your baseline and the benefit of armor type yields your armor's full benefits. You cannot change the selected benefits after they're chosen.

DEFLECTIVE ARMOR

Protection Rating	Momentum	Soak
+2	+5	1

ABSORBING ARMOR

Protection Rating	Momentum	Soak
+1	+10	2

Read the benefits below for the cost and other specifications of the armor.

ANIMAL HIDE ARMOR [Cost: 4]

Benefit: You gain +1 Soak. As long as you have 2 Edge, it improves to +2 Soak.

VESTMENT ARMOR [Cost: 2]

Benefit: You gain +5 Momentum. You have +2 to Initiative rolls. As long as you have at least 2 Edge, you have +1 Protection Rating.

BREASTPLATE ARMOR [Cost: 5]

Benefit: You gain +1 Soak and +5 Momentum.

CHAINMAIL ARMOR [Cost: 6]

Benefit: You gain +1 Protection Rating. You can retreat from an enemy engaging you without giving that enemy Partial Edge.

HALF PLATE ARMOR [Cost: 7]

Benefit: You gain +1 Protection Rating and +5 Momentum.

SCALE MAIL ARMOR [Cost: 8]

Benefit: You gain +5 Momentum. Enemies do not score exceptional successes against you except when they roll a natural 18 (not 16-18 as normal).

FULL PLATE ARMOR [Cost: 8]

Benefit: You gain +1 Protection Rating and +1 Soak. You ignore the effects of any Toppled or Hindered condition inflicted on you.

Services

Civilization has more to offer than just swords and clothes. In addition to purchasing equipment, you can use your Wealth to buy certain services. The following blocks list each service, its Wealth value, and its benefits.

Inn [1d6 Wealth a day]

Benefit: The Inn is a place to stay for the day. While in town, you can't merely sleep out on the streets, or you might suffer Attrition or Deprivation. Staying at the Inn allows you some comfort and keeps your resources from wasting away even as you collect them. There are differing accommodations at an inn, rated from 1-6 wealth cost. You can either roll randomly what kind of room is unoccupied, or you can buy the one you want. Each day spent at an Inn gives you half as much in Sustenance points as its Wealth point value.

Guilds [Equipment costs; Delve Point costs]

Benefit: The various Guilds are where you'll likely be buying your equipment, including weapons and armor, and where you can trade resources for Delve Points. The Delve Point purchasing costs are detailed further ahead.

Market [Sustenance Point costs]

Benefit: The Market is where you'll buy food, cloth, wood and other necessities to set up and keep a camp going, as well as feed and clean and cure a party of adventurers. Sustenance Point purchasing costs are detailed further ahead.

Apothecary [Magic Point costs]

Benefit: At the Apothecary you can buy the spices, herbs, oils and other substances required for magic. Magic Point purchasing costs are detailed further ahead.

Tavern [(See Hireling Section)]

Benefit: At the Tavern, you can potentially recruit hirelings.

Stables [2-3 Wealth per animal]

Benefit: At the Stables, you can rent horses. Having a horse cuts down travel time to the Expedition site and reduces the possibility of being stalled on the way.

Docks [3-4 Wealth per passenger]

Benefit: At the docks you can purchase maritime travel. Some Expedition sites may require maritime travel, or they might be easier to reach through the sea.

Caravan [3-4 Wealth per passenger]

Benefit: Hiring a wagon and horses is much faster, safer and more comfortable than just riding on horses, even though it is more expensive.

General Rules

In Expedition you play as a character in a fantasy setting, exploring the world, interacting with other characters, and fighting monsters. Expedition works best when the players are imaginative with the 7 skills and their own character abilities, applying them to different situations, describing and justifying their character's powers and personalities in interesting ways, and making critical decisions about the direction and motivation of their actions.

The following rules will help you to realize all your character in the game setting, and to get a handle on the free-flowing nature of the rules.

The Standard Roll: Standard rolls are the basic action that will resolve the overwhelming majority of conflicts you will face. Whenever you want to do something, or the GM wants you to do something, a Standard roll is called.

To make a Standard Roll, you either select a Skill and justify its use (if you are declaring your own roll) or roll with the Skill your GM calls for (if the GM is having you roll). Then, you roll 3d6 and add any modifiers to the roll.

Task Rules: When a Standard Roll is made, that means you are partaking in a Task. Tasks have a Difficulty and a Limit, both set by the GM. The GM will usually tell you both, but he or she can withhold this information if he or she prefers.

The most important part of a task, however, is the Success Pool. The Success Pool is a number that must be met by adding up your successful rolls. Whenever you succeed with a Task roll, you add the result to your Success Pool. For example, if you roll 10 and it is successful, you add that 10 to your Success Pool. The GM sets the Success Pool. Let's say in this case it is 20. You've already rolled 10, so you need to roll again. If you roll 10 or higher again, you've met the Success Pool of 20. You can think of it this way: your rolls are "kept" in the Success Pool.

Not all rolls are added fully, however. The Difficulty is the minimum successful result of a roll – If the difficulty is 9, for example, then you must roll 9 or higher to succeed. In this example, if you roll 8 or less, you have failed your roll. If you fail a roll, you halve the result before adding it to your success pool. If you roll 8, then you only add 4. So if you rolled 10 before, and the Success Pool is 20, and you rolled 8 now, you have 14 in the pool – you must roll again.

Failed rolls aren't just halved, either. Whenever you fail a roll, you add a Setback to the Limit. A Setback is a failed roll. The Limit is the number of times you can suffer Setbacks before the task *as a whole* fails. This is a *Limit* on the amount of times you can roll Setbacks, regardless of the Success Pool size. Let's say this time that the Limit is 2. You've failed one roll. If you fail another, you fail the whole task.

Modifiers: Certain Perks and circumstances will give you modifiers (+1, -1, +2, -2, etc) to your roll. For a Standard Roll, the modifier usually affects both the Roll (the result of the 3d6) and the Result (what you add to the Success Pool). So if you have a +1 modifier to your 3d6 roll, you roll 3d6+1. If you roll 13 for example, it becomes 14, both when compared to the Difficulty, and when added to the Pool.

Creativity: The imagination is required to fill in the blanks on Tasks. Each Skill and its definitions, the idea of task Setbacks, the concept of the Limit, halved rolls, are all parts of the Task system intended to add challenge and tension. But ultimately, your creativity is what matters most. If you use a variety of skills (rather than focusing on just the one you've got Perks for), describe actions candidly and come up with creative uses for the skills and creative descriptions for failures and overall tasks, you will receive greater rewards than if you simply and quietly roll dice.

The Odds: How much is that +1 bonus worth? It might not seem like much, but you're rolling 3d6. These dice have a bell curve that even the smallest bonuses can greatly influence. The following table has the odds of each result of 3d6.

Result	Odds	Result	Odds
3	0.46%	11	12.5%
4	1.4%	12	11.6%
5	2.8%	13	9.7%
6	4.6%	14	6.9%
7	6.9%	15	4.6%
8	9.7%	16	2.8%
9	11.6%	17	1.4%
10	12.5%	18	0.46%

A Standard Roll rolls between 3 and 18 on the dice. Around 48% of the time, it will roll between 9 and 12. 76% of the time it will roll between 8 and 13, and 81% of the time it will roll between 7 and 14. This means even a +1 bonus can be useful.

Rolling outlying numbers has a much lower percentage chance. As such, extraordinarily high or low natural (sans modifiers) rolls invoke special rules.

A natural roll of 16 through 18 is an **Exceptional Success**. When you score an Exceptional Success, you add 20 to the Success Pool instead of whatever number you rolled. If you score an Exceptional Success in combat, you gain 1 Edge.

A natural roll of 3-5 is a **Curse Failure**. Whenever you score a Curse Failure you add nothing to the Success Pool (not even the half normally added when you fail!). If you score a Curse Failure in a combat, you take 1 Strike.

Knowing and understanding the odds isn't necessary, but it can be helpful.

Advanced Task Rules: All of this has so far assumed your character exists in a vacuum. However, you're not always alone. You are generally going to work with a group of characters, and this will have an impact on tasks.

In a **Standard Task**, each character must roll separately against the task. So each player has his or her own Limit and Success Pool to fill out. Some will succeed, and some will fail. They have a limited amount of interaction with one another's task (usually through Perks). If at least half the players succeed, then the party overall can advance. Otherwise, the players suffer Attrition of one type of Expedition Points of their choice if they want to advance.

In a **Group Task**, the party *as a whole* has a single Limit, a single Difficulty and a single Success Pool. All of their rolls contribute to each – so each Setback adds to the limit, each Success adds to the same pool. Group Tasks have higher Success Pools and Limits to accommodate the number of rolls being made. If the party as a whole fails, they suffer Attrition to one type of Expedition Points in order to advance. If they succeed, they advance without Attrition.

In a **Mixed Task** the party is divided into groups, doing different Tasks. All tasks must succeed for the party to advance (as normal, they can also advance by suffering Attrition). Each different group performs its own Group task.

Sometimes, the GM will just issue a **Simple Task**. A Simple Task has a Limit of 1 and its Success Pool is equal to its Difficulty. Therefore, only one roll is made for them, and if it succeeds, it wins the whole task. If it fails, it fails the whole task.

Presentation: Anything you attempt to do can be a task, from climbing a wall, to calming down a distraught villager, to researching the Crypt of the Druid Ghosts. Each of these falls within the frameworks listed above, but will of course entail different circumstances. While playing Expedition it's up to the group as a whole to creatively use the Skills to tackle challenges, and the GM to adjudicate the circumstances in a fair manner that allows everyone to play comfortably.

To help you imagine how Tasks play out in the setting, think about them as three separate categories: **Physical**, **Mental** and **Social** tasks. In a Physical task, you are moving, pushing yourself physically and overcoming obstacles. Failures can entail losing a foothold, falling into a pit, breaking a tool – but they can also entail missing a key detail in the surroundings, or losing confidence and giving up. Mental Tasks are about searching for facts and analyzing details, and failures can entail temporary forgetfulness or just plain lack of knowledge – or even things like Amnesia. Social tasks involve coaxing, coercion, debate, and failures could be cultural barriers, insults, failed rhetorical thrusts, or implied enemy victories. The main overall point is that your creativity can make these rules come alive in many different ways, and everyone has to be open-minded and flexible.

Expedition Rules

Most adventures you undertake in the game are called Expeditions. An Expedition is a prolonged trip to a dangerous area, wherein you will have limited access to civilization – such as a trip to a pyramid in the middle of a desert, exploring a dark forest away from town, or entering a dangerous dungeon in the wilderness.

Expeditions happen in **Phases**. The main phase of an Expedition is the Adventure phase, but it isn't the first one. You start an Expedition at the **Preparation** phase. In this phase, you have access to civilization – a town, village or city. As its name implies, you will prepare for adventure in this phase. You will get supplies and you will research your destination (or if you have none, you'll find one in this phase). The Preparation Phase ends once you know your objectives and once you've accumulated enough resources, tracked in Delve, Sustenance and Magic points, to be prepared to strike out and tackle the location you've chosen to travel to.

The **Adventure** Phase is usually the longest and most intensive part of the game. You arrive at the location, set up a camp, and explore. You will fight monsters, collect treasure, meet NPCs that might need your help, or who might offer to help you, and ultimately accomplish some kind of goal at the location, such as recovering a certain object, killing a certain monster, finding a certain character, or altering the location. Your motives might be heroic, or they might be greedy or evil. As you explore, you will periodically consume the supplies you gathered in the preparation phase. Once you're out of supplies, you'll likely have to leave the site to gather more supplies for a second trip, or to go somewhere else. You must make your time count in the site, and make wise choices about your resource use.

When you're out of supplies, the Expedition enters its **Conclusion** phase. You return to civilization and settle down. You can interact with NPCs, conduct more research, sell treasures and spend your acquired wealth on frivolous or noble pursuits, or otherwise settle down. Once everybody has had a good break and feels the story is concluded enough, you can enter the Preparation phase again for a new Expedition (or to return to an old site you were forced to run from!).

Adventures aren't necessarily always to the deep forests or to underground dungeons however. Sometimes you just have to hunt bandits near the town, or participate in a scholarly debate, or fight a duel against someone who has slighted your honor or besmirched your name, or other interesting, simple scenarios. Compact adventures of this nature are called **Jaunts**. A Jaunt does not use most of the rules here – it just sort of happens. A Jaunt doesn't necessarily need to be prepared for. Jaunts usually occur in the Preparation phase or in the Conclusion phase, and do not really consume your Delve, Sustenance or Magic Points. They might, however, increase (or damage!) your Reputation, Wealth and Bonds.

The Preparation Phase

All adventures begin with a preparation phase. During the preparation phase, you can purchase supplies and learn about your destination before setting off.

Research: An important part of the Preparation Phase is figuring out where you're going to go next and what you want to do. During Research, your goal is to find a location to travel to or adventure to undertake, and the requirements to set out on such an adventure. As with the rest of the game, Research is a series of open-ended tasks. You will generally employ Analysis, Awareness and Persuasion, going to libraries or other book collections, asking around town for rumors and stories, and finding experts on various subjects to enlighten you on the dangers you will face.

During Research, your GM will inform you of the Expedition Point requirements you need to be ready to travel to the location of your choice.

Supplies: During Preparation, you use Wealth, Reputation and Bonds in order to buy supplies. Each character has varying levels of these three resources, and all of them can be spent in the same way. The game assumes that during Preparation, you bought all the things you need before setting off – that you didn't "forget" anything crucial. Expedition Points are all the things you need to have. The following table has the amount of Expedition Points (Delve, Sustenance or Magic, all of which generally cost the same) you can buy with your resources:

Resource Cost	Expedition Points Gained
5	1d6+5
10	2d6+5
15	3d6+8
20	3d6+10
25+	3d6+15

Though they cost the same, each resource represents something different, and will serve different functions. **Sustenance Points** include your camping supplies, medicine, food and other daily necessities, such as cleanliness supplies to disinfect wounds and prevent disease, and drinkable water.

Delve Points represent your needs while adventuring away from camp, like the condition of your weapons, ammunition, armor, and equipment.

Magic Points are the supplies that the party uses to get by magical snares, to solve their problems magically, and to employ their casters.

These points are not always completely stable. The GM might give you Attrition to them, or damage them, through circumstances within an Expedition.

When you fail a Task during an Expedition, rather than having you try again or having the game stop, the GM will ask you to choose a consequence of your failure, by having these points suffer **Attrition**. The party as a whole makes this decision and narrates the consequence. For example, you might have failed a task to climb up a mountainside. You might choose to penalize Sustenance. How does that work? You could have lost food on the way up, or somebody might get hurt and require immediate use of your medicinal supplies. You can choose a consequence that you think fits the narrative and enhances the drama of the game.

The three Resources you use to buy Expedition Points also work differently in their own ways. **Reputation** is your character's name recognition. No character in Expedition is entirely nameless. However small, you've done something before that has earned you a Reputation. A Rogue, for example, may have higher Reputation numerically than a Fighter – but both have *some* name recognition. Spending Reputation does not mean fading into obscurity for money either. What it means is that you're straining your name in the eyes of the locals and your allies. Here's this great Fighter asking everyone for money to do something? They'll give you things, but it won't look great if you keep asking! When you reach 0 Reputation, you've not become a nobody – you're still recognized – but you'll have exhausted everybody's patience and the amount of free stuff they can give you.

Wealth is simple. This is the amount of coins and treasures you have that you can trade for supplies and equipment like armor, weapons, medicines and reagents.

Your **Bonds** are meaningful relationships you have to people or organizations. You can build more Bonds by interacting with characters. You spend Bonds like any other resource – there is only so much anybody can give you, regardless of your relationship. But if you have a high Bond, it might give you opportunities for free Resources through interacting with NPCs and building relationships.

Though you will normally have to work for your points, remember that you're ostensibly playing a game with a rich world and an ongoing narrative. There are always other means to gain resources and expedition points. By searching for and completing Jaunts you can either gain Expedition Points for free (usually small amounts like $1d6+1$) or gain extra resources (usually 5) to buy with. The GM will award these points based on not only completion of Jaunts, but usually also by the effort you make roleplaying the scenarios. So by interacting with the NPCs and the setting in meaningful ways, you can gain the resources you need.

Generally, each party member contributes to finding one type of Expedition Point with his or her resources (so the Oblate might be assigned to Magic, Rogue to Delve, Fighter to Sustenance), but the party can also pump up one Point type above the others by pooling all their resources. Keep in mind though that you need each type of point to be above 0. Completely losing one type has consequences.

The Adventuring Phase

Once you have gathered enough resources to meet the minimum for the location you want to explore, it's time to set off toward it. This part of an adventure has its own sub-phases. Also keep in mind how time passes in the setting. The GM keeps track and tells you whether it's the morning, evening, how many days have passed, etc. Don't focus so much on the phases that you ignore normal time in the setting.

Journey: You begin the Adventuring Phase by Journeying to your destination. Some GMs will skip this part altogether and assume you arrive at your destination safely, but others will have tasks and battles and even small places to explore along the way. During the Journey phase you don't yet have a solid base of operations. Rather you're traveling, and stop along the way to fight monsters, navigate obstacles, interact with characters and explore places that lead to your destination.

Base Camp: Once you've arrived at your destination you'll set up a base camp. Each **Adventuring Day** will typically begin at the base camp, where you'll come up with a plan, perhaps make use of **Expedition Boons** (more on these later), and take a break from all the challenges and tension and roleplay idly. Sometimes monsters will attack your camp, but generally it is a safe zone for you.

Delving: Delving comprises the bulk of your adventuring time. This is the meat of adventure gaming. You will explore dark, dangerous places, uncovering knowledge and treasure, and confronting monsters and hazards. Dangerous traps and obstacles, both handmade and incidental, as well as creatures, puzzles and enemies, bar the way. As you explore, you'll consume Expedition Points when you fail tasks or when you need to use Boons for an extra push.

Retreat: At the end of each adventuring day, you will return to camp. There is a specific time or circumstance that will generally force you to do so – perhaps the monsters are much stronger at night than during the day, or a poisonous miasma lingers in the air and only fleeting magical wards can guard you, which must be renewed every certain amount of hours. Nonetheless, you return to camp, and take a **Rest**. Foregoing your Rest period will result in high Attrition, so always try to Rest!

Conclusion Phase

Once you've run dry of Expedition Points, it's time to return to civilization. You might have completed your goal, or you might not, but you'll need supplies to continue. You can always choose to return to the same site again to complete it. However, you can also choose not to leave! If you stay at the site, you might be able to complete it without supplies. But you'll find it much more difficult. The Conclusion Phase allows everyone to cool off before the next Expedition.

Acquiring Resources

In order to purchase Expedition points, you must use your Resource Points: Reputation, Wealth and Bonds. Though you start with an amount of each, you must continue to build up more of them. Each Resource has certain restrictions and circumstances under which you can gain more of it.

Wealth: By far, Wealth is the easiest resource to acquire. Performing work for NPCs, finding and selling treasures, and defeating creatures can earn you Wealth. Most of the times, helping NPCs will give you 2-5 Wealth. Treasures are different – when you uncover a treasure, be it a single object or multiples, you can learn how much it will increase your Wealth by making a Wealth roll. The number of die you roll is set by the GM and depends on the value of the object or service. Normally it is 1d6 for minor treasures, 2d6 for average treasures and 3d6 for valuable treasures, with a +1 or +2 here or there at the GM's discretion.

Bonds: Bonds are connections you gain to others. You start with a single bond, usually to an institution, place, or a way of being (religion, region, academia, underworld, etc). The first Bond you gain from your class functions as a point of connection with any character. Other Bonds must be earned.

Bonds gained through play link you to specific characters and institutions, and function only toward them. Whenever you gain a new Bond, you must name or categorize it, and then link it to a specific character or organization: for example, you can't gain a blanket Romance bond – you gain "Romance [Character]." You can describe a Bond as you wish, so long as it is appropriate to how it was gained.

To gain a Bond, you must succeed on a social task to forge it, or roleplay well with NPCs, or complete a Jaunt. A Bond will sometime be your reward for these actions. Your GM may let you gain Bonds by spending half of its value in Reputation while interacting with an NPC. Bonds begin at 10 points. By being friendly or catering to the people you've Bonded with, you can gain more Bond points. When you've strengthened a bond with a person or an organization, you roll 1d6, 2d6 or 3d6 at the GM's discretion and gain that many Bond points with that Bond.

Reputation: Reputation is gained through successful adventuring. You can complete Jaunts to gain a few Reputation Points here and there as part of your reward (which is normally either mostly Wealth or a Bond), but only 2 or 3 points. At the end of each Expedition, however, you get to roll 3d6, with a bonus depending on how downright dramatic, interesting and fun your actions were during the Expedition. You add the result of this roll to your Reputation.

These three resources are not always stable. The GM can give them Attrition, or even "damage" them using traps, circumstances or as a result of your failure!

Obstacles And Hazards

While adventuring you will find yourself faced with all manner of roadblocks. These roadblocks are resolved as tasks, but some will have unique effects on your character and unique consequences of failure.

Traps: In a dungeon, hidden traps are some of the more common dangers. When you enter a room, the GM may prompt you to roll Awareness as a Simple Task (or if the trap is fairly intricate, as a Standard Task just to notice the trap). If you fail, the Trap deals some damage to your Momentum, or it might give you a temporary Liability of some kind. Once you've found the trap, you must bypass or disarm it. Characters can either choose a representative to disarm it, perform a Mixed Task with some trying to escape and others disarm, or perform a Group Task.

Regardless of whether a room has one trap, or is full to bursting with them, the rules are the same. The only changes are the consequences, and the size of the Success Pool, Difficulty and Limit (a single trap would be easier than a room full of them!). If you fail to disarm a trap, however, it will deal you Momentum damage *and* cause Attrition, rather than just causing normal failure Attrition.

Puzzles: A Puzzle is any obstacle that cannot be navigated using the task system. The task system can give you *clues* to solve puzzles, but can't solve the puzzle for you. An example might be a riddle, or having a pedestal that only activates a door using a certain item, or having a statue that must be turned a certain way to complete a room. Starting a task won't be able to solve these – the point of them is to make you think and interact with the surroundings without rolling dice. Puzzles can vary from being *incredibly* annoying to being nice breathers from rolling dice. Whether or not your GM uses Puzzles, and how they are used, is up to him or her.

Obstacles: An obstacle is a navigable roadblock that is generally inactive (unlike a trap). An obstacle is usually in plain sight, and while harmful, does not actively attack. An obstacle could be a pit or broken bridge between two locations, or a steep surface that must be climbed, a pool of water that must be braved, a rushing flow of lava that must be crossed, etc.

Most Obstacles are resolved using the Standard Task system. Each character tries to cross the pit, or brave the lava, and the successful characters will help the failed characters cross if at least half the party is successful. Some obstacles may use the Group or Mixed Task systems as well, at the GM's discretion or the Player's wish.

Unlike Traps, Obstacles don't cause you harm except upon repeated (or total) failure. Obstacles are not designed to harm characters, but to bar the way and make characters spend resources in order to advance to another area.

