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# PAGAN

EXPEDITIONS INTO THE WILD

RULEBOOK



Capstone  
Games



Wyrmgold

# INTRODUCTION

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*The colony of Roanoke has weathered its early days, carving out a tenuous existence in the untamed New World. Yet, survival is far from assured. Even with the palisades offering some protection, the wilds beyond loom with both promise and peril. Expeditions into these uncharted lands have become a necessity, as the Kingdom demands riches and resources to justify the colony's existence.*

*The wilderness, however, is not easily tamed. Thick forests and winding rivers conceal countless dangers, from venomous predators to treacherous terrain. Whispers of lost villagers circulate, their fates unknown — were they taken by the wilds, or by something far darker? Supplies dwindle as the colony grows, and the Crown's expectations weigh heavily on the settlers.*



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## GAME OVERVIEW

**Pagan: Expeditions into the Wild** is the second expansion for Pagan: Fate of Roanoke. With the addition of new villagers, card types, and mechanics, this expansion deepens the strategic challenge of Pagan.

Nine villagers remain under suspicion, and only the Witch knows their true identity. Each turn, players use action pawns to interact with villagers, draw and play cards, gain influence, and manage the balance of power.

The Witch can now utilize Evolve cards to unlock potent familiar abilities or focus on casting spells, while the Witch Hunter launches daring Expeditions to gather resources and uncover critical evidence.

The wilderness offers both opportunity and danger—will it bring salvation to the colony, or hasten its doom?

## OBJECT OF THE GAME

In Pagan, two players compete to be the first to complete their individual objective. As the Witch, your objective is to collect enough secrets to perform a ritual so potent, that the entire region will fall under your spell and Mother Nature will reclaim the colony. As the Hunter, you gather all the allies and support you can muster to bring the Witch to justice before its fatal ritual comes to fruition.

# COMPONENT OVERVIEW



## HUNTER

50 cards (4 different types):

- ◆ EVENTS (🌀)
- ◆ ALLIES (🤝)
- ◆ LOCATIONS (⛪)
- ◆ INVESTIGATION (🔍)



## WITCH

50 cards (4 different types):

- ◆ CHARMS (🌀)
- ◆ BREWS (🍷)
- ◆ FAMILIARS (🐔)
- ◆ ENCHANTMENTS (🌀)

## VILLAGERS

9 cards



## VILLAGER OVERVIEW

3 cards



## SUSPECTS

9 cards



## SCENARIOS

2 cards



## PERSONA BOARDS

1 Hunter Board - EX-CONQUISTADOR  
1 Witch Board - BEAST-BONDED

All tokens are limited to the amount in the box. If you are about to receive or place a token, and there is none left in the supply, don't place a new token. You are, however, allowed to move a token of the same type already in play.



## LOST TOKENS

9 tokens (two sided)



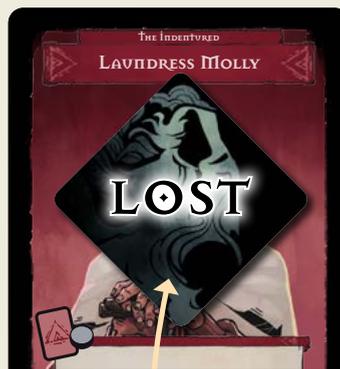
## NEW MECHANICS

### LOST

Certain cards in this expansion introduce the **LOST** keyword. When a **LOST** effect triggers, place a **LOST** token on a villager with the side showing the Hunter/Witch depending on who made the villager **LOST**. Any **ACTION PAWNS** remain on the **LOST** villager until their next upkeep.

### LOST VILLAGERS

- ◆ A **LOST** villager cannot be targeted by cards or effects, cannot gain new assets, and any existing assets on that villager cannot be used in any way. *Card text may break this rule, see examples to the right.*
- ◆ **LOST** villagers are ignored when performing an Elimination action; the Hunter only needs the required amount of **CLUES** on non-**LOST** villagers to proceed and does not lose **CLUES** on **LOST** villagers if an innocent was eliminated.
- ◆ **LOST** tokens can be removed through a visit (see Recovering **LOST** Villagers below) or by specifically stated effects.
- ◆ Any assets, **FAVORS**, or **INVESTIGATION** cards stay on a **LOST** villager and can be used again when the villager is no longer **LOST**.



#### LOST token

Placed on top of the villager according to the player who made the villager **LOST**.

