### The Valley of Death Campaign
- Complete Chapter 1 (3PP/all)
- Complete Chapter 2 (3PP/all)
- Complete Chapter 3 (4PP/all)
- Complete Chapter 4 (5PP/all)

### The Child of Light Campaign
#### Chapter 1
- Obtain the Llama Path story marker (SPP/all)
- Obtain the Heart Path story marker (SPP/all)
- Obtain the Skull Path story marker (SPP/all)

#### Chapter 2
- Complete the Llama Path (5PP/all)
- Complete the Heart Path (5PP/all)
- Complete the Skull Path (5PP/all)

### Valley of Death
- Llama Llama Sip Sip: Show some respect by resting (1PP/all)
- Llama Llama Sip Sip: Ride a llama (1PP/all)
- Goblin Grotto: Steals at least 1 item without being caught (1PP)
- Goblin Grotto: Steal 5 or more items without getting caught (5PP)
- Hank the Hunter: Hire Hank (1PP/all)
- Hank the Hunter: Use Hank in a duel (1PP/all)
- Vault of the Bandit King: Successfully complete each phase (5PP)
- The King's Altar: Steal 1 ritual item (2PP)
- The King's Altar: Steal 2 or more ritual items (3PP)
- Valley Haven: Trade with Beardy (1PP)
- Al's Magic Market: Trade with any of the merchants (1PP)
- The Lone Titan: Trade for a secret (3PP/all)
- Bounty: Complete Chupa Trouble (5PP/all)
- Bounty: Complete Snot Nosed Nationalists (5PP/all)
- Bounty: Complete The Beast of Caerbannog (7PP/all)
- Bounty: E.T. Go Bye-bye (2PP/all)

### Red River
- Gobo the Bored: Entertain Gobo (2PP)
- The Point of No Return: Visit The Point of No Return (2PP/all)
- River Rescue: Choose to help (2PP/all)
- Miss Porty: Have Miss Porty teleport you (2PP/all)
- Red Maidens: Resist the maidens (2PP)
- Billy Bob John John: Trade with Billy Bob John John (2PP)
- Bounty: Thingamabodies (6PP/all)
- Bounty: The River Baron (6PP/all)
- Bounty: I Got Wurms (6PP/all)
- Bounty: Eradicate the Everwolfl (3PP/all)

### The Gates of Hell
- Keeper of the Path: Take the test without being defeated (2PP)
- Transmogger Well: Use the Transmogger Well (2PP)
- Heart of the Wall: Interact with Heart of the Wall (2PP)
- Steep Trail: climb up without falling (2PP)
- Nude Snooze: Sneak by without making 4 noises (2PP)

### The Northern Outskirts
- Jane's Outpost: Buy information about the area and/or sightings (2PP)
- The Warning Wall: Choose to bury someone (2PP)
- Newcomers: Help or kill some newcomers (2PP/all)
- Execution: Interrupt an execution without being defeated (2PP/all)
- Starving: Ignore, feed or end the struggling survivor (1PP/all)
- Buried Alive: Choose to help (2PP/all)
- Bounty: The Border Butchers (6PP/all)
- Bounty: Colossus (10PP/all)

### The Down Under
- Dragon's Lair: Reach the loot phase (4PP)
- Underwater Passage: Make it to the other side without drowning (2PP)
- The Reaper's Way: Make it to the other side without falling (2PP)
- Dark Door: Find the Dark Door and enter (2PP)
- Spider Nest: Successfully escape (2PP)
- Bounty: Bring It On (4PP)

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"PP/all" means that the listed progress points for that achievement will be given to all players present in the game session.
The Great Deep

- The North Chamber: Enter (2PP)
- The East Chamber: Enter (2PP)
- The South Chamber: Enter (2PP)
- The West Chamber: Enter (2PP)
- The Central Chamber: Reach Phase 8 (10PP)

Creatures

- Defeat “Peyote Scorpion” (2PP/all)
- Defeat “Specter” (2PP/all)
- Defeat “Jackalope” (2PP/all)
- Defeat “Chupacabra” (2PP/all)
- Defeat “Dune Wurm” (2PP/all)
- Defeat “Bandits” (2PP/all)
- Defeat “Magic Mushroom” (2PP/all)
- Defeat “Nude Troll” (2PP/all)
- Defeat “Soul Hunter” (2PP/all)
- Defeat “Angsty Goblins” (2PP/all)
- Defeat “Wisp” (2PP/all)

Items and Miscellaneous

- Collect 3 Pieces of a Treasure Map in a single game session (1PP)
- Collect all 3 Hex Fragments and discard them to gain the Hexillion Blade (2PP/all)
- Open a Legendary Item Chest (2PP/all)
- Obtain the “Daemon Scar” (4PP)
- Obtain the “Llama Head Hat” (1PP/all)
- Obtain the “Dampering Ring” (1PP/all)
- Obtain the “Helm of the Undying” (1PP/all)
- Obtain the “Hellsmouth Pauldron” (1PP/all)
- Obtain the “Nanny Sprite” (1PP/all)
- Obtain the “Potis Stone” (1PP/all)
- Obtain the “Enchanted Skull Cage” (1PP/all)
- Obtain the “Warlight Gauntlet” (1PP/all)