Expedition Boons

Your adventuring supplies are not just there to suffer Attrition. You can spend them yourself on Expedition Boons, helpful boosts and abilities that involve each of the Expedition Point types. Each Expedition Boon requires a certain amount of points to be spent in order to activate them, and give a benefit, almost like a Perk.

SUSTENANCE BOONS

Sustenance Boons are used outside of combat, and generally consume some amount of narrative time in the setting, however minor.

Hearty Meal [4 Points]

Benefit: You start an adventuring day right with a sizeable portion of food. Each character gains a +1 bonus to all rolls while he or she has maximum Endurance.

Second Wind [4 Points]

Benefit: You take a breather after a hard-fought battle, patching up light wounds. You restore 3d6+10 Momentum to each character in the party.

First Aid [4 Points]

Benefit: You settle down an injured character and crack open the medicine bag for some quick treatment. You restore 1 Endurance point to a single character.

Fortified HQ [5 Points]

Benefit: You build traps and lay magical snares around your base camp, protecting it from the intrusion of monsters. Whenever you are attacked at your camp, your party starts the fight with 1 bonus Edge and each enemy begins having suffered 1 Strike. This boon lasts for the duration of the Expedition, or until your base camp is destroyed (if it is), and costs an adventuring day worth of time to implement.

Patch Up [4 Points]

Benefit: You repair your armor and stitch your clothes, clean yourself up, sharpen your weapons and collect your ammunition. You reduce all Attrition to Delve Points by 2 points during your next adventuring day.

Craft Equipment [4 Points]

Benefit: You use materials in your possession or surroundings to create needed equipment for an adventure. You gain 4 Delve Points.

Seek The Cure [5 Points]

Benefit: You help an injured ally recover enough to continue adventuring. You remove a Minor Mental or Physical liability from an ally, or reduce a Major Liability to Minor status. This costs half an adventuring day to implement.

DELVE BOONS

Delve boons are normally used within dungeons. They don't consume actions to be called upon. If using them in combat, you must declare them in the first round.

Test For Traps [4 Points]

Benefit: Using poles and stones, spyglasses and mirrors, you find the locations of traps in the room without bringing harm to yourself. The party discovers any traps in the room and has +1 bonus to the Limit in the task to disable those traps.

Ropes And Hooks [4 Points]

Benefit: You use your equipment to ease the crossing of a hazard or obstacle. Decrease the difficulty of an obstacle or hazard task by 2.

Prepare for Combat [4 Points]

Benefit: You and your intended target spot one another and begin your deadly duel. The party has +1 to Strike and Edge-generating rolls in the ensuing combat.

Terrain Tactics [4 Points]

Benefit: You navigate the environment and utilize any outstanding features directly against your opponents. Each enemy takes 1 Strike at the start of the combat.

Spring Attack [4 Points]

Benefit: You take the initiative and start a ferocious battle. Each member of the party begins the combat with 1 Edge.

Recon Stance [4 Points]

Benefit: You and your party march forward as quietly and efficiently as possible. Each character has a +2 bonus to stealth-oriented Maneuver rolls and to Awareness rolls during one task that requires or accepts them.

Set Ambush [4 Points]

Benefit: You and your party launch an unexpected attack on your foes. You must succeed on a Stealth task while approaching your enemies to spring an ambush. The party has a +1 bonus to all rolls and to damage within the combat that follows.

Run Away! [4 Points]

Benefit: You contrive a means of escape from a dangerous situation. You escape from combat without suffering attrition, but must succeed at a task at the GM's discretion in order to be truly safe from your opponent.

Scrounge [5 Points]

Benefit: You search the dungeon or location for usable herbs and reagents to hand to your casters. You gain 5 Magic Points.

MAGIC BOONS

Magic Boons are spell and concoctions. Certain circumstances may prevent the use of magic boons, such as being bound. If duration is unspecified, the Boon lasts 2d6 minutes, one room clear (and any adjacent corridors), or one task, at the GM's discretion. Normally, only Oblates and Mages can initiate Magic Boons.

Counterspell [3 Points]

Benefit: The party gains a +1 bonus to all rolls made to navigate or counteract the effects of magical obstacles, barriers, fields and traps, or to disable them.

Telekinesis [3 Points]

Benefit: The caster gains a +1 bonus to Power rolls made to alter the environment, move an object, clear an obstacle or hazard, and can perform such rolls from afar.

Invisibility [5 Points]

Benefit: The party gains a +2 bonus to Stealth-based task rolls and all enemies have a -2 penalty to Awareness checks made against the party.

Enchant Tool [3 Points]

Benefit: The caster gains or gives an ally +1 to a task roll.

Poison Flask [10 Points]

Benefit: You prepare a poisonous concoction, clear and insidious, to be deposited in someone's meal or drink. You can trick somebody into consuming it as a task. If you succeed in getting somebody to consume it, the victim suffers a Major Disease or Physical liability (your choice). Unlike normal Liability tasks, this one has a Limit (usually 2). If the character fails the Liability task he or she dies. You can also pour the Flask over a weapon, for a one-time +10 damage bonus.

Craft Potion [X Points]

Benefit: You prepare 1d6+1 worth of potions per 10 points spent on the Boon, over the course of half an adventuring day. They can be consumed using an action. Choose an effect for each potion created. Potion effects last 3 rounds. You can also sell potions, each selling for 5 Wealth, but only if you find interested buyers.

- Might:** +2 to Damage rolls.
- Ward:** +1 to Protection Rating.
- Keen:** +1 to Attack Rolls.
- Able:** +1 to all rolls involved in a particular Task.
- Cure:** Recover 3d6 Momentum or end a Condition's effects.

Detection [5 Points]

Benefit: You attune to a specific substance, such as a kind of ore, or an element, and you gain a +3 bonus to Awareness checks to find it in your surroundings.

Omen [6 Points]

Benefit: You meditate, consume herbs and reagents, and induce dreams and visions of the future. You can tell certain vague hints about upcoming rooms or levels of a

dungeon. For example, the GM might reply that “mook-level enemies are plentiful” and that “there are sparse amounts of Foes, and a Leader lurking within.” The GM gives you 1d6 such hints. When you encounter the subject of one of the Hints, the caster can choose to start the combat with 1 Edge, if he or she has no Edge.

Light [2 Points]

Benefit: You can see in darkness and have a +1 bonus to Awareness rolls. The Light lasts throughout the adventuring day, and has no effects on light-sensitive enemies.

Circumvent [X Points]

Benefit: You come up with the right spell to get through a natural obstacle, such as shrinking a wall of thorn vines to pass it, or a spell to douse a fire, or the creation of a frozen bridge over a river. It does not allow you to perform physical feats, such as jumping or climbing, any better – for example it cannot bridge a pit or levitate you up a wall. This spell costs Magic Point Attrition, chosen by the GM.

Séance [4 Points]

Benefit: You can ask 1d6+1 questions to a corpse, or to a ghost if a wandering spirit inhabits the area. The subject answers as briefly as it can, unless it has something to gain from helping you (depending on its personality and circumstances). The caster cannot ask the questions, as he or she must broadcast the subject’s replies.

Charm [5 Points]

Benefit: In battle, you sway a non-Leader enemy to your side for ½ die worth of rounds. It cannot make Damaging attacks and any Edge it generates is given to you. You do not control it – it still takes its own decisions, but they are favorable to you.

Outside of battle, you can gain a friendly or romantic Bond valued at 2d6+2 with a character that you’ve charmed. To charm a character outside of battle requires a successful Persuasion task. You have a +2 bonus during this task. This version of the Charm boon is treated as a Liability on its victim, and if you are still around when the Liability is defeated you take 3d6 Reputation Attrition.

Illusion [5 Points]

Benefit: You shift the landscape in a subtle way, concealing or creating falsehoods that trick the five senses. Depending on the situation, the Illusion can give enemies a -2 penalty to rolls, such as for finding a trap you’ve laid or an item you’ve hidden, or give you a +2 bonus to rolls, such as by imitating a voice or generating a familiar face or object. Illusion only works in tasks with NPC interaction. An Illusion lasts until it is defeated (prolonged interaction can do this) or you dismiss it.

Barrier Cage [4 Points]

Benefit: You generate a magical field wherein you can keep captives. Any enemies you defeated that you wish to capture can be kept in the Cage. Each Cage you generate lasts through the Expedition and holds 2 creatures. The Cage can hover behind you, allowing you to take your captives back to camp, or take them with you into the expedition site. It is not a solid object – it can’t be used as a boost.

Guidance [4 Points]

Benefit: You light incense and attempt to reach an enlightened state with the forces of the universe. You gain a half die worth of hints about a single subject of your choosing, such as “the Expedition site” or about a specific character. Hints are never solutions to mysteries or puzzles, but they can help lead you to the truth.

Esoteric Ward [5 Points]

Benefit: You erect a magical surprise for incoming enemies. You can use this magic to bar a certain path with a ward or barrier or to create a magical trap. Enemies will need use to magic boons or undergo a task to circumvent your magic trap and gain entry, and they perform these with a -2 penalty to all rolls.

Transformation [8 Points]

Benefit: You change your shape, size, or other biological characteristics to gain new abilities or erect a disguise. The caster can choose to cast the spell on an ally or on his or her self. The character gains the Primary ability of a single Perk of his or her choice. This bonus lasts for half an adventuring day. In addition, because of the character’s change, enemies cannot recognize the character for who he or she really is, which may confer to the affected character a +2 bonus to Persuasion and Utility to lie and make disguises, and -2 Awareness penalties to enemies.

Necromancy [5 Points]

Benefit: You can also use Necromancy to raise a corpse as a Undead “Spawn” monster, a mook from the monster section. The Spawn serves you until destroyed.

Summon [4 or 8 points]

Benefit: Choose a Monster faction. For 4 points, you can summon a Mook level creature of the faction to assist you. For 8 points, you can summon a Foe level creature of the faction to assist you. Summoned creatures don’t “die” but when they take enough damage they are removed from battle. Summoned creatures cannot harm you or your allies, but they act of their own accord, and are not directly controlled by you in battle. They must still take actions favorable to your cause. Summoned creatures cannot make damaging attacks of their own accord – you must spend Edge for them to make their attacks on your turn, and any Edge they generate is given to you or to your allies at your discretion.

Jaunt Boons: It’s perfectly feasible for the party to want to use boons when they’re not at an Expedition Site. If they’re trying to prevent a political assassination, or defend a garrison, or perform another deed unrelated to dungeon adventuring, it’s natural to, for example, cast a spell (a Magic Boon).

If you have Expedition Points leftover from a previous adventure you can spend those for boons in a Jaunt, just like you could in an Expedition. Otherwise you can spend 4 points of Wealth, Bonds or Reputation to use any Boon (keep in mind this is less efficient points-wise than spending them to get Expedition Points). You must have some kind of explanation for how your Resource fits with the Boon you are trying to use in the circumstance where you find yourself using it.

Circumstance Boons: The GM can write down his or her own boons and add them to the lists. These boons could be permanent additions, or a feature of the Expedition Site. For example, a series of ruins filled with ancient machinery could have a boon allowing you to interact with and exploit its mechanisms for benefits. Boons usually cost between 4 and 10 points depending on their usefulness.

Resting Periods

At the end of each adventuring day (be it day or night when your “adventuring day” ends) your characters take a rest. Foregoing a rest may cause you to take greater Attrition than normal. Whenever you take a Rest, you spend 5-6 hours outside the Expedition Site. You regain all of your Momentum, and every character rolls 1d6. On a roll of 4-6, that character regains 1 Endurance. At the end of a Rest, each character can make a Standard Roll to add to the pool of one Liability.

Elite Advancement

Elite Advancement is a special character development opportunity that occurs during the preparation phase. It does not occur as frequently as normal character development, but the players can call for it if they feel a need for it. Elite Advances work like Perks – depending on associated actions, you can improve your character’s abilities, as per the table below. Elite Advancements key off negative events in the character’s adventures and represent their drive to improve themselves in the face of adversity. Multiple Elite Advancements to the same area will stack together, hopefully shoring up character weaknesses.

Associated Circumstance	Benefit
Character consistently misses attack rolls.	+1 to all Attack Rolls.
Character has defeated very few enemies.	+1 to Damage.
Enemies consistently succeed in attacking the character.	+1 Protection Rating.
Enemies consistently defeat the character.	+5 Momentum.

Hirelings

It is possible to recruit people to accompany you on your expedition. These people are known as Hirelings. Hirelings cost Resources to acquire, and will follow you for one Expedition. The basic Hireling costs 4 Resources to hire for one Expedition. Normally, each character can hire only one Hireling, but a GM may relax this cap.

Hireling Basic Rules

- Hirelings cannot make damaging attacks, and any Edge they generate is given to a Player. They can take one non-Focused action each round.
- Hirelings are player characters of a sort, and have their own whims, personalities and predilections aside of their desire to be employed by the players.
- A Hireling might be controlled and roleplayed as an extra character by a player, or controlled by the GM. This should be worked out ahead of time.

- If a Hireling dies, it might deal Reputation damage to a player, or mean nothing. This depends on how well known the Hireling was back in his or her community.
- Hirelings use the following basic template. They have no talents or traits.

Health	Protection Rating	Attack Bonus	Weapon	Soak
25M / 1E	10	+1	1 Light	+0
Physical Bonus	Mental Bonus	Social Bonus	Resources	Perks
+0	+0	+0	0	None

Advanced Hirelings

You can hire the following Hirelings by spending their extra resource cost in addition to that of the basic Hireling cost. They have modified templates.

Academic [+2 Resource]: Academics have a +2 bonus to “mental” type tasks.

Laborer [+2 Resource]: Laborers have a +2 bonus to “physical” type tasks.

Diplomat [+2 Resource]: Diplomats have a +2 bonus to “social” type tasks.

Soldier [+4 Resource]: Soldiers have +1 Endurance, +2 Protection Rating and Soak, and can use any weapon supplied to them.

Conjurer [+4 Resource]: Conjurers give +5 Magic Points to the party, have a +1 bonus to all tasks, and can make non-damaging magical attacks with a +2 bonus.

Adventurer [+6 Resource]: Adventurers have +1 Endurance, can use any weapon supplied to them, have +1 to all tasks, and the primary benefit of a single Perk.

Combat

A combat is a scenario where the party encounters an enemy or group of enemies and can only resolve the conflict with blows. Combat is resolved when the enemy is defeated, when the party is defeated, or if either side of the conflict decides to back out and escape. Non-Simple Tasks don't normally occur inside combats.

In a combat, time is measured in **Rounds**. A round passes when every character in the battle has taken a **Turn**. Rounds are indeterminate units of in-character real time, wherein players' characters attack and maneuver freely. You can think of Turns, however, as the points in a battle where the action focuses in on your character, and a significant event occurs. Your characters aren't just standing in one place doing nothing, but in the turn-based game this abstraction is necessary.

It's usually up to the GM to determine how much real time a fight consumes.

Each character can take **Actions** within his or her turns (and never outside of his or her turn). There are two types of actions: most actions will be **Simple Actions**. These include most attacks and movement. A character can take two Simple Actions (usually referred to only as "actions") on each of its turns. However, a character can also take a **Focused Action**. A Focused Action involves the character taking the time and preparation to do one thing with great effort. If you take a Focused Action, you can take no other actions – and if you take even one Simple Action, you can no longer take a Focused Action in the same turn.

There are a few common actions any character can use. Characters can **Move**, enabling them to switch **Zones**. A Zone is an area of the battlefield. For example, if fighting inside of a small temple, the Altar and Entranceway are Zones.

Characters can **Guard**. While Guarding, characters have increased defenses.

A character will probably spend most of the time making **Edge-generating** or **Strike** attacks. Edge-generating attacks do exactly that – they generate Edge that you can spend on bigger attacks. Strikes are a tactical option. When a character makes a Strike, he or she marks an enemy. Players and the GM keep track of how many Strikes each character has. Players and enemies both can spend an action to **Convert** those Strikes into **Conditions** which give penalties. Finally, a character can spend his or her **Edge** to make a **Damaging Attack**. These attacks will carry the battle forward by damaging the enemy's Momentum and eventually its Endurance.

There is one exception to the usual Round timing – if an effect lasts a round, it will end "at the end of *your* next turn" rather than when the *last character* has taken a turn. So an effect that lasts 1 round actually lasts "until the end of *your* next turn." An effect that lasts 2 rounds lasts "until the end of the turn after *your* next turn."

Like adventuring, Combat can also be broken down into steps.

Pre-Combat: At the start of combat, each character rolls 3d6 to determine turn order. The character with the highest roll goes first, and lower rolls then follow in order. Initiative is important for those first attacks – a character has a +1 bonus to attack rolls against characters that haven't taken their first turn in the combat yet.

Start Turn: You should begin your turn by checking any conditions on you, how many Strikes you've been hit with, how much Edge you have, and so on.

Take Actions: At this point, you're ready to take actions. Moving through Zones can help you reach targets, escape enemies, and use terrain features to your advantage. You also have to balance Guarding, Striking, Generating Edge, and making damaging attacks, developing a varied, strategic plan of action.

A good idea is to have party members switch up what they are doing. If a party member has been Striking a lot, use the opportunity to generate Edge – likewise if your party members are generating Edge, you could Strike to soften the enemy up.

End Turn: At the end of turn is when conditions usually end, so check them off.

Attacks

Once per turn, you can select a single enemy and make an Attack against it. An **Attack Roll** is a 3d6+modifiers roll compared to the enemy's **Protection Rating**. If the attack rolls equal to or higher than the enemy's Protection Rating, it is successful and takes effect. An attack can be characterized as driven by any skill.

Damaging Attacks have two distinct parts to them, unlike Edge-generating or Strike attacks that only have an Attack Roll. A Damaging Attack first has an Attack Roll as normal. However, the result of the attack roll is then dealt as **Damage**. Damage is subtracted from the enemy's Momentum. A bonus to the Attack Roll does *not* get added to Damage, and vice-versa. A failed damaging attack deals ½ damage.

Focused Actions have +1 to their attack roll, and if damaging, deal +2 damage.

Edge Generation

An Edge-Generating attack is an attack roll that, if successful, gives you 1 point of Edge. On a failed roll, you gain **Partial Edge**. Partial Edge has no use normally, but if you fail an Edge-Generating roll while you have Partial Edge, it becomes a point of **Temporary Edge**. Temporary Edge can be spent like normal Edge, but it only lasts 1 round after being generated. Normal Edge lasts until it is spent.

Spending Edge

Edge measures the likelihood that your attack will deal damage. Damaging Attacks are blows that cause harm. All such attacks deal 3d6 damage plus modifiers and spend your Edge to do so. On their own they cannot generate Edge or deal Strikes.

Whenever you make an attack that consumes Edge, the attack has a bonus to its attack roll and damage equal to the Edge you spend on it. Some attacks can consume Edge to gain special benefits. When you make such an attack, it will list the benefits (**•1 Edge**, **•2 Edge**, etc), and you pick a single benefit and spend the Edge needed for it. You then make a damaging attack with that benefit attached.

Each turn, you can only spend edge *once*. No matter how much Edge you have, you can only spend it once each turn. This goes for any abilities you have that consume Edge, or conditions that require Edge to end.

Every Player character has access to the following Edge benefits with damaging attacks. Monsters and NPCs usually do not have access to these benefits:

- 1 Edge**: You can shift zones after making this attack.
- 2 Edge**: Regain 15 Momentum after you make the attack. Each additional time you use this benefit within the same combat, it consumes 1 more Edge.
- 3 Edge**: You target an extra enemy. It must be in the same zone as you.

At the end of a combat, your Edge is reset to 0. You cannot generate Edge outside of combat except by using Boons. Use your Edge wisely in each combat.

Guarding Attacks

On your turn, you can use an action to **Guard**. When you guard, you can gain either +1 Protection Rating or +2 Soak at your discretion. If you guard, you cannot make attacks of any kind, but you can shift zones or convert strikes on a target or take any other non-attack action as normal. While you guard, you gain the added benefit that enemies cannot convert the Strikes on you into conditions.

If you Guard as a Focused Action, you can gain +2 Protection Rating and +2 Soak, and enemies cannot Strike at you! They must either generate Edge or attempt a damaging attack. They still cannot convert Strikes against you either. While Guarding, you also do not suffer the penalties of having a damage type weakness.

You can normally only guard yourself, not other characters. If an enemy scores an Exceptional Success against you while you are guarding, they do not gain the benefits of an exceptional success on that attack.

Strike Attacks

A successful attack can also be used to place a Strike on an enemy. Strikes represent outwitting or weakening enemies. Each creature “carries” the Strikes that have been dealt to it – for example, if you’ve suffered two successful Strike attacks, you are “carrying” or “afflicted by” 2 Strikes. Keep track of Strikes as they are dealt.

Strikes can be converted as an action. If you have a Ranged Weapon you can make Strike Attacks and convert Strikes in any zone – you are otherwise limited to striking at your own zone and converting Strikes in your own zone. Magic striking ability is dependent on class and perks, but is treated in general as ranged attacks are with regards to zones. Regardless, when a Strike is converted, it becomes a Condition. Conditions are a list of penalties that Strikes can inflict upon a character. You convert Strikes to “pay” for the power of these conditions. Once you convert a certain amount of Strikes, you choose a condition and apply it to the target.

A Condition lasts 1 round plus 1 extra round for every 3 Strikes spent on it. The penalty inflicted by a condition (or bonus in some cases) is equal to the Strikes converted into the condition. Some conditions require a minimum of 2 or 3 Strikes converted to function, and have no strict numerical penalties or bonuses to offer.

Condition	Effect
Overwhelmed	Gives attacking enemies a bonus to attack rolls against it.
Vulnerable	Gives attacking enemies a bonus to damage against it.
Impaired	Cannot take Focused Actions and has a penalty to Attack rolls.
Shaken	Cannot take Focused Actions and has a penalty to Soak.
Crippled	Cannot take Focused Actions and has a penalty to Damage.
Hindered	Cannot move and has a penalty to task rolls.
Staggered	Cannot move and has a penalty to Attack Rolls.
Toppled	Cannot move and has a penalty to Protection Rating.
Dazzled	Can only attack enemies engaging it, has penalty to Damage.
Perplexed	Can only attack enemies engaging it, has penalty to task rolls.
Blinded	Can only attack enemies engaging it, has penalty to Protection Rating.
Forced	Target disengages, is forced to move to a zone of converters choice.
Advantage (2+ Strikes)	The Converter gains 1 Edge. Each additional time this condition is inflicted by the character, it requires 1 additional Strike to inflict.
Cursed (3+ Strikes)	The target must roll all attack rolls twice. The worst one is used as its Attack roll, while the first one it rolls is used to determine its damage.
Broken (3+ Strikes)	The target must roll all attack rolls twice. The first one it rolls is used as its Attack roll, while the worst one is used to determine its damage.

You can only Strike once per turn, and can only convert once per turn.

Dealing Damage

Whenever you make a damaging attack, you spend Edge to be able to deal damage. **Damage** is the result of the attack roll, subtracted from the enemy's Momentum. An enemy's **Soak** will reduce the damage dealt.

