Campaign Log

Campaign Perks

WARRIORS

1 **War Veterans**
+5 initial (not Max) HP.

2 **Art of War**
Draw 6 cards (instead of 4) in the World Phase.

3 **Critical Roll**
Your natural rolls of 16 or more are Critical Hits.

1 **Side-weapon Training**
Equip an extra Level 0 Weapon.

2 **Martial Mastery**
Each hero may swap a Lv. 1 Primary Attack for a Lv. 2.

3 **Strategic Positioning**
Mob applies Vulnerable 4 and Exposed 4 (instead of Exposed 3).

STRATEGISTS

1 **Jacks of All Trades**
+5 bonus to all rolls in ability tests.

2 **Seasoned Adventurers**
All heroes take -5 DMG whenever an Adventure deals DMG. (only Journal)

3 **Terrain Expertise**
Heroes ignore all Terrain DMG (e.g., Lava, Ice).

1 **Adrenaline Surge**
+4 attack roll bonus and Empowered 10 in the Quest's first turn.

2 **Mystical Knowledge**
+1 max ▢ and start with +1 ▢ from an unused color.

3 **Treasure Hunting**
Whenever a hero grabs a Chest, it gains 3 ▢

SPIES

1 **Spiritualists**
Start of quest: One hero gains 1 Preserved Token.

2 **Farmers**
When you win a quest, draw 1 extra Loot Card.

3 **Shamans**
Start of Round: Turn owner HEALS 7 if it's in [8] of an active villain.

1 **Penumbralists**
Start of quest: All villains take 6 DMG (this doesn't activate Guards).

2 **Curers**
First Aid Tokens HEAL 45 instead of 30 (use their red side).

3 **Herbalists**
Once per Quest: the turn owner HEALS the value of a First Aid, plus 10. That Token may not be spent.

DIPLOMATS

1 **Famous Ale**
Immediately sacrifice this Perk and upgrade the Tavern by 1 level, for free.

2 **Natural Leader**
One hero may have an extra NPC (Week 3 or lower).

3 **Foresight**
Once per Quest: change a natural roll to any number from 1 to 20.

1 **Maddening Power**
Start of quest: Each hero may charge two Skill Tokens.

2 **Prosperity**
Start of City Phase: each Structure gains 1 ▢

3 **Well Rested**
Heroes not used in the last Journey Phase gain +2 initial ▢

Campaign Log

Phase Calendar

Week 1	Phase	1	2	3	4	Weird Phase 1
	Adventure	City	City	City		
	Kemet Hunt	lv	lv	lv	lv	
Week 2	Phase	5	6	7	8	Weird Phase 2
	Adventure	City	City	City		
	Kemet Hunt	lv	lv	lv	lv	
Week 3	Phase	9	10	11	12	Weird Phase 3
	Adventure	City	City	City		
	Kemet Hunt	lv	lv	lv	lv	
Week 4	Phase	13	14	15	16	Weird Phase 4
	Adventure	City	City	City		
	Kemet Hunt	lv	lv	lv	lv	
Week 5	Phase	17	18	19	20	Weird Phase 5
	Adventure	City	City	City		
	Kemet Hunt	lv	lv	lv	lv	
Week 6	Phase	21	22			
	Adventure	City	City			
	Kemet Hunt	lv	lv			

Final Quests

I III V VII II IV VI

Kemet Hunt, level 1 or higher: You are being followed. It takes a toll on how well rested and prepared you are. Each hero chooses one of its Special Attacks to begin the quest as already spent.
Kemet Hunt, level 5: You've collected many treasures; it's more difficult to find them. Put no chests on the board.

List of Quests

- 1 - Fisherman's Wharf
- 2 - Know Your Enemy
- 3 - Burning Bridges
- 4 - Lava Axe
- 5 - Mushrooms of Wrath
- 6 - Night of the Living Undead
- 7 - O Captain, my Captain!
- 8 - Out of Control
- 9 - Third Eye
- 10 - Welcome to the Jungle
- 11 - Grassroot Cathedral
- 12 - Outunmoor's Swamp
- 13 - Halfling Village
- 14 - Timberburg, Ghost Town
- 15 - The Sword
- 16 - The Violin
- 17 - Honorable Fever
- 18 - Silent Assassin
- 19 - Portal Ejection
- 20 - Synoikismos
- 21 - Ancient Court
- 22 - Elder Scriptures
- 23 - Booby Trap
- 24 - Colosseum of Fire
- 25 - Vradok
- 26 - Ancient Glacier
- 27 - Fire Pits
- 28 - Lighthouse
- 29 - Ship Raid
- 30 - Thyra
- 31 - The Astrolabe
- 32 - Titanic
- 33 - Trip(ping) to the Past
- 34 - Uphill Battle
- 35 - Witch Hunt
- 36 - If two heads are better…
- 37 - Prison Break
- 38 - The Crystal
- 39 - Azymor
- 40 - The Bridge
- 41 - Dark Lab
- 42 - Extraplanar Journey
- 43 - Dwarven Kingdom
- 44 - Bauron's Ivory
- 45 - Kelorth
- 46 - Dorsian Forge
- 47 - Echoes
- 48 - Stone Spirits
- 49 - Gazing into the Abyss
- 50 - Pact
- 51 - Portal Defense
- 52 - The Map
- 53 - Battleship
- 54 - The Beach
- 55 - Sand Castle
- 56 - Darkness
- 57 - Breath of Life
- 58 - Freedom
- 59 - Illusions
- 60 - Psycho
- 61 - Shooting for the Moon
- 62 - Sorroweaving
- 63 - The Orb
- 64 - The Pearl
- 65 - The Skull
- 66 - Imperial Vault
- 67 - Altruism
- 68 - Order 99
- 69 - War Machine
- 70 - Gullog's Dream
- 71 - Wharfugee on Fire
- 72 - Zarumag
- 73 - Garden Exfiltration
- 74 - Overkill
- 75 - Moles
- 76 - Pylons
- 77 - Sacrifice
- 78 - Ashes
- 79 - Déjà-rêvé
- 80 - Penumbra
- 81 - Rout
- 82 - Council of Four