Events

- Resolve “Bloody Caravan” (1PP/all)
- Resolve “Hard Times” (1PP/all)
- Resolve “Chilled” (1PP/all)
- Resolve “Visions and Visitations” (1PP/all)
- Resolve “Dark Waters” (1PP/all)
- Resolve “Soul River” (1PP/all)
- Resolve “Storm’s a Brewin’” (1PP/all)
- Resolve “Meteor Shower” (1PP/all)
- Resolve “Sandstorm” (1PP/all)
- Resolve “Death From Above” (1PP/all)
- Resolve “Anomaly” (1PP/all)
- Resolve “Dreamer of Dreams” (1PP/all)
- Resolve “Dreamer of Dreams: Train with Icarus” (2PP)
- Behemoth Be Comin’: Blast it to hell, successfully (2PP/all)
- Highway Robbery: Fight the bandits and win (2PP/all)
- Wasteland: Tough it out (2PP/all)
- Mouthful O’Trouble: Successfully escape (2PP)
- Shadowy Stealers: Scare off the thieves using the elements (2PP)
- Found Money: Successfully open the chest (2PP/all)
- Encampment: Sneak by until you are successfully “safe” (2PP)
- Angelic Encounter: Approach the being of light (2PP)
- Lightning Storm: Power up (2PP)
- A Rare Beast: Successfully hunt the beast (2PP)
- Adoring Fan: Indulge them (2PP)
- Dead Body: Loot it (1PP)
- Fish Out a Water: Successfully rescue it (3PP)
- Inconsolable Taur: Successfully help (3PP)
- Wandering Storyteller: Accept and listen (1PP)
- Milixia the Wishmaker: Choose relocation, wealth, health or power (2PP)

NOTES

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### Signature Spells
- Hush and Foresight (8PP)
- Pandora and Immolate (8PP)
- Pierce and Specter (8PP)
- Resurrect and Unleash (8PP)
- Transmute and Stasis (8PP)
- Paralyze and Equilibrium (8PP)
- Amnesia and Withdrawal (8PP)
- Scourge and Mana Burn (8PP)
- Redirect and Rejuvenate (8PP)
- Barrier and Bloodlust (8PP)
- Exalt and Magnify (8PP)
- Siphon and Evert (8PP)
- Diminish and Alacrity (8PP)
- Nullify and Recall (8PP)*

### Health Points
- Max HP of 6 (4PP)
- Max HP of 7 (4PP)
- Max HP of 8 (4PP)
- Max HP of 9 (4PP)
- Max HP of 10 (4PP)

### Energy Points
- Max EP of 6 (4PP)
- Max EP of 7 (4PP)
- Max EP of 8 (4PP)
- Max EP of 9 (4PP)
- Max EP of 10 (4PP)

### Hand Size
- Max Hand Size of 6 (4PP)
- Max Hand Size of 7 (4PP)
- Max Hand Size of 8 (4PP)
- Max Hand Size of 9 (4PP)
- Max Hand Size of 10 (4PP)

### Stash Size
- Max Stash Size of 4 (4PP)
- Max Stash Size of 5 (4PP)
- Max Stash Size of 6 (4PP)
- Max Stash Size of 7 (4PP)
- Max Stash Size of 8 (4PP)

### Passive Space Size
- Passive Space Size of 2 (4PP)
- Passive Space Size of 3 (4PP)
- Passive Space Size of 4 (4PP)
- Passive Space Size of 5 (4PP)

### Nyunyo Skills
- Charged Chamber (8PP)
- Feline Springboard (8PP)
- Gun Cata (8PP)
- Hammer Time (8PP)
- Nine Lives (8PP)
- Ghost Mark (8PP)
- Showstopper (8PP)
- Spirit Voyeur (8PP)

### “Cute” Kipper Skills
- Alloy Amplifier (8PP)
- Canine Counter (8PP)
- Elemental Alloy (8PP)
- Incessant Barking (8PP)
- Puppy Tum (8PP)
- Puppy Stance (8PP)
- Sword Post (8PP)
- Transmutation Alloy (8PP)

### La Fleur Noir & the Professor Skills
- Vampyre Passive Abilities (8PP)
- A Bloody Friend (8PP)
- Bonne Nuit (8PP)

### Luella & the Gaia Mind Skills
- Supplant (8PP)
- Consume (8PP)
- Triage of Protection (8PP)
- Splinter Spark (8PP)
- Entangling Roots (8PP)
- Ancient Acuity (8PP)
- Arbor Annex (8PP)
- Of Two Minds (8PP)

### Red Skills**
- Trash Panda (8PP)
- Crackerjack (8PP)
- Junk Trap (8PP)
- Spell Trap (8PP)
- Forage Fiend (8PP)
- Salty (8PP)
- Sleuth (8PP)
- Uber Dextrous (8PP)

### Witchcraft Skills**
- Crowmage (8PP)
- Elemental Ward (8PP)
- Premonition (8PP)
- Spellarang (8PP)
- Speedcantation (8PP)
- Spellpuku (8PP)
- Twincantation (8PP)
- Super-Mega-Ultra Magic Missiles (8PP)

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*Requires Grimslingers: Advanced Duels, **Requires Grimslingers: Character Pack