So for example, a damaging attack is rolled. The 3d6 result is 9 and the attack succeeds. Lets say you have a +2 bonus to damage specifically – bonuses to attack rolls don't get added to the damage – so your total damage is 11. If the enemy has 3 Soak, it is subtracted from the damage. The final damage is 8.

A failed damaging attack deals half damage. So if we failed the attack, we take that total damage after bonuses, subtracting Soak and so on and then halve it. So it deals 4 damage rather than 8 after applying all the processes.

Weapons and some magical attacks have a **Damage Type**.

Physical Damage Types:

- Bludgeoning:** Smashes an enemy with a blunt surface.
- Slashing:** Cuts an enemy with a swift blade.
- Hacking:** Chops into the enemy with a dull blade.
- Piercing:** Stabs into the enemy with a pointed edge.

Magical Damage Types:

- Heat:** Burns an enemy with fire, hot gases or steam or searing light.
- Cold:** Chills the enemy with ice, cold gases or jets of frigid water.
- Wave:** Goes through enemies with esoteric force, crushing noise or divine light.
- Shock:** Injures enemies with bolts or with powerful, destabilizing spasms.
- Chemical:** Sickens, poisons or scalds enemies with dangerous substances.
- Foul:** Uses corrupting forces or evil energies to damage the enemy's very soul.

The GM can give his or her creatures weaknesses to certain damage types. Some enemies have weaknesses by default, but the GM can add such a weakness to any enemy to add an extra tactical option. A player can discern an enemy's weakness through analysis, or trial and error. In combat, at the GM's discretion, if an enemy's damage type weakness is exploited it may offer one of the following benefits.

- If the enemy has no Strikes when stricken by its weakness, it take 1 Strike.
- The damage of the correct type ignores the enemy's Soak.
- The damage of the correct type gives a +1 bonus to the attack roll.
- The damage of the correct type is improved by +2.
- The damage of the correct type lets the attacker convert strikes on the target.

Taking Damage

During battle, and even outside of it, damaging attacks will be deducted from your Momentum. Once you reach 0 Momentum, you'll lose 1 point of Endurance, take 1 Strike, and then have your Momentum returned to you in full. When you lose all of your Endurance, you take Sustenance Attrition to regain a ½ die of Endurance. If you are reduced to 0 Endurance, you also suffer a Liability and are removed from the battle. The Liability reflects your defeat. You typically choose which Liability affects you, but sometimes your GM might select an appropriate choice for you.

A Liability is a long-lasting affliction that hinders your ability to adventure, such as a broken bone, an addled mind or a corrupted spirit. The first two times this occurs in an Expedition, you'll suffer Minor Liabilities. The third time, you will suffer a Major Liability. Any further Liabilities risk death, total insanity or other permanent conditions. Liabilities can be rid of through a special Task. You can only roll the Liability Task once per day, and only for one Liability at a time. Each roll is added to its Success Pool (typically 25-50). It has no Limit, so eventually you'll sleep it off.

Liability	Minor	Major
Physical	You have to spend +1 Edge on Weapon Attacks.	Cannot generate Edge except as a Focused Action. Cannot wield Heavy weapons, and must spend +1 Edge on Weapon Attacks.
Mental	Your confidence and hope are grievously shaken. You cannot make damaging attacks.	You fall into utter despair. You can't make Damaging Attacks, generate Edge or take Focused Actions.
Social	Your allies' confidence in you has been shaken. Effects do not treat you as an "ally" of theirs.	The way others view you has been fundamentally affected. Effects do not treat you as an "ally" of your party, and you must spend twice as much Reputation or Bonds on any effect.
Esoteric	You have to spend +1 Edge on Magical Attacks and +5 Magic points on Magic Boons you use.	Cannot generate Edge except as a focused action, cannot make magical damaging attacks or Magic Boons.
Corrupt	You suffer a dark influence. Allies cannot give you bonuses and you cease to be treated as their ally and vice versa for effects.	You become an enemy of your allies. While around them must attempt to attack them, even if only to generate Edge for an enemy or make Strikes.
Disease	You can't recover Momentum except by losing Endurance, or by taking 2d6 Sustenance Attrition.	Cannot recover Endurance except via 3d6 Sustenance Attrition. Can recover only 1 Endurance per roll.

As an example of how you would roleplay acquiring a Liability: if you are reduced to 0 Endurance and gain your first Liability, perhaps you chose a Social Liability and ran away in fear, engendering distrust and spite from your allies.

Movement

Expedition does not use a grid of hexes or squares, or precise movement. Rather, it is assumed that characters can move with some effort throughout the battlefield within the indistinct amounts of time that each round and turn takes. The **Battlefield** in Expedition is divided into Zones. Each Zone can hold any number of creatures and be freely entered. Some battles may only take place in one zone, and no movement would be necessary. However, other battles may span multiple rooms or harder-to-reach locations, necessitating the division into Zones.

Each turn, a character can take a Movement. A character taking a movement action simply shifts from his or her current Zone to any other Zone on the Battlefield.

Most battles should have at least four zones, to facilitate the player's use of Perks like Stonewall. If there's only one Zone, a player with such a Perk might feel a little disadvantaged. Still, for a quick and dirty battle, having a single Zone streamlines the proceedings a bit more. The GM decides the layout of the zones in a Battlefield – a room could be two, four, eight, any amount. Scale can be used flexibly.

In combat, a Zone might have an **Obstacle** in it. If so, the character has to roll a Simple Task when taking a movement action to enter it. If the character fails the task, he or she moves in, but either gives one enemy in that zone 1 Edge, or suffers a Strike. Other negative effects are also possible at the GM's discretion.

While in the rules a character can move to any zone, in the narrative of the game world some Zones might be farther than others, so it shouldn't be that easy to get from one room to another six corridors down. You can therefore use **Distance** as an Obstacle with the above rules, to determine whether a character makes it as far from his or her zone as he or she wants, and without trouble. In addition, if the character fails the roll, the GM can place that character in a zone of his or her choice, to represent the point on the battlefield where the character stopped short.

Some Zones also have **Zone Benefits**. For example, a Zone might offer characters in it a +1 bonus to Protection Rating against Ranged Attacks from other Zones.

Another effect of Zones is **Zone Control**. To establish Zone Control, you must have a controllable Zone (the Controllable trait is a Zone Boon). Then, you roll a Focused Action Simple Task to establish Control. You have a penalty to Zone Control equal to the number of enemies in the Zone. When you establish control, you Force enemies out of the zone. If an enemy tries to enter the zone it must make an Obstacle roll. If it fails, it takes 1 Strike, which can be spent to Force it out immediately, or kept on the enemy to use later. You might have battles where keeping Control of a certain Zone can trigger a useful or game-winning effect.

Ranges And Engaging

Melee attacks can normally only target an enemy in the same Zone as you. Meanwhile, Ranged and Magical attacks can target enemies in any zone.

One major melee rule to track is **Engaging**. When a Melee character attacks a character, it is treated as being **Engaged**. Engaged characters act normally – except that, whenever an Engaged character moves, it is considered a **Retreat** action. If you Retreat, the character that was Engaging you receives Partial Edge. Regardless of how many characters engage you, you can always Retreat from them.

Not only that, but as you learned in the weapons section, being Engaged is somewhat annoying for users of ranged weapons. For magic users it is even more annoying – you cannot make damaging magical attacks while engaged.

You can use the Forced condition to disengage characters without having to retreat, thereby denying them Partial Edge and other benefits.

If you are Engaged by multiple Mooks at a time, you are **Mobbed**. A Mob attacking a single character has +1 to its attack and damage for every character in the Mob. If you retreat from a Mob, one member of the mob gains 1 Edge. The rest of the mob gains partial edge as normal. The GM picks which Mook gets the real Edge.

A character can only be engaged by up to 4 characters at a time. Any additional characters cannot attack that enemy in melee combat until someone retreats.

Ending A Fight?

Fights don't always end in blood and gore. The winning party gets to decide the fate of the losing party – this can mean capture and interrogation, not just outright murder. When an entire player party is defeated, this does not necessarily mean death, and can lead to more dramatic challenges rather than the end of the game.

Inside a battle, however, players can also determine its outcome in ways unrelated to attacks. Players can spend Reputation or Bond points (priced at the GM's discretion, often 2d6+2 or 3d6+3) to sway combatants, either before the battle or after they've received significant damage. They can sway enemies to their side or to convince them to flee or to surrender, ending the fight with less bloodshed.

Players can also always choose to retreat, either by using a Boon, or by performing a Group Task to attempt to flee. Failure in the Group Task forces them to suffer Attrition twice at the end of the combat, but they still flee.

Special Combat Situations

Opposed Check: Sometimes characters will engage in actions within combat that are wholly improvised and don't really have any rules that come close to modeling them. For example, a character who doesn't have Clandestine can still try to hide from enemies in combat, or a character without Stonewall could say "I want to set myself against the door and prepare to push it back against any character that might try to come in" thereby barring a zone. What happens then? The GM could just say "no" and things move on – but that wouldn't be much fun, would it?

In this situation, the player can ask for an Opposed Check. During the character's turn, he or she takes a simple action to roll a Simple Task for the improvised effect. The GM then rolls a Simple Task using the modifier of an enemy of his or her choice – for example, an enemy trying to find the hiding character, or who is trying to break through the door the character has barred. Essentially, the GM's roll becomes the difficulty for the player's check. If the player's roll is higher than that of the monster or enemy, the player succeeds. Otherwise, the player fails.

The GM adjudicates victory effects, using what the player described of the action. Try to be as precise as possible in what you'd like an improvised effect to do before you call for an opposed check. If the GM thinks the effect is too powerful, he or she can offer a lesser, more fitting version of the same effect, or ask you to spend 1 or more Edge, or convert 1 or more Strikes on an enemy, to pay for the effect.

Improvised effects of Opposed Checks usually last 1 round or a half die of rounds.

Decisive Blow: Situations will come up outside or before battle where a player or an enemy will threaten a character with an attack, such as pointing a firearm at someone's head in close range, or holding a hostage with a knife, or sneaking up on a guard to garrote him or her. In these situations, which exist outside combat, there is no Edge being gained or spent, so can the attacks do damage?

If the GM allows, in these situations a player can call for a decisive blow check. Designate an attacker (the aggressor) and a target (the victim or non-threatening participant) and have these two roll opposed checks against each other. Whoever rolls highest succeeds. If the attacker succeeds, he or she deals a ½ die worth of damage to the character's *Endurance*. This could kill or incapacitate a character.

If the characters tie, or the target wins the check, the standoff ends and a combat encounter could commence, or everyone might retreat. If both characters are designated as attackers (a Mexican standoff situation), then the victor deals the *Endurance* damage to the loser *and then* a combat might ensue nonetheless!

The Game Master

The Game Master is a participant in the game tasked with setting up and running the scenarios that the Players will undergo. The Game Master can be seen as having “pieces” of the game that he or she can control to entertain the players and him or her self. These pieces are the Non-Player Characters or NPCs, the locations in the game, the hazards and obstacles, the dungeons, and perhaps even the overall story of the game, if the game has one. The game’s rules are also a part of it.

The players and the Game Master share an interpretative power over the game. The players describe their actions, their character’s motivations, their desired outcomes and the steps taken toward them, and the Game Master adjudicates the results. Each one must respect the desires and opinions of the other for the game to succeed – but ultimately, many outcomes depend on the judgment of the Game Master, such as the effects of a character’s successful task, or open-ended perk and boon effects. This is why the following section is a must-read for every Game Master, giving him or her the tools to adjudicate in a fair and fun manner.

There are ostensibly three common “styles” of Game Masters in Expedition.

Relaxed Game Master: The Relaxed Game Master is there to provide quick and casual gameplay. This GM uses a lot of Simple Tasks, doesn’t call for a lot of rolls, and makes quick, exciting fights, often against smaller enemies or single, “boss-style” enemies. Primarily concerned with fast-paced action over the slower, more ponderous parts of the game, like the resource management. The Relaxed Game Master believes the game is more fun at a fast pace and with simple rules.

Balanced Game Master: The Balanced Game Master is probably the most common. The Balanced Game Master wants to engage every aspect of the game, but in moderation and at its best. This GM wants to find sweet spots where tasks and combats of all sorts, with various levels of difficulty and complexity, can be inserted at just the right time to be the most entertaining. The Balanced Game Master believes that fun is all about timing and the pacing should be varied, and that the players should experience all of the game’s rules in their “best” context.

Hardcore Game Master: The Hardcore Game Master is there to offer a challenge. This GM uses different tasks, with planned circumstances and consequences, and each setback making its influence felt, as well as dangerous battles that could result in injury and hardship. Primarily concerned with testing the player’s tactical intellect and offering a complex game experience. The Hardcore Game Master believes the fun of the game lies in testing the player’s skills with tough challenges.

You’ll likely find yourself vacillating between these styles. That’s expected. If you find the styles don’t fit you, that’s fine too. They are merely a starting guideline.

Adjudicating Tasks

Tasks are the most common scenarios you will adjudicate. A task is anything that isn't a fight and requires rolling due to having a chance for failure, or an important circumstance tied to success. A task can be a conversation, or a single statement that must be made very convincingly. It could be a physical exertion or a long series of obstacles. It could be recalling a single memory or researching an entire volume of literature. A Task is composed of four things you must take into account.

Scenario: This is not really a rule, but it is perhaps the most important component. The PC will tell you what his or her character is doing. The amount of description given will help you to adjudicate the task – if the PC has a really good idea of what he or she wants, and describes it candidly, it's better for you to allow him or her that creative freedom and rule favorably (if it succeeds) than if they have a vague idea. If the PC only has a vague idea, you have more room to design the outcomes.

Difficulty: The Difficulty is the number a PC has to roll in order to succeed in the task roll. Recall the odds offered in the previous sections. Most rolls will fall between the 8 and 12 range. Now, most PCs will probably have +2 to a roll due to various circumstances, usually their Perks. You might even give your own bonuses to them. You will have to weigh all of this in when choosing Difficulty. Most characters can beat a Difficulty of 8-10 regularly, 11-13 about half the time, and find 14+ more challenging. Keep copies of player's character sheets and look at their bonuses. Think about what range of rolls constitutes a difficult challenge.

Success Pool: The Success Pool will directly determine how long a task is. Characters must accumulate successful results equal to the Success Pool to succeed in a task. Recall that the average roll falls between 8 and 12. This means that if a Task has a Success Pool of 10, it will likely be finished easily. This is why some tasks are just Simple Tasks – their success pool is just the difficulty, so they will be finished in one roll. For other tasks, you should have a Success Pool of at least 15. A group task has to have a larger pool as well, due to the larger number of rolls. The following table has some guidelines for Success Pool/Task Type.

Task Complexity	Standard Task Pool	Mixed Task Pool	Group Task Pool
Short	10	20 per group	30
Average	15	30 per group	40
Challenging	25	40 per group	50
Monumental	40	50 per group	75

Limit: The Limit also indirectly sets the duration of the task. A Limit of 1 will make any task quick and dangerous. A Limit of 5 will allow for safer, longer tasks. How long do you want the task to go on? How many failures do you think the party will roll, based on its size and bonuses? Think about this while setting a Limit.

Many Perks and Boons are resolved using Tasks. Whenever a Perk speaks of a Task, and does not define what that Task is, that means it's up to you and the players to craft the scenario, and then for you to set the Difficulty, Limit and Success Pool. Take for example the Socialite perk. It helps you and the player craft a scenario, leaves the task parameters up to you, and then defines what the outcome is.

Many rules in the game work this way. It might seem intimidating having this much to decide and with so many implications. You should not fear being "unfair" but simply be aware that the players always like their own ideas, and like to see them carried out if they succeed. Where possible, craft the scenario together, and explain calmly if any details don't make sense, or that would make things too easy or too brief, why you object to them, and how you want to change them.

Resource Management

One of the most important decisions you will make during an Expedition is to set **Attrition**. When players fail at a task, they don't just stop, rewind and try again. They continue forward, but they've suffered some kind of calamity. In the game's story, they could've gotten hurt, lost a backpack, or otherwise been disadvantaged, but the game goes on. What happens is the players pay for their failure with Expedition Points, achieve a pyrrhic advance and keep the game moving forward.

Whenever Attrition occurs, you roll depending on the magnitude of their failure and the danger incurred from failing. **Minor Attrition** is 1d6, **Average Attrition** is 2d6 and **Major Attrition** is 3d6. You might modify the roll by +1 or +2 depending on the circumstances. The roll is then deducted from an Expedition Point of the player's choice – Sustenance, Delve or Magic, which characterizes how the players advanced in spite of their failure, and what they lost in order to continue.

As an optional rule, you can have the players receive **Upkeep Attrition**. This Attrition happens once a day, or once every few days, rather than when they fail.

When players run out of a Resource, they suffer **Deprivation**. Deprivation is like a Liability – each day the players spend in an Expedition while a Resource is deprived, Attrition rolls to a deprived Resource are added to a special pool. When that pool fills, they are unable to remain and must end the Expedition. You get to decide the size of the Deprivation pool. The basic size is 30.

Deprivation means different things for each resource. **Sustenance Deprivation** means a lack of food and camp supplies, and might involve Liabilities as the player's bodies are further mistreated. **Delve Deprivation** implies a lack of equipment, and means penalties for dungeon tasks. **Magic Deprivation** renders the players unable to use Magic Boons, but usually carries no other penalty. The penalties for Deprivation are not set in stone – use any liability or penalty you wish.

Basic Campaign Design

As a GM, you will have to come up with the environment that your characters encounter. Wherever they decide to go and whatever they decide to do, you must furnish them with characters, encounters and locations that challenge and entertain them. The following sections have a few tips on populating the game setting.

Characters: Non-player characters (NPCs) to interact with are an important part of any game. Characters provide grounding in a larger setting that can make the game feel more authentic. Players who see a lot of characters see a lot of possibility – they see more people to befriend or antagonize, each possibly opening new adventures. Players also need characters to be able to spend their resources.

There are different schools of thought on how NPCs should be handled. Some think NPCs should be brief, with little personality, delivering only crucial lines to guide players to further adventures. They don't speak among themselves, only to the players; they don't have purpose beside their interaction with the players. No NPC is too important to lose – they're interchangeable insofar as they all serve to give quests or resources to the PCs. This is a utilitarian point of view.

Others think that NPCs should have some semblance of an existence beyond the PCs, so that the world doesn't seem too fake or contrived. An NPC is a person, and it's up to the GM to design that person and play him or her in whatever way convincingly demonstrates the character's depth and agency. The goal of an NPC is to immerse the players in a living world. Sometimes this brings difficulty to the PC's, because that's life. If the PCs treat these characters like people, they can find a rich and rewarding experience beyond just the dungeons and the numbers, and truly *explore a world*. This is a storytelling-focused point of view.

Perhaps most GMs fall in between. While some of their NPCs are complex and immersive, others are just "the shopkeeper" and serve only a function of the game. Some NPCs don't talk to other NPCs because that'd be pointless and take up time, while others can have conversations and interactions that are human and immersive, and indicate a world that exists beyond the players.

It is helpful for you to assign traits to your NPCs like their motivations, family history, predilections and tastes. This way, if the PCs decide to interact with your characters for longer periods of time, you will be able to act out their parts convincingly and use them in whatever ways your PCs find compelling and entertaining. You don't have to write too much if you don't want. You can write enough to be able to improvise the rest. For example, you can write that the blacksmith's son has gone astray and come up with these details later. Write down anything that you made up on the fly after each game to keep the story consistent. Ask for player feedback on your characters to help you define their preferences.

Locations: At the bare minimum, your game needs to have a piece of civilization, be it a small village or town, or a large bustling city, and an Expedition Site to travel to. You could use a number of sites, or a single, incredibly massive site that will be explored for the duration of the game – the latter tends to be known as a Megadungeon. You might also have minor locations around for jaunts, such as a nearby military garrison or a small forest or lake or other natural form.

You can create a simple town that only has the services PCs will use, but it would be somewhat barren of life without some more people. As mentioned in the last section, it's always nice to have some more characters to interact with, so that the players don't feel like they live in a limited world that exists only to funnel them into dungeons. They have to feel like there is the possibility to do anything. Part of this is having more characters to meet and the places to meet them.

If you find it hard to come up with creative ideas for a location, base it around your hometown. Think of people you met around town, and the places in which they congregated. Of course, in a fantasy world you probably will not have a gas station or a mall but you can have shops and guilds, churches, fountains, parks, and so on. Draw from your own experiences or research places you've been to, and evoke them within the game. This can make the work easier and the result still vibrant.

Events: When you create a location, you should have in mind some of the things players might want to do in it. At the bare minimum, this means researching and collecting information about an Expedition Site, acquiring Expedition Points by spending their Resources, and perhaps going on Jaunts for characters.

If you have a well-developed location with a solid environment and cast of characters, a lot of these ideas become really simple. You know the blacksmith has a wayward son, so you can easily spin that into a Jaunt that the Players can complete to gain a Bond or free Delve Points, or some other reward. You know that the town is near a forest, so you can set the PCs up to go hunting a local predator that has been attacking livestock. Jaunts give the PCs more to do and more rewards.

You might also want to include events that don't require fighting or even dice rolling. For example, a player might make a Bard character and decide to play at an inn. If this is roleplayed well (if more effort is put into it than just telling you "I go to the bar and play my guitar") you might want to reward it.

If your location has festivals and holidays, and the PCs participate in one, talking with characters and having some non-adventurous levity, you can easily reward such efforts with a few points of Reputation or Bonds. Players love free stuff, and it can get them to open up and view the world a bit less like a hack-and-slash game.

The important things to remember about Jaunts and Events is that they should optimally be a rewarding difference in play style from the rest of the game.

Story: There are a lot of debates as to the role of a “Story” in a tabletop roleplaying game. Some people find stories deleterious to RPGs. For them, the only story is what the players decide to do, and there is no overarching plot to follow. For others, having a story helps them to come up with quests and to motivate players. They use plots such as “the demon god is awakening, you have to stop this!” to quickly generate interest in going to a dungeon and partaking in the game.

At the most basic level all that you need to get players to engage the game is a reason for them to go to an Expedition Site. How intricate your “hook” is will depend on your personal tastes. If the players don’t bite, have more hooks ready, or different expedition sites. Read your player’s characters and think about (or ask the players) what would motivate them to go adventuring.

You can ask your players to write down a motivation or a quick backstory of their characters for you to use. Your player’s choice of Perks should also help you to invent hooks and plots for them. For example, say you have a Rogue who took the Diviner Perk. The Oblate has an ability to invoke prophetic visions, but nothing prevents you from giving your Rogue some visions of the future as well. Your player’s Perks say something about their characters – and even if they don’t have a specific ability to invoke plots, you can still use their Perks to inspire you.

As long as you give your players some input into how the game will go, they are unlikely to take up arms against you for introducing a plotline. Ultimately, the players need to have agency and their contributions to a plotline should matter or accomplish something. Everything else can fall into place after, and as you play with your group you’ll develop a style that works for all of you.

