General

Got what it takes

- ○ Win the game.
- ○ Win the game at least 5 times.
- ○ Win the game at least 10 times.

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Adventuring

- ○ Win the game on heavy planning variant.
- ○ Rob merchants 5 times.

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- ○ Find the lost necklace.

Loot hunt

- ○ Find and gain 3 of the listed epic items.
- ○ Find and gain 6 of the listed epic items.
- ○ Find and gain all of the listed epic items.

  - □ Curseblade
  - □ Darker dagger of massacre
  - □ Demoning charm of impending doom
  - □ Forcewand of exploding heads
  - □ Massive horn of courage
  - □ Quickarrow quickbow
  - □ Quicksword
  - □ Ring of massive crits
  - □ Rubber band of surprise
  - □ Wand of blow everything up

Exploration

- ○ Fully explore 6 different areas during one game.
- ○ During one game, draw no more than 8 perils.
- ○ Travel to each of the listed areas.

  - □ Abandoned mine
  - □ Ancient vault
  - □ Cursed swamp
  - □ Dark forest
  - □ Doomrock
  - □ Dwarven keep
  - □ Item shop
  - □ Mage's tower
  - □ Mercenary camp
  - □ Monster's den
  - □ Mushroom hills
  - □ Ruined watchtower
  - □ The witch's hut
  - □ Thick forest
  - □ Underground passage
  - □ Unexpected desert

Class

Tank and spank

(Warrior only)

- ○ Take 7 damage during a single round, after using "Tank".
- ○ Defeat two enemies during a single round.
- ○ Gain "Battle shout", "Taunt" or "Brutality" ability.

Holy smack

(Paladin only)

- ○ Heal 3 HP using a single healing ability.
- ○ Gain an aura ability.
- ○ Deal 9 damage with a single holy smite.

Favorite terrain: Doomrock

(Ranger only)

- ○ Dodge twice during a single round.
- ○ Defeat two enemies during a single round.
- ○ Take no damage to your HP during a single battle.

Path of McStabber

(Rogue only)

- ○ Defeat 3 enemies during a single round.
- ○ Use a maneuver then defeat an enemy during initiative.
- ○ Gain a poison ability.

Lasers of doom

(Mage only)

- ○ Turn two one results into sixes during a single round.
- ○ Defeat an enemy in initiative.
- ○ During a single game, lear two magic abilities.

Impending doom

(Witch only)

- ○ Use Hex to clear expose markers from two heroes during single round.
- ○ Consume 9 markers during a single attack, using Harvest.
- ○ Durin a single game, learn two exposing abilities.

Encounter

Exploding Tomatoes

- ○ Win the battle.
- ○ Kill a tomato by exploding another tomato.
- ○ Win with no hero taking damage from explosions.

Beasts of doom

- ○ Win the battle.
- ○ Defeat a full HP beast with a single attack.
- ○ Push a beast 3 times during a single round.

Zombie horde

- ○ Win the battle.
- ○ Get tripped by a zombie with at least 2 other adjacent zombies.
- ○ Defeat 90 zombies.

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Wraith of doom

- ○ Win the battle.
- ○ Win the battle at exactly 3 enrage value.
- ○ Defeat 5 Whisps with a single attack.

Goblin shaman party

- ○ Win the battle.
- ○ Defeat the shaman while there are no goblins in play.
- ○ Defeat the goblin champion.

Shadow reapers

- ○ Win the battle.
- ○ Win the battle, while defeating at least 2 reapers each round.
- ○ Defeat a full HP reaper with a single attack.

The dragon

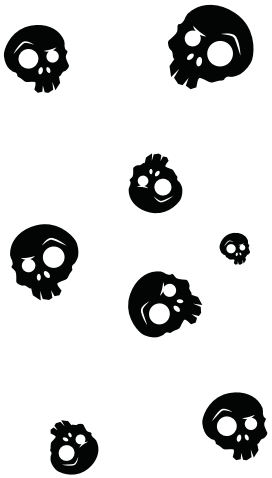
- ○ Win the battle.
- ○ Win the battle without letting the dragon use "Impact" action.
- ○ Don't damage the dragon before defeating all minions.

Evilmancer Hycorax

- ○ Win the battle.
- ○ Reduce Hycorax's HP with the curse of exploding heads.
- ○ Reduce Hycorax's HP with the curse of mass suicide.

Tentacle monster

- ○ Win the battle.
- ○ Win this battle after a hero is consumed by the Monster.
- ○ Win the battle after a round in which all heroes at the same time were adjacent to the tentacle monster.



Class

Battle awesomeness

- ○ Gain 6 heroism during one round.
- ○ Defeat a boss character, dealing 6 more damage than necessary.
- ○ Deal 18 damage with a single ability activation.

Battle tragedyness

- ○ Reveal all blank results after attacking an enemy with at least 4 expose markers.
- ○ Finish a roll phase with no dice results that you may assign to cards.
- ○ Get obliterated by dragon's breath.

Hardcore mode

- ○ Win the game with no heroes being defeated.
- ○ Win a battle while starting with at least 5 expose markers on each hero.
- ○ Win a battle while starting with zero shields and heroism on each hero.

YOUR BIG REWARD

For each achievement you complete, mark one of the circles! Fill all of them!
Be the winner and claim your ultimate reward (which is this lousy drawn image)!

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WINNER IS YOU