Campaign Log

Regions



War Points

Warriors

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42

Mastery

- Battle of the Oceans
- Ironhand Efficiency
- Secrets of the Empire

Strategists

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42

Mastery

- Politics & Organizations
- Relic Hunting
- Religions & History

Diplomats

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42

Mastery

- Gullog's Secrets
- Kemet Rumors
- Prestige with Peoples

Spies

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42

Mastery

- Kalistessenâmun
- Penumbral Plane
- Undead Fight

Campaign Log

Fact Log

- [ ] A Satisfied Lich
- [ ] Allies in the Forests
- [ ] Baraelmer's Mission
- [ ] Barbarian peoples remain hostile
- [ ] Boneheart and its Army Sunk
- [ ] Brainwashed and brain dead
- [ ] Cities are Safer, for now...
- [ ] Collapsed Tunnels
- [ ] Colossal opposition
- [ ] Colossal Weapon
- [ ] Dark Church, Kemet monsters
- [ ] Dillsgar acts free; the Ironhand is corrupt
- [ ] Dim Light
- [ ] Dorsian Forge: rebuilt
- [ ] Draconic Ritual is not performed
- [ ] Dwarven Heirloom
- [ ] Dwarven Secrets
- [ ] Dwarven treasures remain lost
- [ ] Endless Darkness
- [ ] Enhanced, Toxic Undead
- [ ] Falling at the last dark hurdle
- [ ] Final Preparations
- [ ] First Blood (the Resistance's)
- [ ] Flooded Tunnels
- [ ] Forsaken
- [ ] Fostering a Dragon
- [ ] Giant Slayer
- [ ] Huradrin is in the dark
- [ ] Huradrin's Redemption
- [ ] Imperial Traitor
- [ ] Incomplete Hunt
- [ ] Ironhand Exposed
- [ ] Irrecoverable Dwarven Glory
- [ ] Kemet and Third Eye are allies
- [ ] Kemet enslaving on the west coast
- [ ] Kemet Prophecies
- [ ] Kolbjörn plans: unimpeded
- [ ] Lighthouse down, Central Sea lost
- [ ] Lighthouse is Guarding the Sea
- [ ] Orcs rebelling against Ironhand
- [ ] Portal-less
- [ ] Prophecy ignorance
- [ ] Psychosurgery reversion
- [ ] Red Mother has the Lava Axe
- [ ] Relic Hunters
- [ ] Relic lost; the outbreak is a mystery
- [ ] Safer Roads
- [ ] Secret Rituals
- [ ] Secrets of the Kemet Past and Future
- [ ] Shallow digging into the Empire
- [ ] She is a Good Giant Golem
- [ ] Shortfall ignorance
- [ ] Spreading the Disease
- [ ] Super-portal opened
- [ ] Strong kemet presence on the Seas
- [ ] Talessa's Acquaintances
- [ ] Tameranium and foresight for the Kemet
- [ ] The Bridge is lost
- [ ] The Draconic Ritual is Complete
- [ ] The Eldritch Orb
- [ ] The Full Force of the Ironhand
- [ ] The Glory of the Empire
- [ ] The Golden Orb of Greed
- [ ] The Ironhand is stranded
- [ ] The Kemet retrieve their treasures
- [ ] The Lich's Skull
- [ ] The Revenants
- [ ] The Undead Plague is Contained
- [ ] Third Eye has Elder Papers
- [ ] Traps in the penumbra
- [ ] Twisted Nature
- [ ] Vandanamalika Down!
- [ ] Wharfers Saved
- [ ] Wharfugee is wrecked
- [ ] Wounded Worm
- [ ] Yamanoma stampeded from the War
- [ ] You have the War Machine
- [ ] You made a Pact with the Arachne
- [ ] Yrizard is dead
- [ ] 93-Ardilog

Puzzles

I 1 2 3 4 5 6

II 7 8 9 10 11 12

III 13 14 15 16 17 18

IV 19 20 21 22 23 24

V 25 26 27 28 29 30

VI 31 32 33 34 35 36

Player Notes