Expedition Sites: A more in-depth guide to making and running an Expedition Site will follow this section, but for now, the basics will be enumerated for your benefit.

A good way to start is come up with a story and theme for the site to help you establish its importance and place in the world. What is the Expedition site: a forest, a dungeon, a cave system or maybe a fortress? Who were its first inhabitants, and who inhabits it now? What was its significance in the past, and what is its current significance? All of this information can help you to focus when you begin to populate the site. Having a theme and a backstory in mind can help you when you make rooms, and fill them with hazards, obstacles, traps, and monsters.

You can then choose and scatter appropriate treasures and rewards in the dungeon, and come up with hooks for your players to travel to the Expedition Site. Maybe they’re just in it for the gold, but they might need to slay a powerful monster, or save a person who lost his or her way within the Expedition Site.

It is helpful to have a map of each portion of the Expedition Site to reference.

Designing An Expedition Site

Coming up with a big and varied Expedition Site can seem a daunting task for a new GM, and you might be intimidated by it. Though an Expedition Site is not a necessity, it is also not as difficult as it seems to create one. You can divide the labor into several steps, each of which we'll walk through here.

Conceptual Work: To start with you need to have an idea about the Expedition Site. The Expedition Site is usually a secluded area, such as a deep forest, underground dungeon or far-flung deserted fortress. It typically takes several days to travel to the Expedition Site and back, thus necessitating the resource management of the game – the players can't simply go buy more food and ammunition without leaving the Site behind entirely.

The idea of the Expedition Site is to come up with a lonely place that the adventurers explore, with few friends and some predators or hostiles. If it is a natural site, such as a Forest or Cave, it perhaps requires little explanation. The Blackbark Woods have always just been there, and unless any important events ever revolved around them, then they can just be the Blackbark Woods. However, a fortress or dungeon will have existed before the characters, and will exist even after the characters explore it. A fortress or dungeon has had inhabitants before and has them now. It has a place in the world, and a history that might be helpful.

The ideas set down in the conceptual phase can help direct the rest of your work. Think of an idea for an episode of a television show, or for a chapter of a book, or an area in a video game for example. "The brave heroes explore the zombie-infested Damned Cave!" "The greedy plunderers seek the Elven treasure in the Jade Forest!" "The selfless warriors search for their mentor in the Castle of Vampire Lord!" Even though these gut-feeling concepts will expand and warp when the players actually come into contact with them (and perhaps even reject them), they are all great starting points. You just have to be open to changes to them.

Once you have a concept written down, think more about the monsters that will inhabit the area, and the hooks that will tempt your PCs to explore the area. Come up with two or three hooks for your Expedition site. Treasures are the most basic motivation, as the average character could always use more money. For more heroic characters, you can stage daring rescues, defeating monsters, reversing environmental problems such as magical blights or plagues, ending curses, destroying evil artifacts, or other more involved goals.

If you're unsure about a hook, try to make it vague until your players really dig into it. You could introduce the hook as a rumor – for example, there *might* be a curse that's ruining the town's harvests. When the players show enthusiasm, you can use an NPC to confirm the rumor as truth and tell the players about the Site.

Dungeon Plan: After you've done your conceptual work, you can make a dungeon plan. The Dungeon Plan is a map of your Expedition Site to help you track the player's progress. You can give a copy to the players if you want, or you might ask them to devise their own map as they go along. However, you should always have your own map for consistency – you don't want to ask yourself whether the players already cleared a room or not! If you use a map, you can design a bigger and more intricate dungeon while feeling confident in your ability to run it.

There are easy-to-use software alternatives for making dungeon maps. Using map generators you can come up with very acceptable plans for your dungeons. If you are more artistically inclined and have the time and dedication, you can make your own maps with Photoshop or other graphics programs.

[Donjon](#): Donjon is a useful and simple map generation tool. Using the drop-down menus you can set the parameters of the map and generate it, or generate a random map. The maps possess some very handy options if you want to make very large dungeon with multiple levels and a consistent look and feel throughout each of them. Once a map is generated, you can scroll under it for download options. The maps will come with additional information pertaining to a different fantasy RPG: you can use it for inspiration or adapt it to this game, or ignore it as you wish.

[Dave's Mapper](#): Programmed by Dave Millar, this mapper uses Geomorphs, rectangle or square tiles representing common dungeon rooms and features. By putting together Geomorphs in different order and alignment, the Mapper generates lovely black and white maps with a hand-drawn feel. Many members of the RPG community at large created the Geomorphs to share with hobbyists, and Dave organized them in a mapping program more intricate than Donjon, but still simple and quick enough for anyone to generate a useful map with little effort.

On the side column of the mapper are the geomorph lists by contributor. You can uncheck any tiles you do not want, and see how that affects the map. At the top you can select the size of the map and the type (dungeon, cavern, city, mix). You can click tiles to flip them. At the end you can export the map as an image file.

[Inkwell Ideas](#): Joe Wetzel's Inkwell Ideas has a number of useful map generators, from a [random dungeon generator](#), to the [Dungeonographer](#). The random generator is simplicity itself, while Dungeonographer allows more customization. You should explore this site, as there are many other tools you can use.

Cartography: If you are really interested in map-making and want to put a lot of effort and dedication into your maps, visit The [Cartographer's Guild](#). You can find a huge community to interact with, along with software recommendations and tutorials.

You may even learn skills you can leverage outside of the hobby, such as experience with key graphics programs like Photoshop.

Scope: When drawing or generating your dungeon plan, think about the scope of your Expedition Site. How large is it? If it's an outdoor location, such as a forest, is there anything under it, or deep within it? Does the vast depth of the Blackwood lead to the Lake of Despair, and beneath it, the Tomb of the Elf Witch?

If it is a fortress or a dungeon, how many floors does it have? Do these go up into the sky or sink deeper into the ground? These are normal considerations for a run of the mill dungeon. How much is there to explore and how long does it take?

Some dungeons are not run-of-the-mill, however. As mentioned previously, a **Megadungeon** is a dungeon so large that the entire campaign revolves around just one of them, rather than many. Megadungeons have fifty or more levels, with dozens of exits and connections, and perhaps hundreds of monsters within.

However, making a Megadungeon and keeping the players interested can be challenging. It is perhaps better to try your hand at smaller Expeditions first rather than beginning your gaming career with 100 levels of one dungeon! Ask your players first whether they would be interested in such a campaign.

Requirements: Every dungeon will require a specific amount of Expedition Points to be accessed. You set this amount as a part of your plan in designing the dungeon, and reveal the amount to the players during their Research phase. The basic Requirement for a dungeon is 25, 20 and 15 distributed as you want among the three Point types, for a dungeon with around four or five levels.

You can decide to distribute the requirements however you wish, and rationalize it as you want. For example, a dungeon may require 30 Magic Points, 25 Sustenance Points and 20 Delve Points because it is cursed and far away but relatively straightforward in design, requiring more magic and food than equipment.

The players cannot adventure unless they meet the requirements. Remember that the Expedition cannot happen without opportunities to get Expedition Points. Make sure they have many avenues to gain Resources and Expedition Points in the Preparation Phase, if they are willing to interact with NPCs and go on Jaunts.

Use the Requirements to prepare your players suitably, rather than bar them access. If you plan to use a lot of Attrition, traps and monsters, and a brutal dungeon, raise the requirements to inform your players that the dungeon will be dangerous. If not, keep the requirements low so they can tell the Dungeon won't be that rough. Let them choose between possible Expedition Sites based on this.

Research Info: Write down some information that your players can learn about the Expedition site, in addition to the requirements, when they Research. This can include some rumors about the Site, the kinds of monsters that might be in it, or the fate of any previous Expeditions to the area before the players arrived.

Levels: Levels in an Expedition site are synonymous with “floors.” Simply put a level is a new, distinct overarching area of the Site, that when discovered gives the players access to a number of additional sub-areas (normally known as Rooms) to explore, that they previously could not. Normally, levels represent vertical space in a dungeon, so reaching a new level means entering a higher or lower floor.

New levels can be reached in different ways. The typical way is by clearing a number of rooms, and breaking a path through to the designated staircase or ladder or elevator that reaches the next floor. However, players may discover or even create alternate pathways to new dungeon levels, allowing them to avoid unwanted traps and extraneous monster battles by “skipping” past levels.

The very first level the players go into is known as the **Ground level**. This level is directly accessible from the Base Camp. The players can also discover **Alternate Exits**, allowing them to “skip ahead” and avoid restocked rooms by going directly from the base camp to a newly unlocked level, or a different level than the Ground Level. Consider adding such features to your Site to reward thorough exploration.

Rooms: A “Room” inside a dungeon is a single area, connected to others within the same dungeon level (and perhaps even to other dungeon levels). Some Expedition sites can’t have “rooms” per se – a forest doesn’t really have walls, so you could conceivably go from any area to any other area. But they still have areas that are connected or closer to certain areas than other areas, functioning as “rooms.”

Rooms, chambers, areas, lairs, whatever you call them, are the important and expansive areas of the dungeon, connected by corridors or hallways, or even by hidden passages or underground tunnels. The rooms are stocked with traps, monsters, obstacles and/or hazards as you wish. By having rooms, you can more easily place and track the challenges and rewards of the Expedition Site.

A Site without specific areas is an indistinct blob, and difficult to run. You should key your rooms, using numbers, letters or a combination thereof, for easier reference.

The floor plan of your dungeon can be linear, with one room leading only to one room, or you can link multiple rooms to each other. You can use hidden passages or direct access to link different rooms and even different levels of the dungeon together. Having a non-linear dungeon encourages exploration and player choices, allowing them to make their own routes through the area, and even to avoid certain rooms. Linear sites are simpler to make and if you’re a beginning GM they can help you get a feel for dungeon design, but may become stale over time.

You should at least have multiple exits to the dungeon, however, to give your players options for escaping back to the base camp. This is especially true if something particularly terrible will happen if your players stay too long inside the dungeon. A linear dungeon with only one exit may weary the players quickly.

As your players go through the dungeon, they will **Clear** rooms. A room is cleared if the players avoid (or fail) its traps or obstacles, or defeat the enemies in them. **Room Clearing** is a predictable and numerable event that you can use as a **Trigger** for other events in the dungeon. For example, you might decide that when your players clear two rooms, you will “trigger” a wandering monster, or if they clear every room you will reward them with extra treasure. Rooms cleared are also a good way to track the progress of the players, and passage of time within the game.

You should have a good balance of rooms with traps for a quick, tense challenge, rooms with hazards that are a bit more involved, rooms with enemies to do battle with, and empty rooms that serve some kind of story purpose or to give the players a breather or “safe area.” Too many traps and combats will be more challenging but will grind down the players, and too many hazards might bore them. Get to know your players and include more of the rooms they like to play in the future.

Enemies in the rooms can be static and never leave their designated rooms, or they might wander the dungeon. You might want to have a mix of both.

Like traps and obstacles, you can “stock” rooms with monsters. The monsters that appear in such rooms should be laid out ahead of time in your plan, and should make a certain amount of sense – the goblin guards in the goblin barracks for example, and the goblin dogs in the holding pens. When players clear these rooms, they are safe for a while. But you can “restock” the rooms with monsters, either after a certain amount of progress, or at the end of an adventuring day. Don’t overdo the restocking in a long dungeon, as it can be way too much for the players to fight through all the cleared rooms *again* to make it to the new dungeon levels they’ve unlocked! But it makes sense for some monsters to repopulate areas.

Coming up with some enemies who wander the dungeon will add a swingly sense of danger to the game, where a monster could randomly appear that your players did not expect, forcing them to consume more resources. There are two methods you might want to consider for handling your wandering monsters. For the first, come up with a couple of wandering monsters and select six rooms for each of them. These are the rooms the monster might be found in through its routes. Number them from 1 through 6. Every two rooms your players clear, you roll 1d6 on the chart to see where the monster has ended up.

To use the second method, construct a table of random monsters, listed again from 1 through 6. Every few rooms you can roll 1d6 on this table to see which monster shows up. This method is simpler, and requires less planning, but monsters made this way don’t actually have a route to follow, or a territory claimed – they could show up anywhere at any time. Some GMs might feel turned off by this, but it is appropriate for certain monsters that scour the *whole* dungeon. Remember to start your wandering monster off with 1 or 2 Edge so it can take a swing from the get-go.

Preparing Traps And Hazards

Traps and Hazards are static portions of a room (or the whole room) that can harm or impede the characters and call for a Task to resolve them. A hazard or obstacle is usually obvious and incidental: a pit in the floor, a broken bridge, a locked door or a decaying floor. Traps are hidden, contrived mechanisms against intruders.

You can allow the players to come up with their own means of resolving the task, or call for specific rolls appropriate to the situation. Once the players (or you) have a solution in mind, you can select an appropriate task type to assign. A pit in the floor is probably just a Simple Task, while crossing a broken bridge or opening a locked door can make good use of the more involved task systems.

When characters enter a room with traps, if they don't roll Awareness themselves, call for an Awareness roll. Each character can perform the roll, but if the majority of the characters fail, they either take a -2 penalty for their first checks in the task, or they take some amount of Momentum damage (1d6, 2d6 or 3d6) and spring the trap – your choice. If they tie, there is no initial effect and if the majority of the characters roll successfully they have a +1 bonus to their first rolls in the task.

Avoiding or disarming a trap is a Task. You can select the task type based on the situation – for example if every character wants to help disarm you can make it a group task, otherwise it can be a mixed task, with some trying to avoid the trap. If the characters succeed, then the trap is disabled and the room is cleared.

If the characters fail to disable the trap or spring it, they suffer a negative effect and clear the room. Below are a few examples of traps and their negative effects.

Trap	Trap Penalty On Failure
Basic Pit Trap	Attrition (1d6) or Damage (1d6+1).
Spiked Pit Trap	Attrition (2d6) or Damage (2d6+2).
Pendulum Trap	Attrition (2d6), Damage (3d6+5) or Minor Liability for 1 day.
Poison Trap (Arrow or Cloud)	The characters have -1 Edge. The first edge generated during their next combat brings them up to 0 Edge – it is unusable.
Crossbow Trap	Damage (GM's choice) and start next combat with 1 Strike.
Runic Symbol Trap	Start next combat with a 1-Strike condition lasting 3 rounds.
Natural Gas Trap	A -2 penalty to task rolls lasting two or three room clears.
Crusher Piston Trap	Damage (3d6) or a Minor Physical Liability for 1 day.
Miasma Trap	Minor Liability For 1 Day (Any Except Physical or Social).
Falling Roof Trap	Attrition (3d6) or Damage (1 Endurance) or Major Liability.

Some traps cause **Temporary Liabilities**. These do not require rolling for removal, unlike normal liabilities. The Liability effect lasts only until the characters Rest.

Battles And Battlefields

Whether you stock a monster or have it wander into the room, coming face to face with enemies will likely result in a battle. When a battle is about to erupt, here are a few considerations, either to prepare on the fly or ahead of time.

Pre-Battle: What were the circumstances of the battle? If the players used any boons remember to track them and remind the players of them. If the players didn't use a boon, but still pulled off some kind of stunt or plan to get the jump on the enemy, you might give them each 1 extra Edge as they start. If the enemy got the jump on them instead then start each player with 1 Strike on them.

Battlefield: The battlefield is the area where the battle takes place. This might be one room with one zone, one room with four or five zones, or a series of rooms and corridors that is each its own zone. When a battle begins, divide the battlefield into zones and show the players. You could use anything from a piece of paper divided into big sections, to a bunch of different-colored napkins, an actual map, or even at the lowest of low tech: just a list of zones and who's in them.

Zones Conditions: Zone conditions are any special rules you ascribe to particular zones. For example, you might decide to make a battle in which there are two rooms linked by a corridor. The "corridor" zone might be a tight squeeze, and have a limit on how many characters can be in it. This is a Zone Condition.

If you're playing with zone conditions, it might be best to have an actual map. Regardless, make sure your players remember (and remind them of) a zone's conditions so that they can take advantage of or avoid them.

Zone conditions are largely up to you to devise. Remember the kinds of effects that can disadvantage or advantage characters: getting bonuses to stats, getting Edge, taking strikes, suffering conditions, moving through zones to engage or disengage enemies, hitting or missing with attacks. Use these effects and circumstances and tie them to the terrain to create zones that are tactically advantageous or not.

Remember also optional rules like Obstacles, Distance and Zone Control established in the movement section. Whether you enable them or not is up to you.

Monster Use: A party of normal characters varies in its ability to challenge or be challenged by monsters. Monsters are not written to be perfectly equivalent to players, so the outcome of a challenge is never completely predictable. Read the enemies' statistics block carefully and look for ways that it might play off the players and off other creatures. Try to evoke the monster in combat. Think about the monster, and how it would react to such a situation, more so than just what you would do to "defeat" the players. Let victory or defeat come if the dice fall its way.

The Adventuring Day

The passage of time in the game has a few effects that you should keep track of as the Game Master. Time is tracked in three different ways. In the Expedition Site, time is tracked for certain triggers through **Room Clears**. Overall time in the Expedition is tracked through **Adventuring Days**. Finally, time in the campaign is treated through **Expeditions**. Certain effects may last a day, or an entire Expedition.

Room Clears: As discussed before, you might have effects that trigger every couple of room clears. They are one way to measure progress, though the players do not necessarily have to clear rooms to advance depending on their goals and depending on the features of your dungeon (such as hidden passages).

Adventuring Days: An adventuring day is the 24-hour day that the characters experience within the narrative of the game. You track the time in the story. An adventuring day begins at the base camp, where the players prepare for the coming day, by eating, taking care of wound dressing, weapon upkeep, and so on. Then they head to the Expedition Site, where they will perform the labor of adventuring.

Two important time-related events occur during an adventuring day. The first is **Restocking**. When you restock, it means that a room the PCs cleared becomes “uncleared” – it has monsters or traps or hazards again, it is no longer completely safe. You can restock one or two rooms at your leisure each adventuring day, or you can roll a half die for each dungeon level and restock that many rooms in each dungeon level (or 1d6+1 for a particularly brutal restock).

At the end of the day, the players will have to **Retreat**. Players need a Rest, or you will start hitting them with higher Attrition (usually). But other circumstances can factor into the decision to retreat. Generally, there is a time of day, or a predictable situation, that will empower the monsters. This can be as simple as the players just getting hungry or needing Rest, or intricate, like having the Vampires grow stronger at night (predictably forcing Retreat every night). Set this condition up ahead of time and let your players discover it during Research – but don’t boot them out of the dungeon immediately. If they want to explore without retreat, allow them, and then, perhaps, show them why it might not be a great idea.

There is no one acceptable time scale for how long an adventuring day is. Clearing three rooms might take minutes or might take hours. If you want to track time randomly, have each day last until they’ve cleared a half die of dungeon levels.

Expedition: An expedition is of course the overall large sections of your game campaign. Some effects last whole expeditions or can only be used once per expedition. Despite this, Expedition is a time frame that serves more use to you as you plan the campaign, than to the players as they play.

Rewarding The Players

Most roleplaying games offer regular numeric rewards for players, such as experience points to gain more power, or new equipment. These permanent numeric rewards are mostly missing from Expedition. Players will advance their perks, but slowly, and Elite Advancements will probably be even less common.

The reward for the players should come from playing the game itself. Let them take their own decisions, come up with their own strategies, and engage the game. Expedition is meant to be fun even without regular advancement – the overwhelming majority of the game is at the player’s fingertips at the start.

Treasure rewards in dungeons are entirely up to you. Mostly they should be Wealth rewards. Expedition does not have a framework of “magic items” that constantly increase in power. If your players desperately require a magic sword or magic armor, treat it as Elite Advancement (the piece gives the advancement), or perhaps have it give a modified, weaker version of a Perk benefit that requires Edge to use.

Regardless, if your players do get bored easily if they are not rewarded with more power quickly enough, you might consider giving them Character Development opportunities more than once per Expedition, or letting their perks start off at the Professional instead of primary level, to give them even more options.

Ending An Expedition

An Expedition can last until the players run out of Expedition Points, retreat or until they die. But this doesn’t mean that players have *won*, and that fact might leave them dissatisfied. Expedition isn’t a game with a victory condition. Characters don’t become deities or monarchs, at least not strictly by the rules of the game. As such, it can be tricky giving them a definite sense of victory and accomplishment.

When characters embark on an Expedition, look back at the hook that prompted them to adventure. The hook should give you a possibility to end the expedition. If the players were prompted to explore by rumors of treasure for example, bury a room within the Site, filled with treasures, and make that the definite goal: when uncovered, the players “win.” If the players went out to rescue someone, or to kill a monster, then it is even easier to determine and accomplish the adventure’s goal.

Ending a campaign as a whole can be complicated. It is helpful to ask each player to give their characters a driving motivation, and try to slowly extend opportunities for them to climb up to that goal. This gives you a good set of satisfactory conclusions to the campaign as a whole. You and your players can also just play the same characters until you get tired of them, and then start a new campaign.

Monsters

The Expedition sites are populated with monsters that will attack or interact with the players. Monsters come in many different sizes and shapes, but in the end they use the same simple rules as players: they generate Edge, they deal Strikes, they convert those Strikes into conditions, they Guard, they move, and they make Damaging attacks. Generally, each monster has some trait that sets it apart from players and its fellow monsters, but for the most part they all follow these rules.

There are three major kinds of monsters.

Mooks: Mooks are monsters that don't even have names the players know of. They're "Goblin 1" or "The Bandit With A Yellow Bandana." Mooks have the lowest Momentum, they never have more than 1 point of Endurance and they die immediately if stricken by an Exceptional Success, or if stricken with any attack that consumes 2 or more Edge, or if 2 Strikes are converted on them. Mooks try to attack in groups where possible. As said in the Movement portion of the combat chapter, it is possible for Mooks to Mob their enemies to gain bonuses.

Foes: Foe level monsters are tough enough to go toe to toe with one or more PCs. They have good momentum, they may have more than 1 point of Endurance, and they use the same rules as the PCs for handling almost anything. They can be considered the "standard" type of monster, with as much or as little identity and disposability as the GM wants, rather than the implied worthlessness of a Mook.

Leader: Leaders are unique, named creatures with histories, motivations, personality traits and general character as developed as that of the player's (sometimes, perhaps even more). The Leader monster often controls a dedicated group of monsters within the Expedition site, to which it gives orders. A Leader is very powerful and durable, and can often face down multiple PCs with little help (although they will usually have their loyal Mooks by their side). A Leader is also less vulnerable to certain effects that can defeat Mooks or even Foes outright.

Aside from this, monsters have a **Psyche** that determines their most basic behavior.

Non-Sentient: A Non-Sentient creature is an animal or other being that does not have developed interspecies communication. Socializing with such a creature is difficult but not impossible, though the effects of such an action are fairly limited.

Unfeeling: An Unfeeling creature being is never going to engage the PCs socially because it has a predetermined response pattern it cannot deviate from.

Sentient: A Sentient creature is like the PCs. It has motivations and personality traits that may impede communication, but it inherently *can* be reasoned with.

Monster Rules

Format: Monsters are presented in the following format:

Name [Class] {Psyche}: This line is self-explanatory.