### RECOVERING LOST VILLAGERS

1. Spend an action to visit a **LOST** villager.
2. If the **LOST** token belongs to the active player, remove it, and resolve the visit action as usual.
3. If the **LOST** token belongs to the opponent, remove the token, and end the visit action immediately.



### EXAMPLE

The Witch places their **ACTION PAWN** on the **LOST** (by the Hunter) villager **PITCHMAKER OLIVIA**. Their visit ends immediately and the **LOST** token is removed. The investigation does not trigger.

#### Some **LOST** examples:

Gain ⚔ equal to the total number of ? on villagers with ♠/♣.

*In this case, if the villager is **LOST**, you gain nothing!*

Make a villager **Lost**.  
Add 2 ♠ to each adjacent villager.

*Example: Even when indirect like this, if the adjacent villager is **LOST**, you do not add anything to it.*

*Exception: Some cards specifically tell you to target **LOST** villagers; in these cases, the card breaks the regular rule of "You cannot target a **LOST** villager".*

Witch ♠: Place 2 ? on a villager.  
When Veil is lifted, you may target a **Lost** villager and remove its **Lost** token.

*Additionally, Some card effects directly allow you to remove a **LOST** token without visiting a villager.*

# SCENARIOS & FACTIONS

## NEW VILLAGERS

This expansion introduces nine new villagers, each with an accompanying Suspect card. In certain scenarios, the **GREEN FACTION** begins the game **LOST**.

Assets are **CLUES** 🕵️ and **SECRETS** 🕵️ only. **FAVORS** 🤝 do not count as assets.



The illustration shows the Suspect card for Scullion Davy, a man with a mustache and a dark jacket. Above the card are two red footprints. Below the card is a purple Favor icon. The card text reads: "Gain 2 🕵️ if you have no assets here."

**EXAMPLE**  
The Hunter cannot use **SCULLION DAVY'S** card effect, because there are two clues on him. The Witch can use **SCULLION DAVY'S** card effect, because a **FAVOR** 🤝 is no asset.

## VILLAGER FACTIONS

A faction consists of three like-colored villagers that share a common faction name and can be easily identified with the Villager Overview cards.



The illustration shows three Villager Overview cards. From left to right: Furrier Judy (blue), Herald Sebastian (red), and Tracker Manteo (green). Each card features a character illustration and a text box with abilities. Judy's ability is "Draw 1 ♣️ OR ready a villager." Sebastian's is "Play up to 2 ♣️ with a printed 🕵️-cost of 2 or more." Manteo's is "Gain 1 🕵️. Gain 1 additional 🕵️ for each Lost villager."

## SCENARIO CARDS

Scenarios are optional additions to a game of Pagan. They change the premise and/or goals of the game. Two scenarios are included in Expeditions into the Wild. When using a scenario card, use the **GREEN FACTION** listed on the Scenario card, and follow the unique rules associated with the Scenario. These rules supersede the standard rules where applicable.

The Witch selects the **RED FACTION**, the Witch Hunter selects the **BLUE FACTION**, while the **GREEN FACTION** is determined by the Scenario used for the game. The **GREEN FACTION** used for Expeditions into the Wild is "The Wayfarers".

# NEW CARD TYPES

## EXPEDITION CARDS

**EXPEDITION** cards are a new **LOCATION** subtype that allow the Hunter to use their 🐾 to explore the wilderness for substantial rewards. Note: They are **still considered a LOCATION** for all card/action effects, and can be targeted as a Location.

- ♦ **EXPEDITION** cards feature an Activation space as the first step, and three following Action spaces. During the Hunter's upkeep, **each** 🐾 on **all** Expedition cards moves one step down. Start with the bottom-most 🐾.
- ♦ If a card or effect allows an **ACTION PAWN** 🐾 to be progressed several steps, gain the benefit of each individual step.
- ♦ **ACTION PAWNS** 🐾 may be recalled and used elsewhere **only** from **Action spaces** at any time during the Hunter's turn. **Note: You cannot recall 🐾 from the Activation space at the top.**
- ♦ **EXPEDITION** cards remain in play after a 🐾 reaches the text box at the bottom activating the effect.
- ♦ Multiple 🐾 can be assigned to the same **EXPEDITION** card, but one 🐾 max on each space, and no leapfrogging. **You cannot select a 🐾 to move if the next space is already occupied by a 🐾.**
- ♦ An "active" **EXPEDITION** is any **EXPEDITION** card with at least one **ACTION PAWN** on it (on any space).
- ♦ Asset gains/removals from **EXPEDITION** card effects must target **villagers** (unless stated otherwise).

