

ACHIEVEMENT	DATE
★ <i>Perfect</i> - Win a shutout game (opponent scores (0 ★))	_____
★ <i>Nail Biter</i> - Win a game with your opponent only needing one more Honor to win	_____
★ <i>Treasured Memories</i> - Use 7 or more Treasure tokens in a game	_____
★ <i>Super Team</i> - Add 3 or more Center Row Champions to your Roster in a game	_____
★ <i>Master Drafter</i> - Win a draft game	_____
★ <i>Spawn camper</i> - Defeat an enemy Champion that is within 3 hexes of its Spawn Portal	_____
★ <i>Fast and Furious</i> - Win a game with Champions that only cost (2 ) or less to command	_____
★ <i>Large and in Charge</i> - Win a game with Champions that only cost (3 ) or more to command	_____
★ <i>Rise of the Cultist</i> - Score multiple Honor Shrines in the same turn with Cultists	_____
★ <i>Cultist maniac</i> - Defeat multiple enemy Champions in the same turn with Cultists	_____
★ <i>Rapid Fire</i> - Use one Champion to attack three or more different enemy Champions in the same turn	_____
★ <i>Catch 'em all</i> - Use one Champion to defeat each enemy Champion in the course of the game	_____
★ <i>Purist</i> - Win a game having never deployed a cultist	_____



BATTLE OF THE THREE SHRINES

PAGE 4

ACHIEVEMENT

DATE

- ★ Score all three Shrines in a round
- ★ Win a game as the only player to score the center Shrine
- ★ Use forests to block the enemy's entry to the center Shrine

THE WAR LOCKS

PAGE 6

ACHIEVEMENT

DATE

- ★ Control all four Beacons at the same time
- ★ Win a game as the only player to score either side Shrine

INTO THE VOID

PAGE 8

ACHIEVEMENT

DATE

- ★ Replace both Inactive Portals in the same game
- ★ Reach the center Shrine with a Champion on its deployment Command

THE STONE CIRCLE

PAGE 10

ACHIEVEMENT

DATE

★ Control all six Beacons at the same time

★ Win a game as the only player to score the center Shrine

CULTLOSSUS!

PAGE 12

ACHIEVEMENT

DATE

★ Win a game without using the Cultlossus

★ Win a game by only damaging the enemy Citadel Beacon with the Cultlossus

STEALING FIRE

PAGE 14

ACHIEVEMENT

DATE

★ Win a game with your opponent at (0 ★)

★ Win a game on a turn that you started with (0 ★)



THE FIRES OF INDUSTRY

PAGE 16

ACHIEVEMENT

DATE

★ Win a game as the Blue team, keeping your opponent to under (25 ★)

★ Win a game as the Yellow team, keeping the Wrecklamax 5 or more Hexes away from the Honor Shrine

THE FORTRESS

PAGE 18

ACHIEVEMENT

DATE

★ Win a game as the Blue team before the Yellow team scores (6 ★)

★ Win a game as the Yellow team having collected 7 Treasures or more from the board

FRESH BLOOD FOR OLD GODS

PAGE 20

ACHIEVEMENT

DATE

★ Win a game in a game where you score the center Shrine two turns in a row

★ Score all four Shrines on the same turn

ZIGGURAT OF ERABUS

PAGE 22

ACHIEVEMENT

DATE

★ Score the central Shrine two turns in a row

★ Score the three outer Shrines in the same game

NEVER MEET YOUR IDOL

PAGE 24

ACHIEVEMENT

DATE

★ Reach the center Shrine with a Champion on its deployment Command

★ Control all five Shrines in the same game

ZIGGURAT OF KYTHIS

PAGE 26

ACHIEVEMENT

DATE

★ Score the central Shrine two turns in a row

★ Score each of the four outer Shrines in the same game



ACHIEVEMENT	DATE
★ Finish the Enlightened Campaign	<hr/>
★ Finish the Lifebound Campaign	<hr/>
★ Finish the Mechana Campaign	<hr/>
★ Finish the Void Campaign	<hr/>
★ Finish a co-op Campaign	<hr/>
★ Finish an entire Campaign without letting the Villains win a single game	<hr/>
★ Shutout the Villain team in any of the Act II Scenarios (Villain team scores 0 ★)	<hr/>
★ Shutout the Villain team in any of the Act III Scenarios	<hr/>
★ Win a game after Boss reaches the final Scheme card threshold	<hr/>
★ Win before Boss reaches the first Scheme card threshold	<hr/>