Description: This line describes the monster for story purposes.

Vitals: This line has the monster's health and defenses.

Traits: This line includes any special rules about the monster.

Task Modifiers: If the monster ever has to perform a task, its relevant bonuses are listed here. Monsters usually have +2 or +1 in one or two preferred skills.

Base Combat Modifiers: The monster's attack roll modifiers, sans weapons and traits boosts, to the 3d6 standard roll are collected here.

Base Combat Damage: The monster's usual damage, before Edge spent. Normally just 3d6, but may include bonuses.

Conditions: Some monsters can only deal certain conditions. Monsters can only deal the conditions listed here. Some Monsters can deal any condition – if so, their statistics block will not include a Condition line, since they can use all of them.

Damaging Attacks: Monsters may have different attacks. If so, the Edge benefits of those attacks and their names and descriptions are listed here.

Monster Behavior: Monsters are characters too. The GM's personal style will dictate how most monsters will behave, but there are many monsters that might bargain with the PCs, or even befriend them. Monsters may be simplistic wandering beasts, or they might have lives and routines that players can observe and interact with in the midst of the dungeon.

Perks?: Most Monsters don't have Perks and don't need them. That being said, the GM could make an antagonist that has a PC class and Perks.

Re-Stocking: The players usually can't "kill all the monsters" in an Expedition site. Monsters have routines and natural patterns, such migration times, and mating seasons. Most of those details are not observed in the construction of a dungeon, but they lead to the same thing – whenever the PCs end an adventuring day, there is a chance that monsters will be wandering around rooms they have ostensibly "cleared." This is called "Re-Stocking" the dungeon. The GM decides when this happens, just as he or she decided that monsters were there in the first place. The players can mitigate re-stocking if they know enough about the monsters and explore the dungeon well. They might find tunnels and lairs that they can seal up to prevent re-stocking from happening, or to slow down the process.

Monster Boons: The GM decides what kinds of resources the "monster faction" of an Expedition Site is sitting on, and where they deploy them. As such an organized Monster side has access to Boons, but they cost twice as much, and can only be deployed very infrequently, if at all. Most monster factions won't use them.

Goblin Faction

Goblin [Mook] {Sentient}

Description: Small, dumb and mostly cowardly creatures, often led (or bullied) by some unseen intelligence into doing its dirty work.

Vitals: 10 Protection Rating, 15 Momentum, 1 Endurance, 0 Soak

Task Modifiers: +2 Maneuver, +1 Awareness, +1 Utility

Base Combat Modifiers: +1

Base Combat Damage: 3d6

Conditions: Impaired, Vulnerable, Staggered.

Damaging Attacks: Goblins use weapon attacks, usually light melee and bows.

Goblin Dog [Foe] {Non-Sentient}

Description: The Goblin Dog is a warty and brutal green animal. It isn't much of a dog, and is also not well domesticated. In fact, it is not domesticated at all. Once released from its cage, the Goblin Dog will maul both friend and foe.

Vitals: 12 Protection Rating, 30 Momentum, 1 Endurance, 2 Soak

Goblin Eater. Once per turn, a Goblin Dog can instantly kill a Goblin to gain 1 Edge and a +2 bonus to attack rolls for 1 round.

Bulky: A Goblin Dog suffers the Hindered and Toppled conditions for 1 extra round than normal, and takes -1 extra penalty from them.

Task Modifiers: +2 Power, +1 Maneuver, +1 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6+2

Conditions: Overwhelmed, Crippled, Toppled, Broken.

Rampage: The Goblin Dog makes a +1/+1 versatile piercing melee attack.

•1 Edge: The Goblin Dog can convert Strikes on the target.

•2 Edge: The Goblin Dog can kill a Goblin to regain 3d6+5 Momentum.

•3 Edge: The Goblin Dog deals Strikes to the target equal to the amount of Goblins it has killed within the last three rounds.

Big Goblin [Foe] {Sentient}

Description: Some Goblins grow plus-sized, and are relied upon by the rest of the group to serve as defenders. But deep down in their hearts, they're just Goblins.

Vitals: 11 Protection Rating, 25 Momentum, 2 Endurance, 0 Soak

Goblin At Heart: Despite being a Foe, a Big Goblin can join a Mob attack. When a Big Goblin first loses Endurance it has a permanent -1 to attack and damage.

Task Modifiers: +2 Power, +1 Awareness, +1 Utility

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Conditions: Impaired, Vulnerable, Staggered, Toppled.

Impose: The Big Goblin can use Impose as a melee weapon attack.

•2 Edge: One Goblin in the Big Goblin's zone gains +2 Soak for 1 round.

•3 Edge All Goblins in the same Zone as the Big Goblin gain +4 Soak for 1 round.

Goblin Armor [Foe] {Unfeeling*}

Description: A goblin-made humanoid contraption, with leather slings, pulleys, levers and wood, various weapons attached to various arms, and little to no control. Though durable, it is unwieldy and poorly-designed. *While the machine itself is unfeeling, it has a few Goblin operators that could be bargained with.

Vitals: 10 Protection Rating, 30 Momentum, 3 Endurance, 2 Soak

Awkward Movement: Goblin Armor has a hard time even moving. If it is Hindered, Staggered or Toppled, these conditions last +1d6 rounds.

Convenient Tools: The PCs can use a defeated armor to gain a +5 bonus to a Power or Utility roll to clear an obstacle in its vicinity. The Armor will fall apart quickly when used by non-Goblins, so it cannot be driven far from the combat site.

Task Modifiers: +5 Power, +5 Utility

Base Combat Modifiers: +2

Base Combat Damage: 3d6+2

Conditions: Overwhelmed, Toppled, Forced

Damaging Attacks: The Goblin Armor uses weapon attacks, usually heavy melee.

Scavenging Rats [Mook] {Non-Sentient}

Description: Whenever Goblins go, rats also tend to accumulate.

Vitals: 8 Protection Rating, 5 Momentum, 1 Endurance, 0 Soak.

Task Modifiers: +1 Awareness, +4 Maneuver, -4 Power.

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Conditions: Crippled, Shaken, Hindered.

Damaging Attacks: A Rat's bite is a +1/+1 Versatile piercing melee attack.

Goblin Boss [Leader] {Sentient}

Description: The leader of the Goblins, a Goblin Boss (often referred to as Ma' or Pa' depending on its sex and gender) is the largest and most forward thinking of the group – insofar as Goblins can be forward thinking.

Vitals: 13 Protection Rating, 40 Momentum, 2 Endurance, 2 Soak.

Mob Constitution: Once per turn, the Goblin Boss can spend up to one Edge generated by any Goblin, and remove a Strike from itself.

Intimidate: Whenever the Goblin Boss generates Edge, it gives one creature a -1 penalty to attack and damage rolls for 1 round.

Reinforcements: The Goblin Boss can spend any amount of its own Edge as a Focused Action to call in that many Goblins.

Task Modifiers: +2 Power, +2 Awareness, +1 Analysis, +1 Persuasion.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+3

War Mastery: The Goblin Boss can use War Mastery as a weapon attack.

•1 Edge: The attack deals damage to up to two enemies.

•2 Edge: The Goblin Boss spends 1 Edge from a single Goblin and deals 3d6+3 damage to one character in the same zone as that Goblin.

Undead Faction

Spawn [Mook] {Unfeeling}

Description: A walking corpse, be it a zombie or skeleton, brought to life by necromancy. They rush forth with what's left of their bodies, hungering for flesh.

Vitals: 10 Protection Rating, 20 Momentum, 1 Endurance, 1 Soak.

Night of the Dead: Whenever a Spawn falls to 0 Endurance, the GM can roll a die. If it rolls a 1 or a 6, the Spawn regains 10 Momentum. It still has 0 Endurance, and cannot revive again after the first time. At night, the die roll can be 1, 2, 5 or 6.

Jump Scare: Spawn can lie in wait, pretending to be inanimate. The first battle against Spawn during an Expedition is always an Ambush as though by the Set Ambush boon (the Spawn have +1 attack and damage during the battle).

Task Modifiers: Spawn have +0 to physical tasks, and can perform no other tasks.

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Conditions: Overwhelmed, Vulnerable, Impaired, Crippled, Forced, Shaken, Hindered, Staggered, Toppled.

Damaging Attacks: Spawn make weapon attacks, usually melee.

Vampire Bat [Mook] {Non-Sentient}

Description: Undead lairs tend to attract this particular type of bat. They attack in swarms and possess a love for feeding on blood.

Vitals: 12 Protection Rating, 10 Momentum, 1 Endurance, 0 Soak.

Flight: Vampire Bats have a +2 bonus to Obstacle rolls and have 13 Protection Rating and 2 Soak against Melee attacks (but not to any other kinds of attacks).

Vampirism: Whenever a Vampire Bat Strikes while having 0 Edge, it gains 1 Edge.

Task Modifiers: +2 Awareness, +4 Maneuver, -4 Power

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Conditions: Shaken, Perplexed, Hindered.

Damaging Attacks: A Vampire Bat's bite is a +1/+1 Versatile piercing melee attack.

Ghoul [Foe] {Sentient}

Description: A Ghoul is a creature that suffers an adverse reaction to a vampire bite. These creatures are disfigured and hateful, but fully under vampiric control.

Vitals: 11 Protection Rating, 30 Momentum, 2 Endurance, 2 Soak

Paralytic Poison: Ghouls give a penalty 1 greater with Hindered or Staggered and have +1 to attack rolls, +2 to damage against creatures Hindered or Staggered.

Task Modifiers: +2 Awareness, +2 Maneuver, +1 Analysis

Base Combat Modifiers: +2

Base Combat Damage: 3d6+2

Conditions: Hindered, Staggered

Hunger: The Ghoul can use Hunger as a +1/+1 versatile slashing melee attack.

•2 Edge: The Ghoul deals 1 Strike to its target.

Vampire Peon [Foe] {Sentient}

Description: The common Vampire, transformed as a result from a bite of a compatible vampiric creature, normally by blood type. They have some level of undead magic, but are only marginally changed from their former selves. They can resist the will of their vampiric masters, but not completely. They are still compelled to follow orders, and have to struggle with psychic pain to resist.

Vitals: 12 Protection Rating, 15 Momentum, 3 Endurance, 2 Soak.

Undead Toughness: When the Vampire Peon loses Endurance, it gains 1 Edge.

Vampirism: Whenever the Vampire Peon makes a Strike while it has no Edge, it gains 1 Edge. Whenever the Vampire Peon converts Strikes into the Advantage, Overwhelm or Vulnerable condition it regains 2d6+2 Momentum. The Vampire loses this trait's benefits and its ability to generate Edge if exposed to sunlight.

Intimidate: Penalties inflicted by a Vampire Peon's conditions are 1 greater.

Task Modifiers: +1 Persuasion, +2 Awareness, +1 Power, +2 Maneuver

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Proficiency: A Vampire Peon can use weapon attacks.

•2 Edge: The Vampire Peon converts 1 Strike on the target into a Condition.

Innate Magic: A Vampire Peon can use Innate Magic as a magical attack.

•1 Edge: +1 Attack, +2 Damage. The Vampire Peon can shift zones.

•2 Edge: +1 Attack, +2 Damage. The Vampire Peon gains +4 Soak for 1 round.

Vampire Hierarch [Foe] {Sentient}

Description: Vampires who started off with greater affluence and privilege can easily retain it undeath. Their influence affords them greater ease in finding victims, and by consuming blood their vampiric powers grow stronger. Hierarchs must still follow the will of stronger vampires, but are afforded greater resistance.

Vitals: 12 Protection Rating, 30 Momentum, 3 Endurance, 0 Soak.

Undead Toughness: When the Vampire Hierarch loses Endurance, it gains 1 Edge.

Vampirism: Whenever the Vampire Hierarch makes a Strike while it has no Edge, it gains 1 Edge. Whenever the Vampire Hierarch converts Strikes into the Advantage, Overwhelm or Vulnerable condition it regains 2d6+2 Momentum. The Vampire loses this trait's benefits and its ability to generate Edge if exposed to sunlight.

Task Modifiers: +2 Persuasion, +2 Awareness, +2 Maneuver

Base Combat Modifiers: +2

Base Combat Damage: 3d6+2

Bloodlust: The Vampire Hierarch attacks as a +1/+1 versatile piercing melee attack.

•1 Edge: The Vampire Hierarch converts 1 Strike on the target into a Condition.

Innate Magic: The vampire Hierarch can use Innate Magic as a magical attack.

•1 Edge: +1 Attack, +1 Damage. This attack can target two enemies.

•2 Edge: +1 Attack, +1 Damage. The Vampire Hierarch shifts zones and is invulnerable to damage (all damage to it becomes 0) for 1 round.

•3 Edge: +1 Attack, +1 damage. The Vampire Hierarch can spend 1 of the target's Edge points to deal 3d6+2 damage to one of the target's allies in the same zone.

Marrowpede [Foe] {Unfeeling}

Description: A conglomerate of animal vertebrae, limbs and ribs, forming a centipede-like skeletal abomination. A Marrowpede is a tough and fast creature that is very dangerous, seeking to impale hapless creatures on its skeletal tail, and soak up their blood into the undead marrow within its bones.

Vitals: 9 Protection Rating, 30 Momentum, 2 Endurance, 4 Soak.

Undead Toughness: When the Marrowpede loses Endurance, it gains 1 Edge.

Light Weakness: If stricken with Heat or Wave attacks or exposed to bright light, the Marrowpede becomes unable to change zones and loses its Soak for 1 round.

Natural Weapons: The Marrowpede does not need to spend an action to switch its dominant weaponry between its Sickle and Impale attacks.

Task Modifiers: +2 Maneuver, +2 Awareness.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+2

Conditions: Forced, Shaken, Staggered, Hindered, Toppled.

Sickle: The Marrowpede can use Sickle as a +1/+1 versatile slashing melee attack.

1 Edge: The Marrowpede can inflict Forced, or extend the duration of one condition it has placed on a character by 1 round.

Impale: The Marrowpede can Impale as a +0/+2 heavy piercing melee attack.

1 Edge: +1 Attack, +1 Damage.

2 Edge: The Marrowpede places an Impalement point on the character. A character with an Impalement Point is stuck to the Marrowpede – it cannot disengage the Marrowpede or move, and whenever the Marrowpede changes zones, the character changes zones with it. The character can attack only the Marrowpede and cannot make damaging attacks. A character can spend 1 Edge as a Focused Action to remove an Impalement Point and takes 2d6 damage that ignores Soak.

Flesh Titan [Foe] {Unfeeling}

Description: The rotted skin and slimy flesh and matted hair of long dead corpses doesn't just fall off the bones. In truly foul places, all this waste product can accumulate into a Flesh Titan, a disgusting, ambulant crust in the vague shape of a hulking humanoid. A Flesh Titan hungers for more flesh to add to itself.

Vitals: 10 Protection Rating, 20 Momentum, 3 Endurance, 2 Soak

Undead Toughness: When the Flesh Titan loses Endurance, it gains 1 Edge.

Consume: The Flesh Titan gains Elite Advancement whenever it wins a combat.

Natural Weaponry: The Flesh Titan takes no penalty for the size of Pulverize.

Task Modifiers: +4 Power, +1 Awareness, -2 Maneuver.

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Conditions: Forced, Shaken, Overwhelmed, Vulnerable.

Pulverize: The Flesh Titan attacks as a +0/+2 heavy bludgeoning melee attack.

•**1 Edge:** Extend the duration of an associated condition on the target by 1 round.

•**2 Edge:** The target is Toppled as a 1-Strike condition for half die rounds.

•**3 Edge:** The Flesh Titan gains +2 to attack rolls and damage for 1d6 rounds.

Wraith [Foe] {Unfeeling}

Description: A Wraith is the dark shadow of someone's existence, left on the world after a great tragedy. A Wraith is not a Lost Soul or a Phantom – it is purely evil, composed solely of the torment, hatred and despair it felt in life.

Vitals: 9 Protection Rating, 50 Momentum, 1 Endurance, Ethereal Soak.

Ethereal: A Wraith has 5 Soak against weapon attacks and none against Magic. A Wraith cannot be Toppled, Hindered or Staggered and has +2 to Obstacle rolls.

Lifesense: A Wraith cannot be Blinded, Perplexed or Dazzled.

Task Modifiers: +2 Maneuver, +2 Awareness, -5 Power

Base Combat Modifiers: +3

Base Combat Damage: 3d6

Conditions: Shaken, Blinded, Perplexed.

Befoul: A Wraith can use Befoul as a +0/+0 size-less melee Foul attack.

•1 **Edge:** The target is Shaken for 1 round.

•2 **Edge:** The target is Broken for 1 round.

•3 **Edge:** The target is Cursed for 1 round.

Lost Soul [Mook] {Sentient}

Description: A wispy, dull-colored cloud of leftover thought and soul. It knows nothing of its past life, and tends to behave as though a scared or angry child. It slowly dissipates over time, lasting perhaps a year at best before passing on.

Vitals: 8 Protection Rating, 15 Momentum, 1 Endurance, Ethereal Soak.

Ethereal: A Lost Soul has 5 Soak against weapon attacks and none against Magic. A Lost Soul cannot be Toppled, Hindered or Staggered and has +2 to Obstacle rolls.

Harmless: A Lost Soul cannot deal damage. If it generates Edge it must select another, non-Harmless creature to give it to. It can Strike as normal.

Task Modifiers: -5 Power

Base Combat Modifiers: +2

Base Combat Damage: 0

Conditions: Shaken, Perplexed.

Phantom [Foe] {Sentient}

Description: A ghost, or a leftover image of a person. Normally a Phantom remains because the deceased had an unfulfilled longing or duty. A Phantom has a limited physicality in the world, unlike Wraiths and Lost Souls that are completely gaseous. This allows a Phantom to touch and feel and manipulate in a strange way.

Vitals: 11 Protection Rating, 30 Momentum, 1 Endurance, Ethereal Soak.

Ethereal: A Ghost has 5 Soak against weapon attacks and none against Magic. A Ghost cannot be Toppled, Hindered or Staggered and has +2 to Obstacle rolls.

Task Modifiers: Varies (the GM can assign +2, +2, +1, +1 as he or she sees fit).

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Damaging Attacks: When the GM elects to use a Phantom, it can give the Phantom either a weapon or the Mage or Oblate's attack talent. It then uses that to attack.

Lijk [Leader] {Sentient}

Description: A mage that achieved undeath after a great deal of Necromantic study. The Lijk guards the secret of immortality – it stores its soul in the still-living body of a sentient being, thereby extending its lifespan so long as the person lives. Applied multiple times over many innocent lives, the ritual preserves the body in whichever fashion the arrogant Lijk wishes it to remain, but twists its mind. The Lijk strives toward ever-increasing power and rampant experimentation with unlife.

Vitals: 12 Protection Rating, 100 Momentum, 1 Endurance, 2 Soak.

Lifesense: A Lijk cannot be Blinded, Perplexed or Dazzled.

Soul's Entombment: A Lijk stores its soul in a living person that must be kept within its complex, and must accompany it if it travels. If this person is killed, the Lijk loses its Immortal Might and Rise Again traits, and also loses its Necromancy damaging attacks, as well as its control over the undead in its complex.

Immortal Might: While the Lijk's soul is Entombed in a living person, it can take 1 Edge from any of its undead allies once per turn without taking an action.

Rise Again: If a Lijk is defeated, it can regenerate anew from the body that stores its soul (it need not kill it to do this, but it might). It will return within a half die worth of adventuring days. During this time, it is possible for An Oblate to extract the Lijk soul from the body it is Entombed in without having to kill the character.

Dark Charge: The Lijk can take 1 extra action on each of its turns. Conditions against it always last 1 round and can never have a penalty greater than -2.

Task Modifiers: +4 Analysis, +4 Utility, +2 Awareness, +2 Persuasion

Base Combat Modifiers: +4

Base Combat Damage: 3d6+3

Arcane Magic: The Lijk can use Arcane Magic as a magical attack.

•1 Edge: The target is Perplexed or Blinded as a 1-Strike condition for 1 round.

•2 Edge: This attack targets all enemies in the battlefield.

•3 Edge: +2d6 damage and the Lijk loses "Dark Charge" for 1 round.

Necromancy: The Lijk can use Necromancy as a magical melee attack.

•1 Edge: The Lijk converts Strikes on a target into any condition.

•2 Edge: The Lijk can attack up to three creatures with this attack.

•3 Edge: The target loses 1 Edge, and a Spawn is summoned in its zone.

•4 Edge: The target loses 1 Edge, and an undead Foe is summoned in its zone.

•5 Edge: All defeated Spawn in the battlefield return to battle with 5 Momentum.

Undead Faction Special Rules

•A Vampire Hierarch can be used as a Leader. Give it the ability to spend Edge generated by any Undead, and a +2 bonus to its attack and damage.

•An Undead Faction can conceivably use Magic Boons if it has a Leader. You can generate an Undead Faction's resources by establishing the Bonds and Reputation of the Lijk or Vampire Hierarch and rolling 6d6+20 for Wealth, and then buy Expedition Points and spend to your tastes on behalf of the faction.

Wilderness Faction

Pack Hunter [Mook] {Non-Sentient}

Description: A small predatory animal that hunts in groups. Uses rudimentary group tactics and might even be able to set an ambush, with some guidance.

Vitals: 10 Protection Rating, 15 Momentum, 1 Endurance, 0 Soak

Group Tactics: Pack Hunters can spend Edge generated by any Pack Hunter.

Task Modifiers: +2 Maneuver, +2 Awareness

Base Combat Modifiers: +1

Base Combat Damage: 3d6+1

Conditions: Overwhelmed, Vulnerable, Shaken, Hindered, Toppled.

Hunt: Pack Hunters can use Hunt as a +2/+0 light melee piercing attack.

•1 **Edge:** When the Pack Hunter attacks a creature suffering a condition, it deals extra damage equal to the number of Strikes converted into that condition.

Trampler [Foe] {Non-Sentient}

Description: A large animal that uses its bulk to attack. It is typically not an aggressive creature, but it can be led to take actions to defend its territory.

Vitals: 10 Protection Rating, 30 Momentum, 1 Endurance, 0 Soak

Heavyweight: The Trampler deals damage equal to its roll result with a -4 penalty on a failed damaging attack, rather than dealing ½ its roll result.

Task Modifiers: +2 Power, +2 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6+4

Conditions: Forced, Toppled, Broken

Stampede: Trampers can Stampede as a +1/+1 heavy bludgeoning melee attack.

•1 **Edge:** The Trampler deals 1 Strike to the target.

•2 **Edge:** The Trampler can convert 2 Strikes or more on the target into the Toppled condition. If so, the target is toppled for 1d6+1 rounds.

Apex Predator [Foe] {Non-Sentient}

Description: The strongest, most powerful predators, these lone hunters can even prey on people. If rallied by the forces of the wilderness, they are terrifying allies, and will work together with their masters towards their goals.

Vitals: 11 Protection Rating, 45 Momentum, 1 Endurance, 0 Soak

Overtake: The Apex Predator immediately shifts zones when disengaged.