**Card type**  
There are 4 card types per player.

**INFLUENCE cost**  
to play this card.

**Activation space**  
The first step. You cannot recall 🐾 from this space.

**Action spaces**  
During your upkeep, each 🐾 progresses one step. Freely recall a 🐾 from any of the 3 Action spaces.

**Card effect**  
When a 🐾 moves to the bottom space, immediately trigger the final effect.

1

Hunter 🐾

2

### EXAMPLE

1 The Hunter places 1 **ACTION PAWN** 🐾 on the activation space of **SACRED CIRCLE**. 2 In the next Hunter **UPKEEP** 🐾, the **ACTION PAWN** is moved to the **ACTION SPACE** and the Hunter removes 2 **SECRETS** ? from **OVERSEER SALLY**. 3 Since the activation space is now empty, the Hunter can place a second **ACTION PAWN** 🐾 on **SACRED CIRCLE**. In the next Hunter **UPKEEP** 🐾, each pawn will move 1 space downward, starting with the bottom-most pawn, then continuing upwards.



## EVOLVE CARDS

**EVOLVE** cards are a new subtype of **FAMILIAR** cards that offer the Witch a choice:

- ◆ **Evolve:** Use the top effect to unlock a more powerful Familiar effect, or
- ◆ **Familiar:** Use the bottom effect.

**EVOLVE LIMIT:** The maximum number of **SECRETS**  that can be on the card at once.

**"Fully Evolved":** A card with a number of **SECRETS**  on it equal to its Evolve Limit number. When fully evolved, no more **SECRETS**  can be added to the card, and you cannot select the Evolve action.

You may use the **FAMILIAR** effect regardless of how many **SECRETS**  are on the card.

**Card type**  
*There are 4 card types per player.*

**Evolve Limit**  
*The max Secrets this card may hold*

**Evolve effect**  
*You cannot select this option if the card has Secrets on it equal to the Evolve Limit.*

**Familiar effect**

**INFLUENCE cost**  
*to play this card.*





## EXAMPLE

The Witch is using the "Visit a villager" action on **CHANDLER ISAAC** with her **FAMILIAR PAWN** . As the last step, they decide to evolve **LOST KNOWLEDGE** by adding one **SECRET**  to it. Next turn, the Witch may use the effect to remove 1 **EVIDENCE**  from the Hunter.

## NEW SUBROLES: PERSONAS

This expansion introduces subroles for the Witch and Witch Hunter called personas. Personas are variations on the primary roles, and everything that refers to the Witch or the Witch Hunter, also refers to a persona of that role.

Each persona has its own action board, where rules and abilities that differ from the main roles are noted. Additionally, some personas have special setup instructions that are written on the back side of their action board.

### PERSONA: WITCH HUNTER – THE EX-CONQUISTADOR

*Carving their name into the untamed jungles and golden cities of the New World, the fearless Conquistador was driven by ambition and steel. Now, years after the last campaign, they find themselves restless, haunted by the thrill of discovery and*

*the whispers of uncharted lands. Their intuition, once a tool for survival, now serves a new purpose in their function as Witch Hunter. Nevertheless, they long for the raw embrace of the unknown, where instinct ruled over politics.*



**HUNTER**  
**EX-CONQUISTADOR**

**Intuition**  
At the end of your turn, add X to villagers of a faction with a where X equals the number of on your player board.

**VISIT A VILLAGER**  
1. Carry out card effect  
2. Gain 1 (if villager has at least 3 on it)  
3. Distribute   
4. Use villager skill

**ACTIVATE READY LOCATION**

**RAID VILLAGER**  
Place Action pawn on ready villager and pay 3 from villagers of the same faction.  
Remove 1 or all from that villager.

**LIFT ENCHANTMENT**  
Wanderlust: Costs +1 if no active Expedition.

Gain 2 or  
DRAW 1 CARD or  
PLAY 1 CARD

**EXONERATE VILLAGER**  
Pay 3 then draw a Suspect card.  
Lost in Thought: +1 if no active Expedition.

**READY A VILLAGER**  
Costs 1 from that villager.  
(Enemy Action pawns only)

**ELIMINATE VILLAGER**  
Requires 3 on target, ready villager, and at least 1 on all other villagers.

- ◆ **SETUP:** Before drawing your starting hand, search your deck for an **EXPEDITION** card and put it into play. Shuffle your deck afterward.
- ◆ **INTUITION:** At the end of your turn, add X **CLUES** to villagers of a faction where you have an **ACTION PAWN** . X equals the number of **ACTION PAWNS** on your player board.
- ◆ **WANDERLUST:** The cost of lifting an Enchantment is increased by 1 **INFLUENCE** when you have no active **EXPEDITIONS**.
- ◆ **LOST IN THOUGHT:** The cost of exonerating a villager is increased by 1 **EVIDENCE** when you have no active **EXPEDITIONS**.