Intimidate: Penalties inflicted by an Apex Predator's conditions are 1 greater.

Task Modifiers: +2 Power, +2 Maneuver, +2 Awareness

Base Combat Modifiers: +3

Base Combat Damage: 3d6+2

Conditions: Impaired, Crippled, Staggered.

Hunt: The Apex Predator can use Hunt as a +1/+1 versatile melee attack.

•1 **Edge:** If the Apex Predator used "Overtake" this round, the target is Toppled.

•2 **Edge:** The Apex Predator deals extra damage equal to the Strikes on the target.

Killer Growth [Mook] {Unfeeling}

Description: Even the most harmless of living beings can be aroused to great anger. Killer Growths are common plants empowered to violent defense of their territory.

Vitals: 8 Protection Rating, 25 Momentum, 1 Endurance, 3 Soak

Zone Prop: A Killer Growth cannot shift zones from its initial position in a battlefield. It cannot be made to move and does not engage characters.

Strangle: A Killer Growth can make an extra Strike Attack each round. The Hindered condition dealt by a Killer Growth lasts 1 extra round. A character takes 2d6 damage that ignores soak at the start of each turn while Hindered like this.

Stationary: A Killer Growth cannot make damaging attacks. It gives any Edge it generates to any non-Stationary, non-Harmless creature. It can Strike as normal.

Weakness: Hacking weapons have +2 to attack and damage rolls against a Killer Growth. This bonus improves by 2 if the Attack was made as a Focused Action.

Task Modifiers: A Killer Growth cannot participate in tasks.

Base Combat Modifiers: +2

Base Combat Damage: 0

Troll [Foe] {Sentient}

Description: An Elven creation, a Troll is a humanoid being made out of vegetable matter and imbued with a semblance of intellect. It is dumb and violent, and serves its purpose well – to keep people out of the forest. A Troll is a ghastly being that can heal back from the most terrible assaults if battled during the daylight.

Vitals: 12 Protection Rating, 50 Momentum, 1 Endurance, 3 Soak

Regeneration: Regardless of how much damage it takes, a Troll will continue to fight and be a nuisance. A Troll regains 10 Momentum each time it generates Edge, and regains 3d6 momentum whenever it makes a Damaging Attack. A troll reduced to 0 Endurance only “dies” for 3d6 rounds. It will then return to battle with 1 Endurance and full Momentum. Whenever a troll takes damaging from a Heat or Chemical type attack, it loses this trait for 1 round. While a troll is regenerating from death, if heat or chemical type damage is applied to it, it dies permanently.

Weakness: A Troll takes 1 Strike and +1d6 damage from any successful Damaging Attacks with the Heat or Chemical type that are made against it. Attacks with Hacking weapons made against the troll have a +2 bonus to their attack rolls.

Intimidate: Penalties inflicted by a Troll’s conditions are 1 greater.

Natural Weaponry: The Troll takes no penalty for the size of Mutilate.

Task Modifiers: +2 Power, +2 Awareness, -4 Analysis, -4 Persuasion

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Slam: A Troll can use its Slam as a +1/+1 versatile bludgeoning melee attack.

•1 Edge: The target’s Soak becomes 0 for 1 round.

•3 Edge: If this attack reduces a character to 0 Momentum the Troll regains 1 Edge.

Mutilate: A Troll can Mutilate as a +2/+2 heavy slashing melee attack.

•2 Edge: Extend the duration of a condition on the target by 1 round.

•3 Edge: If this attack was done as a Focused Action it deals +1d6 damage.

Elf Guardian [Mook] {Sentient}

Description: The Elves are a race of humanoids that hide within the darkest, unexplored recesses of the natural world. They are overwhelmingly arrogant, and believe themselves the stewards of the world. All other humanoid races have improper ideas and attitudes towards the world they inhabit – only the elves can live and grow alongside mother nature, and the expansion of other creatures is violently opposed by Elves. The Guardians are the proud warriors of the elves, who rally the forces of nature (often via mind control) against invaders. They are frailer than humans and must fight cunningly and with the support of other creatures.

Vitals: 14 Protection Rating, 10 Momentum, 1 Endurance, 0 Soak

Stealth: At the start of a combat, and by spending 1 Edge, an Elf Guardian can make a Maneuver simple task to employ Stealth to Hide from enemies. While hidden, the Elf Guardian cannot be attacked, but cannot Strike. It can generate Edge without attacking, as a simple action. Each time a player moves into a Zone the Elf Guardian is occupying, the player can roll a Simple Awareness Task against the Elf Guardian's Protection Rating to try to find it. Whenever the Elf Guardian attacks while hidden, or is found, it ceases to be hidden and cannot hide again.

Task Modifiers: +2 Maneuver, +2 Analysis, +2 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Damaging Attacks: An Elf Guardian uses weapon attacks, either blades or bows.

Elf Druid [Foe] {Sentient}

Description: Elven magic users are known as Druids, and accompany elven raiding parties as their leaders. They can manipulate and bolster animals, subverting what limited subjectivity an animal or plant has in order to turn it to the Elven cause.

Vitals: 13 Protection Rating, 30, 1 Endurance, 0 Soak

Stealth: At the start of a combat, and by spending 1 Edge, an Elf Druid can make a Maneuver simple task to employ Stealth to Hide from enemies. While hidden, the Elf Druid cannot be attacked, but cannot Strike. It can generate Edge without attacking, as a simple action. Each time a player moves into a Zone the Elf Druid is occupying, the player can roll a Simple Awareness Task against the Elf Druid's Protection Rating to try to find it. Whenever the Elf Druid attacks while hidden, or is found, it ceases to be hidden and cannot hide again.

Wild Speech: While an Elf Druid is on the battlefield, Wilderness creatures have a +1 bonus to all attack rolls and cannot be persuaded against their faction.

Task Modifiers: +2 Maneuver, +2 Analysis, +2 Persuasion

Base Combat Modifiers: +3

Base Combat Damage: 3d6+1

Weapon Attacks: An Elf Druid usually possesses a weapon in addition to magic.

Naturalism: An Elf Druid can use Naturalism as a magical attack.

- 1 Edge:** If the target is Hindered, extend its duration and increase its penalty by 1.
- 2 Edge:** The target takes 1 Strike and the Elf Druid can convert Strikes on it.
- 3 Edge:** This attack targets all enemies in the same zone as a Wilderness Foe.

Elf Ancestor [Leader] {Unfeeling}

Description: The Elves are led by Ancestors, Elves so ancient that they know the mysteries of the world's creation. Behind the beautiful mask of the Ancestor is a being that has lost all ability to feel over thousands or even millions of years. Its heart is only contempt, for all beings that do not conform to the natural order that it upholds. Elven Ancestors struggle against all civilization and all drastic change, having lost all concept of why they even do so – their lives and logic are entirely alien and circular, but the Elves venerate their age and intellect nonetheless.

Vitals: 14 Protection Rating, 50 Momentum, 1 Endurance, 0 Soak

Elven Grace: Whenever the Elf Ancestor makes a Strike or Edge-generating attack with a weapon against an enemy, it takes 2 damage that cannot be soaked.

Natural Healing: The Elf Ancestor can kill Wilderness faction creatures to regain $3d6+25$ Momentum and gain 1 Edge, but suffers -2 Protection Rating for 1 round. Using this ability is a Focused Action. If the creature consumed had a Condition upon it, the Condition is also transferred to the Elf Ancestor for 1 round.

Rampant Growth: Whenever the Elf Ancestor makes a magical attack with Gaeon Might, the GM can place a Killer Growth in a zone.

Brim With Energy: The Elf Ancestor can place Boosts on its allies as a Simple Action. It can convert any number of Boosts it has placed as a Simple Action into a Bonus to Protection Rating, Attack rolls or Soak, equal to $1 + \text{number of Boosts}$. Such bonuses last a number of rounds equal to $1 + 1 \text{ per three boosts converted}$.

Heart of the Land: The Elf Ancestor usurps the place of higher beings in the natural order, becoming in essence a manufactured nature god. It commands the obedience of all Wilderness faction creatures in its area, and they cannot betray it. Furthermore, it can spend the Edge of any wilderness faction creature as though it were its own. When the Elf Ancestor is defeated, from its body rises a seed, a Heart of the Land. This is a mysterious and valuable artifact, sure to be of importance.

Task Modifiers: +10 Analysis, +4 Awareness, +2 Persuasion

Base Combat Modifiers: +4

Base Combat Damage: $3d6+2$

Blade Dancing: The Elf Ancestor can use Blade Dancing with weapon attacks.

- **1 Edge:** This attack can target all enemies in the Elf Ancestor's zone.
- **2 Edge:** The Elf Ancestor can shift zones. All enemies in the zone it shifts to take 1 Strike, and the Elf Ancestor can immediately convert that Strike.
- **3 Edge:** The Elf Ancestor can force all enemies out of its zone except for the target. The other enemies cannot enter its zone for 2 rounds.

Gaeon Might: The Elf Ancestor can use Gaeon Might as a magical attack.

- **1 Edge:** If this attack reduces an enemy to 0 Momentum, it spawns a Troll in the same zone as the target, with 10 starting Momentum.
- **2 Edge:** The Elf Ancestor can convert Strikes with this attack. If it converts Strikes this way, the penalties increase by 2 (-1 becomes -3) but the duration is 1 round.
- **3 Edge:** The Elf Ancestor plants a seed upon the target. It and all allies in its zone take 3 damage that cannot be soaked at the start of each of its turns for $1d6$ rounds.

Abomination Faction

Cultist [Mook] {Sentient}

Description: However terrible and disgusting the monster, an Abomination always has among its retinue local humanoids that desire the vastness of its knowledge, and would sacrifice their own people to gain its favor.

Vitals: 11 Protection Rating, 15 Momentum, 1 Endurance, 0 Soak

Reverent: In the presence of a Foe or Leader class Abomination creature, the Cultist has a +1 bonus to attack and a +2 bonus to damage.

Task Modifiers: +1 Analysis, +1 Awareness, +1 Utility

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Conditions: Impaired, Crippled, Forced, Shaken, Staggered.

Damaging Attacks: Cultists make use of weapon attacks.

Shoggoth [Foe] {Sentient}

Description: A sentient being of green and yellow slime generated from horrid substances by rituals that would unravel the mind. The Shoggoth is a servant to the abominations, able to construct anything and carry out any plan. It is intelligent and creative. Shoggoth are amoral, and follow the leader that shelters and feeds them – but if that leader fails them, the Shoggoth are not above betrayal.

Vitals: 12 Protection Rating, 50 Momentum, 1 Endurance, 5 Soak

Slime: A Shoggoth's Soak doesn't apply to Bludgeoning, Wave and Shock attacks. A Shoggoth can't be Toppled, Hindered or Staggered and has +2 to Obstacle rolls.

Shapeshift: A Shoggoth can change its physical form to be any creature. While in such a form it cannot make damaging attacks, but Awareness checks to discern its true nature are made at a -5 penalty, unless the one rolling saw it transform.

Construct: The Shoggoth can synthesize chemicals, weld and meld steel and ore, and otherwise perform amazing crafting feats. A Shoggoth can spend an action to give a Support Point to one of its allies. This alien device or substance gives the ally a +1 bonus to Protection Rating, +1 to attack rolls, +2 to a task, or +2 to damage. Each Shoggoth has enough material to make a half die worth of these in a combat.

Poison: A Shoggoth can convert 1 Strike on a target to deal 1d6+4 damage to it that ignores Soak. It can use this attack even while Shapeshifted.

Servant: If a Scheme Point is in play the Shoggoth has an extra action each turn.

Task Modifiers: +2 to all Skill rolls.

Base Combat Modifiers: +2

Base Combat Damage: 3d6+2

Enravel: A Shoggoth can use Enravel as a +1/+1 bludgeoning melee attack.

• **1 Edge:** The Shoggoth places a Subsumption point on the character. That character cannot disengage the Shoggoth or move, and whenever the Shoggoth changes zones, the character changes zones with it, and takes 5 damage that ignores Soak. The character can attack only the Shoggoth. A character can spend 1 Edge as a Focused Action to escape and take 2d6 damage that ignores Soak.

Gug [Foe] {Unfeeling}

Description: The gug is a horrifying monster, big and broad with thick arms and a vertically opening, toothy maw, and a mass of pink eyes on either side of its body. Despite its size, a Gug with enough space to hide is surprisingly difficult to spot. Like the cultists, Gugs worship the abominations and are fed and rewarded for it.

Vitals: 13 Protection Rating, 30 Momentum, 1 Endurance, 2 Soak.

Ambush Predator: At the start of any combat in which a Gug is involved, the Gug can choose to hide. While hidden, the Gug cannot be attacked, but cannot Strike. It can generate Edge without attacking, as a simple action. Each time a player moves into a Zone the Gug is occupying, the player can roll a Simple Awareness Task against the Gug's Protection Rating to try to find it. Whenever the Gug attacks while hidden, or is found, it ceases to be hidden and cannot hide for 3 rounds.

Task Modifiers: +4 Awareness, +2 Power, +2 Maneuver

Base Combat Modifiers: +1

Base Combat Damage: 3d6+2

Dark Crawl: The Gug can Dark Crawl as a +2/+0 versatile melee slashing attack.

•1 Edge: The target becomes Broken for 1 round.

•2 Edge: The Gug can move to any zone and Hide as if by "Ambush Predator."

Mutilate: The Gug can use Mutilate as a +2/+2 heavy melee piercing attack.

•3 Edge: The Gug rolls for damage twice and uses the best result.

•4 Edge: The Gug deals no damage, and the target loses 1 Endurance instead.

Byakhee [Mook] {Unfeeling}

Description: A horrific creature sharing the traits of both insects, birds and lizards, the Byakhee is a flying menace the size of a human youth, with the strength of a beast. Abomination cults summon them to serve as scouts and flying troops. Byakhee show some animalistic intellect and keenly follow orders, but they are not capable of higher thought or communication, and have a predilection to cruelty.

Vitals: 10 Protection Rating, 20 Momentum, 1 Endurance, 0 Soak

Flight: Byakhee have a +2 bonus to Obstacle rolls and have 12 Protection Rating and 2 Soak against Melee attacks (but not to any other kinds of attacks).

Abduct: The Byakhee can convert 2 Strikes on a character to Abduct. The Byakhee and its victim shift zones at the Byakhee's choice. The character cannot move and can only attack the Byakhee until it converts 2 Strikes on the Byakhee, or until it deals a damaging attack to the Byakhee.

Task Modifiers: +4 Maneuver, +2 Power, +2 Awareness

Base Combat Modifiers: +3

Base Combat Damage: 3d6

Conditions: Forced, Staggered, Hindered, Toppled

Swoop: The Byakhee can use Swoop as a +1/+1 versatile melee slashing attack.

•1 Edge: If the zone the target is in has a special trait or obstacle, the Byakhee deals +1d6 damage, and deals 1d6 damage to itself that ignores Soak.

•2 Edge: This attack must be used as a Focused Action. The target is Forced and Toppled, and the Byakhee moves into the zone it forced the target into.

Ascended Cultist [Foe] {Unfeeling}

Description: Beneath their robes, the higher echelons of the cultists are no longer human. Their bodies are as though stripped of skin, visible tendons and sinews wrapping around bone, flesh and metal, clawed hands, hard bodies, their faces expressionless. The Ascended Cultists are the ultimate expression of the Abomination's plan for the humanoids of the land – faceless biomechanical servitors and predators that feel nothing as they perform the ancient's labors.

Vitals: 12 Protection Rating, 30 Momentum, 2 Endurance, 0 Soak

Lifesense: An Ascended Cultist cannot be Blinded, Perplexed or Dazzled.

Relentless: An Ascended Cultist receives 0 damage from any attack. It loses this trait for 1 round whenever a Strike on it is converted into a condition. If 3 or more Strikes are converted on it at once, it loses this trait for 2 rounds instead.

Authority: While an Ascended Cultist is in the battlefield, other Mook and Foe class Abominations gain a +1 bonus to damage and cannot flee or be convinced to betray the Ascended Cultist or the general Abomination faction they belong to.

Intimidate: Penalties inflicted by an Ascendant Cultist's conditions are 1 greater.

Task Modifiers: +2 Power, +2 Maneuver, +2 Analysis, +2 Awareness

Base Combat Modifiers: +3

Base Combat Damage: 3d6+2

Impose: The Ascended Cultist can use Impose with its weapon attacks.

•**1 Edge:** The Ascended Cultist can shift zones before making the attack and gains a +2 bonus to Obstacle rolls, and can then make the attack against anyone in the zone. If it succeeds in an obstacle roll, it can move one of its allies into the zone.

Mutilate: The Ascended Cultist can Mutilate as a +1/+1 light melee slashing attack.

•**2 Edge:** If the target is suffering a condition, the attack deals +1d6 damage.

•**3 Edge:** The Ascendant Cultist converts Strikes on the target into conditions. The condition is dealt as though there were 3 extra Strikes on the target.

Color Wisps [Mook] {Non-Sentient}

Description: Tiny globular creatures that generate a miasma through which light blends into strange colors. The miasma is an alien digestive system, slowly warping and wasting living matter, so slowly in fact it may go unnoticed for months. They are abominations that can be commonly met even outside the lairs of ancient ones.

Vitals: 15 Protection Rating, 5 Momentum, 1 Endurance, 0 Soak

Ethereal: A Color Wisp has 10 Soak against weapon attacks and none against Magic. It cannot be Topped, Hindered or Staggered and has +5 to Obstacle rolls.

Harmless: A Color Wisp cannot deal damage. If it generates Edge it must select another, non-Harmless creature to give it to. It can Strike as normal.

Amplitude: A Color Wisp is located in every zone in a battlefield it is present in.

Miasma: Each turn, the Color Wisp can take an extra action to Strike or convert Strikes. It can Strike or Convert Strikes twice a turn against targets in any zone.

Task Modifiers: A Color Wisp cannot perform tasks.

Base Combat Modifiers: +3

Base Combat Damage: 0

Ancient Evil [Leader] {Unfeeling}

Description: The Ancient Evil is a being beyond mortal imagining, who has existed and plotted for millennia. Its origins are unclear but suggest an aquatic environment, with slimy skin and tentacles, but the shapes and sizes of the Ancient Evil vary widely, and it does not seem to be a unified race. The Ancient Evil slumbers undiscovered, until some or other fool digs its name out of history, journeys to discover it, and ultimately puts its plans into effect. The ultimate goal of the Ancient Evil is domination, but how and of precisely what?

Vitals: 13 Protection Rating, 45 Momentum, 2 Endurance, 0 Soak

Lifesense: An Ancient Evil cannot be Blinded, Perplexed or Dazzled.

Biofeedback: The Ancient Evil can spend the Edge of any Abomination for its attacks and effects, as though it were its own Edge.

Horrificing: Whenever an Ancient Evil attacks, it can convert Strikes into Conditions. It always converts strikes as though it were converting 1 extra strike on the target (so a target with 1 strike will take a 2-Strike condition). Penalties inflicted by conditions converted by the Ancient Evil improve by 1 (-1 becomes -2).

Millennial Plot: The Ancient Evil has been preparing a malevolent, unknowable plan for thousands of years, and it is nearing fruition. At the start of a combat, the Ancient Evil lays a Scheme Point on the battlefield. The scheme point “activates” 1d6+1 rounds after its placement. When the scheme point activates, tally all damage done by Abominations starting from that round. Once the tally reaches 50, every Abomination can make two attacks each round, generates 1 Edge for free each round, and in 1d6+1 rounds the Abominations instantly defeat the PCs.

Task Modifiers: +10 Analysis, +4 Power, +4 Awareness, +2 Persuasion

Base Combat Modifiers: +4

Base Combat Damage: 3d6+4

Crush: An Ancient Evil can use Crush as a +0/+0 heavy melee bludgeoning attack.

•**1 Edge:** The target is Forced and Abominations in the zone the target is forced into have a +1 bonus to attack rolls against it for 1 round.

•**2 Edge:** The target is Toppled and cannot spend Edge for 2 rounds.

Molecular Control: An Ancient Evil can use Molecular Control as a magical attack.

•**1 Edge:** The Ancient Evil can make Heat, Shock, Cold or Wave attacks. Its Heat attack targets all creatures (even allies) in its zone, its Cold attack targets up to two enemies in its zone, its Shock attack targets up to two enemies in another zone, and its Wave attack targets all enemies in another zone.

•**2 Edge:** The Ancient Evil puts an Insanity Point on the target. While the target has an Insanity Point, it does not count as an ally of its party or faction for effects. The Ancient Evil can spend 1 Edge and the Insanity Point on the target to force the target to take make a damaging attack against one of its allies on its next turn.

•**3 Edge:** The Ancient Evil spawns a Shoggoth with as much Momentum as the damage dealt by this attack to the target, in the target’s zone.

•**5 Edge:** The Ancient Evil deals no damage with this attack. Instead it kills a Cultist in the same zone as the target of the attack and spawns an Ascended Cultist in its place. The Ascended Cultist enters combat with 1 Edge.

Mercenary Faction

Citizen [Mook] {Sentient}

Description: A common, working-class person, the Citizen has a few skills and is generally better suited to work and daily life than to combat. However, he or she is not entirely helpless when armed and is deadly in a mob.

Vitals: 10 Protection Rating, 15 Momentum, 1 Endurance, 0 Soak.

Profession: Each Citizen has a +2 bonus to two Skills chosen by the GM.

Strength In Numbers: If there is more than one Citizen in a zone, they both have a +1 bonus to attack and damage rolls and to Protection Rating.

Task Modifiers: +1 Power, +1 Utility, +1 Support.

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Damaging Attacks: The Citizen uses weapon attacks. If your citizens are armed with improvised weapons or tools you might make them +1/+0 or +0/+1 weapons.

Warrior [Foe] {Sentient}

Description: The warriors are the bandits, the soldiers, the thugs or the heroes, the people with training and potential, whether they choose to squander it or not.

Vitals: 12 Protection Rating, 30 Momentum, 1 Endurance, 3 Soak

Corner: Whenever the Warrior makes a damaging attack against an enemy that isn't engaging him or her, that enemy cannot shift zones for 1 round.

Fighting Stance: A Warrior can select one of the following benefits at the start of a combat: +1 Protection Rating, +1 to Attack Rolls, or +1 Soak.

Task Modifiers: +2 Power, +1 Maneuver, +1 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Damaging Attacks: The Warrior uses weapon attacks.

Wizard [Foe] {Sentient}

Description: A conjurer working for a group or for his or her self, striking enemies down with his or her magical prowess.

Vitals: 10 Protection Rating, 25 Momentum, 1 Endurance, 0 Soak

Arcana: The Wizard can make magical Edge-generating and Strike attacks.

Disable: When the Wizard converts Strikes on a target outside of its zone, the condition lasts 1 extra round and its penalty improves by 1 (-1 becomes -2).

Task Modifiers: +2 Analysis, +1 Persuasion, +1 Utility.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+1

Weapon Attacks: The Wizard can use weapon attacks.

Sorcery: The Wizard can use Sorcery as a magical attack.

•1 Edge: The target becomes Shaken for 1 round.

•2 Edge: The Wizard moves the target to a zone of its choice.

•3 Edge: The target cannot generate Edge or make damaging attacks for 2 rounds.

Lightfoot [Foe] {Sentient}

Description: A duelist, thief, or other fast and sly individual, using his or her inherent speed, cunning and style over armor and brutality.

Vitals: 10 Protection Rating, 30 Momentum, 1 Endurance, 0 Soak.

Born Ready: A Lightfoot starts any combat with 1 Edge.

On The Move: Whenever the Lightfoot attacks it can shift zones. If it was engaged, and it had more Edge than the creatures engaging it, it disengages at no penalty.

Trickster: If the Lightfoot has more Edge than a creature attacking it, the attacker deals 5 damage to one of its allies in the zone. This damage cannot be soaked.

Task Modifiers: +2 Maneuver, +1 Awareness, +1 Analysis, +1 Persuasion.

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Damaging Attacks: The Lightfoot uses weapon attacks. Whenever the Lightfoot makes a damaging attack it can convert as many Strikes as the Edge it spent. If it converts 2 or more Strikes, it regains 1 Edge that it cannot spend for 1 round.

Adept [Foe] {Sentient}

Description: A religious person, be it a darker form of worship or a benign one. The Adept focuses on bolstering its allies by drawing from the divine.

Vitals: 11 Protection Rating, 30 Momentum, 1 Endurance, 0 Soak.

Liturgy: The Adept can generate Edge, but not make Strikes, as magical attacks.

Empower: At the start of each of its turns, the Adept can select a bonus to give to all allies in the same zone as it: +1 to Attack Rolls, +1 Protection Rating, +2 to damage rolls or +1 to Soak. The bonus lasts until the Adept changes it.

Restore: As a Simple Action, the Adept can restore 5 Momentum per point of Edge that it has to one ally in the same zone as it.

Task Modifiers: +2 Analysis, +1 Power, +1 Maneuver, +1 Persuasion, +1 Support.

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Damaging Attacks: The Adept uses weapon attacks.

Ornithopter [Mook] {Unfeeling}

Description: A human-made scouting golem, small, quick, and able to relay information to an artificer. It is frail but useful.

Vitals: 10 Protection Rating, 10 Momentum, 1 Endurance, 0 Soak.

Harmless: An Ornithopter cannot attack. It can roll Awareness as a Simple Task each round against enemies in a zone to generate 1 Edge for one of its allies.

Flight: An Ornithopter ignores obstacles in any zone and has 12 Protection and 5 soak against melee attacks, but not against ranged or magical attacks.

Scout: An Ornithopter can scout ahead for danger. Even if the Ornithopter is destroyed, its allies know the position of enemies it successfully spots, and can start combat against those enemies with +1 Edge and +2 to Initiative.

Valuable: Ornithopters are worth 12 Wealth to construct, or 20 Wealth to buy.

Task Modifiers: +4 Awareness, +4 Maneuver, +1 Support, -4 Power

Vehicle Golem [Leader] {See Text}

Description: The Vehicle Golem is a potent weapon system that was constructed, stolen or uncovered by the mercenaries. The Vehicle Golem is not autonomous – the Leader of the Mercenaries is often its pilot, and must be physically present within it. The Vehicle Golem has no stats of its own – it improves those of another character, as though it were Armor. If defeated, the Vehicle Golem is damaged and unusable, but there might be a way to fix it for a price, and with time spent.

Vitals: +2 Protection Rating, +15 Momentum, +1 Endurance, +2 Soak.

Pilot: The Pilot of the Vehicle Golem is defeated when it is Defeated. The Vehicle Golem's stats, all of them, are additions to those of its Pilot. Its Pilot cannot use its own weapons, magical attacks or armor while inside the Golem.

Bulk: The Vehicle Golem is large and heavy. It can only change zones as a Focused Action. When it enters a zone it deals 5 damage to up to two creatures in that zone. This cannot be soaked. It might not be able to fit properly in some zones.

Hardpoint: The Vehicle Golem has a spot where its pilot's allies can stand and fight from. People fighting from the Golem's Hardpoint only move when it moves and have -1 Protection Rating, but have a +1 bonus to attack rolls. They can be chosen as targets as normal, and can be engaged as normal by melee attackers.

Task Modifiers: +4 Power, +2 Support, +1 Utility, +1 Awareness, -2 Maneuver

Base Combat Modifiers: +1

Base Combat Damage: +1

Slam: The Vehicle Golem can Slam as a +1/+1 heavy melee bludgeoning attack.

•**1 Edge:** The Vehicle Golem can Force the target out of its zone.

Cannon: The Vehicle Golem can use its Cannon as a +3/+3 heavy ranged bludgeoning attack. It has 1 Ammunition (Simple Action Reload). It cannot attack creatures engaging it, but it does not suffer the drawbacks of its weapon size.

•**1 Edge:** The Vehicle Golem reloads immediately after making this attack.

•**2 Edge:** The Vehicle Golem can disengage two creatures before making this attack, but only if it makes the attack as a Focused Action.

•**3 Edge:** This attack targets each enemy in the target's zone.

Mercenaries Special Rules

•You should feel free to sprinkle mercenaries into any faction you wish.

•Remember, your players will want to repair and use the Vehicle Golem if you include it. You might want to consider letting them do so as an Expedition goal.

•Want an alternate Vehicle Golem? Remove Bulk and Hardpoint, give it the Flight trait as seen in the Byakhee monster, and change its stats to: +1 Protection Rating, +10 Momentum, +0 Endurance, +2 Soak. Remove the task modifiers (use the Byakhee Flight as modifiers only). Keep the Base Combat Modifier, but not the Damage nor the Weapons. You now have a Thopter-like vehicle that enables the user to fly! It is no longer leader-quality material, however, as it is too vulnerable.

Magical Beasts Faction

Floravore [Mook] {Non-Sentient}

Description: At the bottom of the magical beast food chain is the Floravore – an herbivorous class of magical creatures. They tend to be small and plump, and non-aggressive. Unless desperate, it's a bit cruel to pick on the pathetic little things.

Vitals: 9 Protection Rating, 15 Momentum, 1 Endurance, 0 Soak

Prey: Defeated Floravores give 1 Sustenance Point each as a reward.

Flee! Floravores are quick to run away. When a battle starts, roll 1d6. On a roll of 2 or lower, all Floravores run from the battle immediately!

Magic Skin: Whenever a character attacks a Floravore, he or she takes 2 damage. This damage cannot be soaked and is a certain magic damage type depending on the Floravore, chosen by the GM ahead of time.

Task Modifiers: +2 Awareness, +2 Power, +1 Maneuver.

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Conditions: Toppled, Hindered, Staggered, Forced, Shaken.

Struggle: Floravores can Struggle as a +1/+1 versatile melee bludgeoning attack.

Floravorous Maximus [Foe] {Non-Sentient}

Description: Particularly large Floravores are a great catch for predators...if they can survive the various natural defenses and great size of these beasts.

Vitals: 11 Protection Rating, 40 Momentum, 1 Endurance, 2 Soak

Brace: A Floravorous Maximus will brace itself for a devastating charge against its enemies. It spends a focused action to Brace. On its next turn if there are any enemies in its zone, it has +2 to its attack roll and deals an extra 5 damage with its Stampede attack if it makes the attack as a Focused Action. If there are no enemies in its zone, it can shift zones as a Focused Action and deals 10 damage to all creatures in the zone, and if those creatures were suffering conditions, the conditions last 1 extra round. This damage cannot be soaked.

Large Prey: Floravorous bodies are quite useful. A defeated Floravorous Maximus yields 1d6 Sustenance Points and 2 Delve Points as a reward.

Magic Skin: Whenever a character attacks a Floravorous Maximus, he or she takes 2 damage. This damage cannot be soaked and is a certain magic damage type depending on the Floravorous Maximus, chosen by the GM ahead of time.

Task Modifiers: +4 Power, +2 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Stampede: The Floravorous Maximus can use Stampede as a +1/+1 versatile melee bludgeoning attack.

•**1 Edge:** The Floravorous Maximus can convert Strikes on the target.

•**2 Edge:** If the Floravorous Maximus Braced, the target takes 2 Strikes.

•**3 Edge:** The Floravorous can Force the target. The target is Toppled and Shaken for 1 round, and if it was suffering another condition, it lasts 1 extra round.

Drake [Mook] {Non-Sentient}

Description: Drakes are small reptilian predators, the basic predator of the magic ecosystem. They are fast and violent and constantly hungry.

Vitals: 9 Protection Rating, 10 Momentum, 1 Endurance, 0 Soak

Herd Strike: Conditions dealt by a Drake improve by 1 per 2 other Drakes in the same zone (If there are 3 drakes, a -1 penalty by one Drake becomes -2).

Elemental Affinity: Drakes are aligned to a magic damage type, selected ahead of time by the GM and deal that type of damage with their damaging attacks.

Task Modifiers: +2 Maneuver, +1 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6+1

Conditions: Overwhelmed, Shaken, Toppled.

Hunt: Drakes can use Hunt as a +1/+1 versatile melee piercing attack.

•1 **Edge:** The Drake can convert Strikes on the target.

Basilisk [Foe] {Non-Sentient}

Description: Basilisks are reptilian magical creatures that poison or paralyze their prey. They are powerful and tricky large predators of the magic ecosystem. Adventurers must prepare themselves well to face these beasts.

Vitals: 11 Protection Rating, 30 Momentum, 1 Endurance, 0 Soak

Poison: Whenever the Basilisk converts Strikes into conditions, it deals 4 damage per Strike converted to the target. The damage cannot be soaked.

Disable: The Dazzled, Perplexed and Blinded conditions dealt by a Basilisk have a -1 greater penalty (so -1 becomes -2). The Hindered, Shaken and Staggered conditions dealt by a Basilisk last 1 extra round.

Magic Blood: A defeated Basilisk gives 3 Magic Points as a reward.

Brood: A Basilisk may be found that is part of a family grouping. For its offspring, use the stats of the Drake minus Elemental Strike. A Basilisk protecting its nest or escorting its children has a +1 bonus to attack and damage rolls and 2 Soak.

Basilisk offspring give 1 Magic Point each as a reward.

Task Modifiers: +2 Power, +1 Maneuver, +1 Awareness.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+1

Bite: The Basilisk can Bite as a +1/+1 versatile melee piercing attack.

•1 **Edge:** The Basilisk deals 1 Strike to the target if the target has no Strikes.

•2 **Edge:** The Basilisk deals 1 Strike to the target.

•3 **Edge:** If the target is suffering a condition dealt by the Basilisk, it becomes unable to attack for 1 round unless it spends 1 extra Edge on its attack. A creature suffering this effect must spend 1 Edge to make non-damaging attacks.

Spit: The Basilisk Spits as a ranged attack, ignoring the size and ammunition rules.

•1 **Edge:** The Basilisk can convert Strikes on the target into conditions.

•2 **Edge:** If the target is suffering a condition, this attack deals +1d6 damage.

•3 **Edge:** For 1 round, whenever a condition is converted from the Strikes on the target, they are converted as though there were 1 extra Strike on the target.

Wyvern [Foe] {Sentient}

Description: Large flying or swimming reptiles with sleek bodies, long, striking tails and broad wings that boast small foreclaws. They are found in a variety of environments, and are at the top of the food chain – unless a Dragon is around.

Wyverns can't speak like humans, but they are actually intelligent and sentient.

Vitals: 12 Protection Rating, 35 Momentum, 1 Endurance, 2 Soak

Elemental Affinity: Wyverns are aligned to a magic damage type, selected ahead of time by the GM and deal that type of damage with their damaging attacks.

Flight: Wyverns ignore obstacles in zones. Against melee attacks they have 13 Protection Rating and 4 Soak (but not against ranged or magical attacks).

Roar: Once per combat, a Wyvern can call 1d6 Drakes. The Drakes can fly, giving them +1 Protection Rating and Soak. They ignore obstacles in their zones.

Abduct: The Wyvern can convert 2 Strikes on a character to Abduct. The Wyvern and its victim shift zones at the Wyvern's choice. The character cannot move and can only attack the Wyvern until it converts 2 Strikes on the Wyvern.

Task Modifiers: +4 Maneuver, +2 Power, +2 Awareness

Base Combat Modifiers: +3

Base Combat Damage: 3d6+1

Swoop: The Wyvern can Swoop as a +1/+1 versatile melee slashing attack.

•1 Edge: The Wyvern can convert Strikes to Abduct (but not into conditions).

•2 Edge: The Wyvern disengages all enemies and shifts zones.

•3 Edge: The attack targets all enemies in the Wyvern's zone.

Greatclaw [Foe] {Sentient}

Description: A magical beast partway between reptilian and mammalian features, with a head structure like a mammal and some decorative fur but with a body armored in glistening scales. They run on four legs but fight on two, using their eponymous foreclaws. They are rivals of wyverns, and an apex magical predator.

Greatclaws can't communicate well but are intelligent and sentient.

Vitals: 12 Protection Rating, 30 Momentum, 1 Endurance, 3 Soak

Elemental Affinity: Greatclaws are aligned to a magic damage type, selected ahead of time by the GM and deal that type of damage with their damaging attacks.

Intimidate: Penalties inflicted by a Greatclaw's conditions are 1 greater.

Roar: Once per combat, a Greatclaw can call 1d6 Drakes. These Drakes have Intimidate and a +1 bonus to attack and damage rolls.

Shatter: The Greatclaw ignores a target's armor Soak (and monster's base soak), but not the Soak characters might gain from Perks or Traits (such as Flight).

Task Modifiers: +4 Power, +2 Maneuver, +2 Awareness

Base Combat Modifiers: +3

Base Combat Damage: 3d6+2

Rampage: The Greatclaw can Rampage as a +1/+1 versatile melee hacking attack.

•1 Edge: If this attack does its full damage, the target takes 1 Strike.

•2 Edge: The Greatclaw forces all enemies out of its zone, to zones of its choice.

•3 Edge: The Greatclaw can roll the attack twice and use the best result.

Dragon [Leader] {Sentient}

Description: Wherever present, Dragons are the strongest of the magical ecosystem. They are not, per se, the leaders of a faction, but rather the top predator of an environment, implicitly revered and respected by all creatures that know themselves to be helpless against it. Dragons vary in personality and have great intellect and even communication skills, but most are arrogant and petty. Even the youngest dragon is a potent threat – a child dragon has 30 momentum, a youth dragon has 60 Momentum and the adult has a full 100, and only the adult can use the Spellcasting damaging attack suite, but they are otherwise as powerful and deadly when born as they are when grown.

Vitals: 13 Protection Rating, 100 Momentum, 1 Endurance, 2 Soak

Flight: The Dragon ignores all obstacles in zones. Once per turn it can Retreat from any enemy that has less Edge than it does without penalty.

Fly-By Attack: The Dragon can spend 1 Edge to take constant flight. While Flying, it shifts zones once per turn without taking an action, but cannot take Focused Actions. It has 14 Protection Rating and 4 Soak against Melee attacks, but not ranged or magic attacks, and cannot be Engaged. If 2 Strikes are converted on it, it ceases to fly, and suffers a -2 penalty to Protection Rating and Soak for 1 round.

Intimidate: Penalties inflicted by a Dragon's conditions are 1 greater.

Elemental Affinity: Dragons are aligned to a magic damage type, selected ahead of time by the GM and deal that type of damage with their damaging attacks.

Draconic Might: Whenever the Dragon makes an edge-generating or Strike attack against an enemy it deals 3 damage that ignores soak.

Draconic Swiftiness: Unless in constant Flight (see Fly-By Attack), a Dragon can take an extra Simple Action, and can make two attacks each turn instead of one.

Task Modifiers: +4 Power, Maneuver and Analysis, +2 Awareness and Persuasion.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+2

Overpower: A Dragon can use Overpower either as a +2/+0 light melee slashing attack, a +1/+1 versatile melee bludgeoning attack or a +0/+2 heavy melee piercing attack. It can switch the dominant profile as a Simple Action.

•1 Edge: The target takes 1 Strike.

•2 Edge: The Dragon rolls this attack roll twice and uses the best result.

•3 Edge: The Dragon targets all enemies in its zone with this attack.

Dragon Breath: A Dragon can use its Dragon Breath as a magical attack.

•1 Edge: The attack targets two characters.

•2 Edge: The attack targets all characters in a single zone.

•4 Edge: The attack deals 20 damage that ignores soak to all enemies in the battlefield instead of dealing its normal damage with this attack.

Spellcasting: A Dragon can use Spellcasting as a magical attack.

•1 Edge: The target disengages and shifts to a zone of the Dragon's choice.

•2 Edge: The target rolls an attack against one of its allies in the same zone. It deals only 3d6 damage and it does not consume Edge.

•3 Edge: The target becomes unable to attack for 1 round.

Demon Faction

Imp [Mook] {Unfeeling}

Description: Imps are the lowest of the demons, small and feeble but quick. They serve as messengers, cutpurses and foot soldiers for the demon cult.

Vitals: 12 Protection Rating, 10 Momentum, 1 Endurance, 0 Soak.

Flight: Imps ignore obstacles in any zone they move into.

Poison: Whenever an Imp converts Strikes on a target or generates Edge it deals 2 damage per Strike converted. This damage ignores Soak.

Task Modifiers: +4 Maneuver, +2 Awareness, +2 Analysis

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Claws: An Imp can use its Claws as a +2/+0 light melee slashing attack.

•1 **Edge:** The Imp disengages the character and shifts zones.

•2 **Edge:** The character is Blinded for 1 round and the Imp can attempt to flee the combat, but only if the target it attacks has no Edge.

Dark Vassal [Mook] {Sentient}

Description: A blackguard's squires. Dark Vassals are potent and dangerous for minions. They are extremely loyal and will dispense brutal justice for their master. They are not enslaved or charmed, but truly believe in their master and his or her beliefs, which makes them even more dangerous than normal.

Vitals: 12 Protection Rating, 15 Momentum, 1 Endurance, 3 Soak.

Formidable: Dark Vassals are not immediately defeated if 2 Strikes are converted on them or if a 2-Edge attack is performed on them, unlike other Mooks.

Intimidate: Penalties inflicted by a Dark Vassal's conditions are 1 greater.

Task Modifiers: +2 Power, +2 Maneuver, +1 Awareness, +1 Utility.

Base Combat Modifiers: +2

Base Combat Damage: 3d6+2

Damaging Attacks: Dark Vassals make weapon attacks.

Crucifex [Foe] {Unfeeling}

Description: Crucifex are the vilest and most debased of demons, whose bodies are nothing but lumps of meat and malformed limbs ending in numerous brutal implements. These lowly beings are the torturers and shock troops of the demons.

Vitals: 11 Protection Rating, 30 Momentum, 1 Endurance, 3 Soak.

Torture: Whenever the Crucifex makes a damaging attack it deals a Strike to the target, and whenever it converts Strikes its target takes 5 damage that ignores Soak.

Task Modifiers: +4 Power, -4 Awareness

Base Combat Modifiers: +2

Base Combat Damage: 3d6

Excruciate: Crucifex can use Excruciate as a +2/+2 light melee slashing attack.

•2 **Edge:** If the target was suffering a condition extend its duration by 1 round.

•3 **Edge:** The damage for this attack ignores Soak.

Lussuria [Foe] {Sentient}

Description: Regardless of its target's orientation or its own assumed sex, the Lussuria demon can and will create attraction and leverage it. It is an insidious and intellectual demon, preferring to subvert its enemies than face them head-on. It will pose as a vulnerable or helpful human and pass as such until it can successfully inculcate itself into a useful group. Lussuria are often the confidantes of demonic cultists, helping grow their movements, and tempt their leaders ever toward the dark side, setting up the eventual plots to revive the Arch-Demon.

Vitals: 12 Protection Rating, 25 Momentum, 2 Endurance, 0 Soak.

Shapeshift: A Lussuria can appear as any humanoid of a specific sex. Its enemies have a -2 penalty to any rolls made to detect it as a disguised demon. Rolls of this kind can only be made if the Lussuria engages in some specifically suspicious behavior – most of the time they will try to be harmless as possible.

Charm: The Lussuria can roll its Persuasion against a single enemy's Protection Rating once in each important scene or task it shares with that character. If successful, it places an Allure point on a character. To the player, the Allure Point becomes a rather rewarding 10 point Bond – the Lussuria will make requests for information or aid that will seem innocent, and perhaps even tag along personally to help and reward the characters with Wealth and its own pool of knowledge and skills. All of a Lussuria's requests are typically toward some nefarious goal, though whether or not this is discovered or when will be up to the GM and players. The Allure Point remains on the character until the Lussuria is defeated or removes it.

Reward The Faithful: The Lussuria has many rewards to offer those who aid it. Anyone that has intimate physical contact with a Lussuria feels very good about it – he or she has a +1 bonus to all rolls for the entire Expedition afterward, but a -1 to any rolls against the Lussuria. A Lussuria can secretly procure the aid of the cult to reward prospective friends and lovers who spend its Bond Points.

Mental Crisis: Penalties the Lussuria inflicts on characters with an Allure Point, through the use of conditions, improve by 1 (-1 becomes -2).

Task Modifiers: +3 Persuasion, +2 Maneuver, +2 Awareness, +2 Analysis.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+1

Weapon Attacks: Lussuria, if they must fight, can use weapon attacks.

Manipulation: A Lussuria can use Manipulation as a magical attack. This attack can target only characters that have Allure Points on them.

•**2 Edge:** If the character spent any amount of the Bond points from the Lussuria's Allure Point, this attack deals 1d6 extra damage to the target.

•**3 Edge:** The character takes 2 Strikes and the Lussuria can convert them into a condition. This condition lasts a half die worth of extra rounds.

•**4 Edge:** For 1d6 rounds, the character is completely in the thrall of the Lussuria. It cannot attack the Lussuria, and the Lussuria can spend a Simple Action to give it an order to attack a single ally on its next round. The Lussuria can spend this character's Edge on her own attacks during this time period. The target does not recall its actions while in this state, becoming Perplexed for 1 round after it.

Lemegeton [Foe] {Sentient}

Description: Demons of magic, Lemegeton use chaotic energies to deal with their enemies. Lemegeton demons are necessary to ultimately unlock the rituals that will revive the Arch-Demon. They appear as humans chained with thorns. It is their task to guard ancient magic. If released from eternal torment they can hardly speak, delivering incoherent lines from the ancient, evil verses of the ritual. Powerful mages are necessary to summon the Lemegeton, to free them from eternal pain and then to put together the messages of these esoteric beings.

Vitals: 11 Protection Rating, 30 Momentum, 1 Endurance, 2 Soak

Ethereal: A Lemegeton has 10 Soak against weapon attacks and none against Magic. It cannot be Toppled, Hindered or Staggered and has +5 to Obstacle rolls.

Task Modifiers: +4 Analysis, -4 Persuasion, -4 Awareness

Base Combat Modifiers: +4

Base Combat Damage: 3d6+1

Chaos Magic: The Lemegeton can use Chaos Magic as a magical attack. Whenever the Lemegeton makes a Chaos Magic attack, roll 1d6. If it rolls 1 or 6, it blasts one of its allies in the same zone as its target (preferably one engaging the target).