#### CLARIFICATION "ON THE PLAYER BOARD":

When a card or effect refers to an Action pawn on the player board, it encompasses all Action pawns either on a card on the player board or on an Action spot on the player board. E.g. an Action pawn used to Lift Enchantment is considered on the player board.



## PERSONA: WITCH – THE BEAST-BONDED

*Their power has always been bound to the familiar. Without it, spells falter, wards collapse, and power remains out of reach. But the familiar is no ordinary creature—each trial overcome allows it to evolve, unlocking immense magic for them both. The Beast-Bonded is obsessed with its growth,*

*delving into forbidden knowledge to hasten its development. Some would call it devotion, others a dangerous dependency. Opinions matter little. Every step forward brings them closer to true power—if the bond does not consume them both.*

- ◆ **SETUP:** Before drawing your starting hand, search your deck for an **EVOLVE** card and put it into play. Shuffle your deck afterward.
- ◆ **THE BEAST INCARNATE:** When an **EVOLVE** card becomes fully evolved, treat all **ACTION PAWNS** ♣ as **FAMILIAR PAWNS** ♠ for the rest of your turn.
- ◆ **FERAL BOND:** When you add a **SECRET** ? to an **EVOLVE** card, gain 1 **INFLUENCE** ☉. If an **EVOLVE** card is removed by the Hunter, move all **SECRETS** ? to a **single** villager of your choice.
- ◆ **SURROGATE EMISSARY:** You can only convert **SECRETS** ? on villagers during a Visit a Villager action when using your **FAMILIAR PAWN** ♠.

WITCH  
**BEAST-BONDED**

**THE BEAST INCARNATE**

When a card is fully evolved, treat all ♣ as ♠ for the rest of your turn.

**FERAL BOND**

When you add a ? to an **EVOLVE** card, gain 1 ☉. If an **EVOLVE** card is removed by the Hunter, move all ? on the **EVOLVE** card to a villager.

**VISIT A VILLAGER**

1. Carry out ♣-card effect
2. When using ♠ only:  
Convert 3 ? to 1 ♠ (max 2 times)
3. Distribute ? to villager or ♠
4. Use villager skill (twice if 2+ ♠)
5. When using ♠: Do (empowered ♠) ♠ action

**CONSUME BREW**

This is a free action during your turn.

GAIN 2 ☉                    or  
DRAW 1 CARD            or  
PLAY 1 CARD

**READY A VILLAGER**

Costs 1 ? from that villager.  
(Enemy action pawns only)

**PERFORM RITUAL**

Place an Action pawn on a ready villager, who is the true witch and has at least 3 ♠ on it. You win the game.



## EXAMPLE OF PLAY - SETUP

### WITCH (SONYA)

**SONYA** chooses the Beast-Bonded Persona. She exchanges the standard Action board with the Beast-Bonded one. She then looks through her deck and selects Manipulate as the **EVOLVE** card to put into play.



### HUNTER (STAN)

**STAN** chooses the Ex-Conquistador Persona. He exchanges the standard Action board with the Ex-Conquistador one. He then looks through his deck and selects Hidden Caves as the **EXPEDITION** to put into play.



Both turn over the Action boards to the action side, shuffle their respective decks and draw 3 cards to start the round.



## EXAMPLE OF PLAY - BEAST-BONDED

### WITCH (SONYA)

SONYA uses her **FAMILIAR PAWN** and spends 1 **INFLUENCE** to place the 4th **SECRET** on Manipulate. She also receives 1 **INFLUENCE** from her **FERAL BOND** ability.

#### FERAL BOND

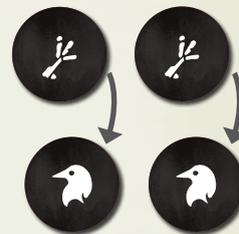
When you add a **SECRET** to an **Evolve** card, gain 1 **INFLUENCE**.  
If an **Evolve** card is removed by the Hunter, move all **SECRETS** on the **Evolve** card to a villager.



The **EVOLVE** card Manipulate is now fully evolved and her remaining two **ACTION PAWNS** become **FAMILIAR PAWNS** for the rest of their turn.