•**1 Edge:** If the Lemegeton rolled 1-2 the target and all of its allies take 2d6 damage that ignores soak. If it rolled 5-6 the Lemegeton and all of its allies take it instead.

•**2 Edge:** If the Lemegeton rolled 1-2 the target takes 3 Strikes. If it rolled 5-6 the target takes 1 Strike and the Lemegeton takes 1 Strike.

Blackguard [Foe] {Sentient}

Description: The human leader of the demon cult. The Blackguard was perhaps once a great soldier or a great Oblate, but was tempted or fell to darkness due to some horrible tragedy. Blackguards generally have an ideology, perhaps even a reasonable one, but they are tragically extremist and brutal in its pursuit, if not downright evil about it. Blackguards are often misled about the true nature of the Archdemon, believing it to be a source of power rather than a latent tyrant. The Blackguard, to the end, will believe itself capable of controlling the Archdemon.

Vitals: 14 Protection Rating, 50 Momentum, 1 Endurance, 3 Soak.

Intimidate: Penalties inflicted by a Blackguard's conditions are 1 greater.

Dark Lord: The Blackguard can spend the Edge of Dark Vassals as though it were its own, but not that of other creatures in the Demon faction.

Foulblade: The Blackguard's attacks deal Foul damage. Each time it misses an attack, it deals 3 Foul damage to the target (or 3 additional damage, on a missed Damaging Attack) to the target that ignores soak.

Task Modifiers: The Blackguard has a +2 bonus to all task rolls.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+2

Damaging Attacks: The Blackguard uses Weapon attacks. By spending 1 additional Edge on its attacks, the Blackguard can target enemies in any zone with them, and its attack is treated as a magical attack if it does so.

Archdemon [Leader] {Unfeeling}

Description: The Archdemon is a monarch, a king or queen of demons that has been trapped for centuries or even millennia. The Archdemon once wreaked havoc across the world, leaving scars of its legacy wherever it travelled, but was eventually defeated. The Archdemon's motives are varied, and its manifestations many. The Archdemon might appear as a human, but this is only an illusion, albeit a convincing one. Its real body is a large and powerful monstrosity, sealed up in a dark eternity beyond the world. The Archdemon is most vulnerable during its summoning, while its true body is being drawn out of the ether. The Archdemon is one of the most powerful and deadly entities of the world, and neophyte characters should strongly consider whether they wish to challenge it to battle.

Vitals: 12 Protection Rating, 125 Momentum, 1 Endurance, 5 Soak.

Summoning Rite: For the first 1d6 rounds of a fight, the summoning ritual is incomplete. The Archdemon ignores all of its traits except for Summon Imps and Divine Withering, cannot move, cannot convert Strikes (though it can still make Strike attacks), and has a -2 to all attack and damage rolls.

Horrifying: Whenever an Archdemon attacks, it can convert Strikes into Conditions. It always converts strikes as though it were converting 1 extra strike on the target (so a target with 1 strike will take a 2-Strike condition).

Natural Weaponry: The Archdemon ignores the size drawbacks of its weapons.

Utter Destruction: Whenever the Archdemon makes a damaging attack it deals 5 damage that ignores Soak to all non-Imp creatures in all zones on the battlefield.

Enormous: An Archdemon can be engaged by any amount of characters at a time, rather than by a maximum of 4. Players attacking the Archdemon can form a Mob, but only if no other Demon faction enemies are in the same zone as the players.

Demonic Toughness: The Archdemon can spend a Simple action to end a condition affecting it, or a focused action if the condition used 3 Strikes or more.

Summon Imps: Once per battle, the Archdemon can summon 1d6+1 Imps. The Imps are summoned as a Simple Action and have a +1 bonus to attack rolls.

Divine Withering: Whenever a Wave damaging attack is made against the Archdemon, it takes a Strike and the attacker can convert strikes on it.

Task Modifiers: The Archdemon has a +4 bonus to all task rolls.

Base Combat Modifiers: +3

Base Combat Damage: 3d6+3

Diabolic Weapon: The Archdemon can use Diabolic Weapon as a +2/+2 heavy melee attack. It deals damage of any type that would be beneficial to deal to its target and none that the target could specifically protect against or absorb.

•1 **Edge:** Any conditions currently affecting the target last 1 extra round.

•2 **Edge:** All enemies in the Archdemon's zone are Forced out of the zone.

•3 **Edge:** The target takes extra damage equal to the Strikes and Edge that it has.

Armageddemancy: The Archdemon can use Armageddemancy as a magical attack.

•1 **Edge:** All creatures on the battlefield without Strikes or Edge take 1 Strike.

•3 **Edge:** The Archdemon converts Strikes on all of its enemies in the battlefield.

•5 **Edge:** The damage is dealt to all creatures in the battlefield.

Adjusting Monsters

The Monsters in this section are meant to challenge (to one degree or another) starting player characters. Player characters with more Perks than normal or with Elite Advancements aren't necessarily going to walk through the monsters, but they will have an unforeseen advantage. The following guidelines can help to improve a monster to better suit your players

Vitals: A player's attack roll bonus is pitted against the monster's Protection Rating. Generally the monsters provided here have varying Protection Ratings – Mooks and Foes should be easy to hit, with Foes having good Momentum to survive those hits (and Mooks dying off quickly), while Leaders should be well defended in all categories. Being unable to hit enemies at all is very frustrating for players in a game where the majority of their powers rely on successfully striking an enemy's Protection Rating. Therefore, if you want to increase the longevity of a Monster, it's usually better to increase its Momentum or Soak than its Protection Rating.

If you increase or decrease Protection Rating, you might want to make it conditional. For example, a Monster might have less Protection Rating against Strikes, because you want players to be able to weaken it. However, it will have its full Protection Rating against other attacks, giving an incentive to penalize that stat.

Combat Modifier: Most monsters have a combat modifier of 1-3 meant to hit players with 11-14 Protection Rating with some regularity. If your players have higher Protection Rating on average, you'll want your monsters to have higher combat modifiers. Remember however that monsters also have weapons, and their weapons have bonuses to attack rolls and damage rolls as well. A monster with a 2/0 weapon and a +2 combat modifier actually has a +4 bonus to attack rolls.

Adjust the combat modifier by 1 or 2 if you find it to be skewed in some way.

Damage: Players usually spend edge to recover health in combat – either via the Oblate's Restoration talent, or the use of the Edge Benefit from the "Spending Edge" section that restores some Momentum. As such healing isn't much of a problem.

Most monsters will deal damage pretty appropriate to their roles even if players have managed to acquire 10 or 20 extra Momentum from various sources. If it is truly an issue, give the Monster an extra dice of damage or two. You might also consider using an extra monster or two in each combat rather than changing them.

Palette Swap: You can use the stats of another monster and swap the name and description, maybe remove a trait or two, or add another monster's trait, to make a new monster easily. For example, using the Floravorous Maximus as a baby dragon. This can save you time and you can do this to practically any monster.

Organizing Information

Character Sheets: Players should print out their archetype, and then perhaps write their two perks and their powers on the back of the paper. They should also write their character's name, age, appearance, motivation and other handy information. This information could also just be written in a text document and printed on the back of the archetype paper. Nevertheless, the archetypes are written in such a way that they only take up one page, precisely for ease of printing and using them.

Monster Sheets: Unless the GM desperately needs the inspiration, he or she probably does not require the monster's "description" block. This can be ignored (along with any of the monster's traits that the GM doesn't wish to use in a particular battle). Instead copy the bits of the monster that are wanted onto paper and print them out, or write them in a text document if using devices in play.

Party Sheet: Another piece of paper should keep track of the party's Resources and Expedition Points, and any outstanding goals the characters have, jaunts or quests the characters have taken up or promises that the characters have made.

Dungeon map: The GM should have the dungeon's floor plan at hand. Whether or not he or she shares a copy with the players is up to him or her. The GM could hand the players a map that is devoid of notes, of the locations of monsters or secret passageways, just to save time. Or he or she could just hand the players some graph paper and tell them to map their way themselves.

Battle Map: When a battle breaks out, there are many ways to visualize the field. At the most basic all you need is a list of zones, what the zones do (if they have conditions) or require (a distance or obstacle roll to enter, etc), and what player is in what zone at which time. In an online game, this can be kept track of textually, or you can host the images of the maps and hand out the links.

In a physical space, you can assemble napkins or tiles of different colors, and each zone in the battlefield can be assigned to a color. Or if you have real maps, you can use those. Be wary, however, of the grids on any maps recycled from other fantasy games – in Expedition, those grids don't mean anything and serve no purposes to the default game, and might confuse the players. You can use anything from coins to bottle caps to represent monsters and players. All you need the representations to do is be distinct enough so anyone can tell what is in a zone.

High Tech Solutions: If a player has a tablet or is handy with smartphone writing, he or she can keep track of party things, and the GM can use his or her own devices for the same. These devices can also host map pictures and other useful resources. Just be careful – high tech gadgets can distract players from the game, or make them overly focused on the numbers rather than the actual play.

Optional Rules

Optional Archetypes

A player can request to use one of the following Archetypes. These archetypes are monsters that have broken away from their factions. A party composed entirely of monsters may be missing resources compared to one using the normal classes. Monster classes, however, are of roughly equivalent power to any other classes.

It is up to the GM whether these archetypes are only to be used sparingly in a group composed of the others, or whether it is fine to have a party composed entirely of monsters. The following are the flavor texts for the classes.

Vampire: The Vampire is a creature of undead nobility, born or made by the hierarchy of the undead, in which Vampires are mysterious aristocrats. The Vampire might have broken away from the chains of control, or perhaps it was always alone, building its fortunes by itself. Vampires vary in their ways as people do, but they tend to bond best with those who understand the Vampire's own belief in social stratification, and who flatter its own arrogant superiority.

Wyrmling: The Wyrmling is a child dragon. Its size, strength and powers of flight are limited. A Dragon's parents normally guard even the very knowledge that they have a child very jealously, sheltering it. Perhaps this little one's parents were killed, or perhaps it escaped to see the world. It quickly learned two crucial things: its love for treasures, which it proclaims to anyone who will hear, and the cruel makeup of the outside, with its predatory circles and its human hierarchies. Wyrmlings who survive by their lonesome learn the useful trick of disguising themselves, often as a human child or teenager, to live within civilization.

Shoggoth: A manufactured slime-like creature larger than an adult person in volume, the Shoggoth is a servant of some greater evil that manufactured it, until said evil was lost. Using their very malleable bodies, stray Shoggoth often wander the world, hoping to discover some purpose to continue their servile existences. Shoggoth are intelligent and communicative, but justifiably mystified by society.

Lemegeton: A humanoid demon mage summoned from Hell that Demons spawn from. The Lemegeton is, after its summoning, utterly incoherent and near-mindless, but given time will begin to acclimate to its renewed existence, and to do its best to placate its summoner to keep it, as well as to rediscover its lost memories and previous identities, and the knowledge it is destined to impart. The Lemegeton appears human, save for perhaps small horns, cloven feet or blue skin, and has thorn-shaped scars across its body that constantly remind it of centuries of torture.

The Vampire

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
30M / 3E	10	10	30	Hierarchy (10)

Default Perks:

Combat: Manipulator

Adventure: Bourgeois

Vampire Talents

•**Predator:** The Vampire has +1 to all Strike attacks and whenever it converts 3 or more Strikes at once it regains 5 Momentum and has +1 to all attacks for 2 rounds.

•**Vampirism:** A Vampire starts any combat it enters in Daylight with 1 Strike. The Vampire recovers 3d6 Momentum if it Rests at night – not ALL of its Momentum. The Vampire can use Magic Boons at night, but not during the day. If the Vampire did drink blood (kill a creature) at least once before Resting it cannot roll against its Liabilities. A character can take 1 point of Endurance damage to feed it blood.

•**Bloodlust:** The Vampire can use this talent as a +1/+1 versatile melee piercing attack, but only against an enemy that has less than its full Momentum.

1 Edge: The Vampire can convert 1 Strike on the target into a condition.

2 Edge: +1 Damage. The Vampire regains 10 Momentum.

3 Edge: +2 Damage. The Vampire converts Strikes on the target into a condition. For each strike converted, the Vampire regains 1d6 Momentum.

Vampire Traits

•**Charisma:** The Vampire has a +1 bonus to Persuasion checks.

•**Agility:** The Vampire reduces by 1 the difficulty on any Maneuver check that it makes to avoid a trap or get by a hazard or obstacle, or to escape notice.

•**Enhanced Vision:** The Vampire can use the Detection magic boon for no cost.

•**Bat Servant:** The Vampire has a Bat servant. It is treated as a basic hireling that costs no money, but it cannot make Power, Support or Utility rolls. The Bat can fly, make Awareness rolls at a +1 bonus, and the Vampire understands the bat's speech. The Bat can be killed, but the Vampire can raise another Bat by spending 2 magic points at night. The Bat cannot make participate in combat.

The Wyrmling

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
30M / 3E	10	5	15	Treasure (10)

Default Perks:

Combat: Juggernaut

Adventure: Olympian

Fighter Talents

•**All-Mighty:** The Wyrmling has a +1 bonus to all attack rolls. The Wyrmling cannot wield Weapons, but it has natural, +1/+1 melee slashing or piercing attacks.

•**Affinity:** The Wyrmling gains one of the following talents. It cannot be changed.

—+4 Soak Vs. Heat, takes +2 Cold damage. Gains +1 to Power rolls.

—+4 Soak Vs. Cold, takes +2 Shock damage. Can breathe underwater.

—+4 Soak Vs. Shock, takes +2 Wave damage. Can use the Light boon for no cost.

—+4 Soak Vs. Wave, takes +2 damage from Heat. Gains +1 to Persuasion rolls.

•**Sweep:** The Wyrmling can spend 1 Edge to make a flying Sweep. While flying, it has +2 Soak and +2 Protection Rating against melee attacks, ignores obstacles in zones, and has +1 to Strike attacks. Once it makes a damaging attack, it must land.

•**Breath Weapon:** The Dragon can use this talent as a +1/+0 light ranged attack. Its damage type is the same as the damage type that it Soaks (picked in its Affinity).

1 Edge: +1 damage.

2 Edge: +1 damage. This attack damages up to two enemies in your zone.

3 Edge: +1 damage. This attack damages up to three enemies in any one zone.

Wyrmling Traits

•**Wyrmling Flight:** The Wyrmling has a +2 bonus to Maneuver checks.

•**Shapechange:** Wyrmlings can take on a human form. This form is malleable but has a few specific, obvious, unchanging traits of the player's choice that can be used to identify it. While in this form it can wield weapons, but cannot use its Sweep and loses its Wyrmling Flight trait and its natural melee weapons.

•**Environmental Affinity:** Wyrmlings have +1 to all checks pertaining to their natural environment. Pick one environment, such as a volcano, mountain or desert.

The Shoggoth

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
30M / 3E	12	0	0	None

Default Perks:

Combat: Bleeder

Adventure: Tinkerer

Shoggoth Talents

•**Ensnare:** The Shoggoth has a +1 bonus to attack rolls against creatures that have at least 1 Strike. This improves to +2 if they have 3 or more Strikes.

•**Slime:** A Shoggoth has +2 Soak and Maneuver in Slime Form. It can make +1/+1 versatile melee bludgeoning attacks in this form. The Shoggoth's natural Protection Rating and Soak in its slime form is +0 against Bludgeoning, Wave and Shock attacks. A Shoggoth in slime form cannot use weapons or armor.

•**Enhance:** As a simple action, an ally in the same zone as a Shoggoth can dunk a manufactured weapon into the Shoggoth. That weapon has a +1 bonus to attack rolls or to damage rolls for 3 rounds. Each weapon can only be enhanced once per combat, or it may break down and melt from too much arcanochemical exposure.

•**Poison:** The Shoggoth can use Poison as a +1/+1 versatile melee chemical attack.

1 Edge: +1 Damage. The Shoggoth can convert Strikes on the target.

2 Edge: +1 Damage. If the target has a Strike, it takes another Strike.

3 Edge: +2 Damage. The target takes 1 Strike.

Shoggoth Traits

•**Allegiance:** Shoggoths are designed with very submissive tendencies. A Shoggoth is compelled to perform actions its allies ask of it, and it has a +1 bonus to any rolls made to complete a task it was assigned by an ally or perceived "master."

•**Arcanochemistry:** The Shoggoth can use any boon and can spend Wealth to do so.

•**Malleable Form:** The Shoggoth can take a convincing human form. Characters have a -2 penalty to any rolls to identify it. A Shoggoth can convincingly pass as a human of any sex or gender. It does not gain the abilities of other species however. In such a form, it loses its Slime trait, though it can use weapons and armor.

The Lemegeton

Starting Package

Health	Protection Rating	Reputation	Wealth	Bonds
30M / 3E	10	20	5	Traumas (10)

Default Perks:

Combat: Ravager

Adventure: Magician

Lemegeton Talents

•**Devastate:** The Lemegeton has a +1 bonus to all attack rolls. If it has 1 or more Edge, this bonus improves to +2 if it is making a magical non-damaging attack. The Lemegeton can generate Edge and make Strikes as magical attacks.

•**Demon Traits:** The Lemegeton can choose for all of its damage to be either Heat or Foul. It takes +2 more damage from Wave attacks.

•**Chaos Magic:** The Lemegeton can use Chaos Magic as a magical attack. Whenever it makes the attack it rolls 1d6. On a roll of 1-2 it deals a Strike to itself. On a roll of 5-6 it deals a Strike to an ally in the same zone as its target.

1 Edge: +1 Attack, +3 Damage.

2 Edge: +1 Attack, +4 Damage. This attack targets up to two enemies.

4 Edge: +2 Attack, +5 Damage. This attack targets all enemies in a single zone.

Lemegeton Traits

•**Ancient Knowledge:** The Lemegeton has a +2 bonus to Analysis checks.

•**Demonic Mettle:** The Lemegeton has +1 to Maneuver.

•**Tormented Mind:** A Lemegeton has difficulty communicating. It can speak, but it often violates cultural taboos, uses difficult words and roundabout ways to express simple ideas or fails to make itself properly understood. It has +1 difficulty to any social tasks. However, a Lemegeton cannot be charmed or forced to act against its interests, because its mind simply cannot be well understood or manipulated.

•**Lost Magic:** The Lemegeton can use Magic Boons. Once per Expedition, it can gain 3d6 Magic Points and immediately cast a Magic Boon in a situation where it might not be possible for others, such as within a field that cancels magic.

Overland Travel

The be-all and end-all of the game is not just the Expedition Sites. Actually getting to the Expedition Site can be a challenge all of its own. Or getting to and from a town can be its own Expedition! The wilderness offers its own challenges. Using this optional system, you can adjudicate Overland Travel.

Expedition: Overland Travel is an Expedition. It goes through all the phases – you research your location, and you have requirements to make it there in one piece. You then go through the Expedition phase, and finally you reach the Conclusion and arrive at your new location. If your location is *also* an Expedition site, you might want to have a way there for players to replenish their lost Expedition Points (but only *once*). You use the rules of Expedition as normal, save for the following.

Timekeeping: Overland Travel is not like digging through a dungeon as far as time is concerned. You could spend weeks or even months of day-by-day digging in a tomb, especially if your goals are unclear, but it will generally take you a perceived average amount of time to walk between Town A and Town B. It could be a few days, or a week, but it is a known quantity to the inhabitants of both towns. As such, the Expedition's time frame is a lot less esoteric. You know that it will take you on average 7 days to get from Blackbrook to Longbridge. You can research this information. Any delays could be costly and harmful to your plans.

Day-By-Day: Adventuring days in Overland Travel call for **Upkeep Checks** every day. Upkeep Checks are Attrition, rolled by the GM as normal. Travelling constantly will wear at you and might be more challenging than dungeon crawling.

Phenomena: Overland Travel has challenges, called Phenomena. These can be anything from foggy or rainy days, to stumbling into difficult terrain such as a forest or swamp along your way, to encounters with Wandering monsters. Phenomena are resolved either as tasks or with a combat. Some Phenomena offer rewards, sometimes even allowing you to extend or shorten your travel, regain points, or discover treasures if done well – but they typically exist solely to wear you down.

Are We Lost?: Certain Phenomena will call for **Pathfinding Checks**. When you roll for Pathfinding, if you fail, you are set back a day, and have to engage the same Phenomena that caused the check *again*, which will wear away at your supplies. If you are lost, each subsequent day you remain lost (subsequent failed pathfinding checks) will give the GM a bonus to the Upkeep checks rolled each day.

No Plan: Methodical room clearing does not really exist in Overland Travel. There is no dungeon plan. Rather each day goes by through character interactions, scenery description, some Phenomena, perhaps a Pathfinding check, then the Upkeep and a Rest. Overland Travel is quicker and less complex to adjudicate.

Need Inspiration?

Roll on the following tables to get a few ideas to help kick off a game. Just take into account the player's motivations, add a reward and an antagonist, and go play!

“Say traveler, did you know...”

D6	Hook
1	“Coffee bought here can be sold in the eastern lands for a king’s ransom!”
2	“There are rumors of strange lights and sounds coming from the forest!”
3	“The mayor’s cousin just came in from abroad an’ started all sorts of trouble!”
4	“There ain’t much to see here, but Altina, seven days that way, is a big city!”
5	“The lake up north from here is a-swarmin’ with strange critters this year.”
6	“Strange berries be in season now, up along that cold mountain trail.”

“You look like you know the value of good info...”

D6	Hook
1	“I heard a bunch of the sailors bragging that they scored a sea dragon egg.”
2	“I overheard that the famous singer Trulyworth lost her singing voice.”
3	“I spied on a bunch of thugs saying they were gonna ambush a caravan.”
4	“I’ve been seeing strange people coming and going from the graveyard.”
5	“I heard that the guard captain is hiding his fatal illness and needs a cure.”
6	“I heard that the city gangs stash their stolen goods in the old sewer system.”

“Oh pious one, helps us, please...”

D6	Hook
1	“There is an unnatural blight destroying our crops and sickening our cattle!”
2	“There is a raging spirit in the forest and we do not know how to appease it!”
3	“There is a group of mercenaries hired by a nearby region to attack us!”
4	“There is a terrible drought, and all who investigate upriver do not return!”
5	“We require a blessing delivered at our annual festival to our gods...”
6	“The leader of our village has fallen horribly ill and desperately needs care!”

“Glorious conjurer, may I have a second of your time...”

D6	Hook
1	“I fear that my son might be a changeling, but I cannot dare tell my spouse!”
2	“I hear that the trail to Cresce is blooming with many magic plants now...”
3	“I require the creation of a potion, may I request your services in this matter?”
4	“Our city has seen no sun for a week, will you research this phenomenon?”
5	“I require a learned adjudicator, for I am challenging that low-life to a duel!”
6	“Your presence is required at a courthouse, for you have been charged!”

Once you have the PCs hooked, introduce a Jaunt, or an Expedition Site, or use it as an excuse to Overland Travel, or whatever you wish from there.