#### THE BEAST INCARNATE

When a card is fully evolved, treat all **ACTION PAWNS** as **FAMILIAR PAWNS** for the rest of your turn.



With the **BEAST INCARNATE** active, SONYA can now visit **CHANDLER ISAAC** and **FURRIER JUDY** with two **FAMILIAR PAWNS** and convert their **SECRETS** to **FAVORS**.

#### VISIT A VILLAGER

1. Carry out **SECRET**-card effect
2. When using **FAMILIAR PAWNS** only:  
Convert 3 **SECRETS** to 1 **FAVOR** (max 2 times)
3. Distribute **SECRETS** to villager or **SECRET**
4. Use villager skill (twice if 2+ **SECRETS**)
5. When using **FAMILIAR PAWNS**: Do (empowered **SECRET**) **ACTION**



## EXAMPLE OF PLAY - EX-COPIQUISTADOR

### HUNTER (STAN)

At the end of the round **STAN** has 1 **ACTION PAWN** on his player board (Hidden Caves). He then uses **INTUITION** to distribute 1 **CLUE** to one of the two visited factions.

#### Intuition

At the end of your turn, add X to villagers of a faction with a , where X equals the number of on your player board.



## EXAMPLE OF PLAY - NEW CARD TYPES

### WITCH (СОНЯ)

**SONYA** has 2 **SECRETS** ? on the Lost Knowledge **EVOLVE** card. She then uses its Familiar ability to remove 1 **EVIDENCE** of the Hunter, as he currently only has 2 **EVIDENCE**.



### HUNTER (СТАН)

**STAN** has 2 **ACTION PAWNS** on the Hidden Caves **EXPEDITION** card.

At the beginning of the Hunter's turn all **ACTION PAWNS** moved one step on the Action spaces of the Hidden Caves. For the first **ACTION PAWN** he gains 2 **CLUES**. For the second **ACTION PAWN** he may draw until he has 7 hand cards and he may play 2 for free.

He may use any of the **ACTION PAWNS** for other actions since they are not on the activation space of the **EXPEDITION** card.

He may choose to stay on the **EXPEDITION** with his first **ACTION PAWN**.





## STANDARD DECK FOR PAGAN: EXPEDITIONS INTO THE WILD

HUNTER (50)	TYPE	NUMBER	COUNT
Protector		0199	2
Caravaneer		0200	2
Cartographer		0201	2
Errand Boy		0202	2
Explorer		0203	2
Toiler		0204	2
Follow Lead		0205	2
Rumors		0206	2
Fair Weather		0207	2
Forewarned		0208	2
Read the Signs		0209	2
Concerted Efforts		0210	2
Rescue Party		0211	2
Scout Ahead		0212	2
Report Findings		0213	2
Trap		0214	2
Perilous Journey		0215	2
One Step Ahead		0216	2
Into the Unknown		0217	2
Hunting Grounds		0218	2
Hidden Caves		0219	2
Sacred Circle		0220	2
Mysterious Trail		0221	2
The Valley of Echos		0222	2
The Envoy		0223	2

WITCH (50)	TYPE	NUMBER	COUNT
Potion of Displacement		0224	2
Vapors of Alteration		0225	2
Vial of Offering		0226	2
Lucid Extract		0227	2
Expellant Fumes		0228	2
Cascading Droplets		0229	2
Goad		0230	2
Out of Mind		0231	2
Hodophobia		0232	2
Fixation		0233	2
Duplicate		0234	2
Guidance		0235	2
Vanish		0236	2
Astray		0237	2
Veil		0238	2
Trance		0239	2
Foretell		0240	2
Translucent		0241	2
Instill Fear		0242	2
Clear Thoughts		0243	2
Manipulate		0244	2
Prevaricate		0245	2
Bewilder		0246	2
Lost Knowledge		0247	2
Shepherd		0248	2

# ICONS

 Hunter Action pawn	 Ally	 Brew
 Witch Action pawn	 Event	 Charm
 Familiar Action pawn	 Investigation	 Enchantment
 Upkeep	 Location	 Familiars
 Action	 Clue	 Secret
 Cards	 Evidence	 Favor
 Influence		

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# FURTHER CONTENT

## CONTENT PACKS

These 7 content packs feature new cards, strengthening both the Hunter & Witch alike, while bringing new and exciting Scenarios and Villagers to the deck building aspect of Pagan. All content packs are compatible with Pagan: Fate of Roanoke, Pagan: Beyond the Palisades and Pagan: Expeditions into the Wild.



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