

# MARY'S TRAVEL LOG

## ADVENTURES WON

N°	
1	2
2	2
3	2
4	2
5	2
6	2

Fin. Acc

## BARTER POINTS


## JOURNEY LENGTH

MONTH	ACC.
1	10
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	9
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	7
22	6
23	5
24	4
25	3
26	2
27	1
28	-
29	
30	

Fin. Acc

## DISCOVERIES

	2*	5	8	12	*TALENT
Fauna					Cancel (once only per adventure) all the effects of a Totem card.
Flora					Cancel (once only per adventure) all the effects of a Dangerous Terrain table roll.
Geology					Exchange (once only per adventure) an Action Card you are holding for an Action card you did not choose during this Action phase.
Artefacts					Replace (once only per adventure) a Stress token just drawn, by drawing another one. The Stress token initially drawn is returned to the bag.

Fin. Acc

## CHARACTERS

	Poorly	InAgony	Grievously Wounded	Dead
✗ Mary Kingsley				
✗ Kiva (Kirangozi)				
Joshua Jameson (Reporter)				
Sir Mortimer (Retired Officer)				
Ngouta (Flag Bearer)				
M. Bergamote (Scientist)				
Dr Karlsberg (Doctor)				
Pr Jones (Archaeologist)				
Penalty	-1	-2	-4	-7

Fin. Acc

## KNOWLEDGE

African Customs	2
Bartering	2
Cartography	2
Leadership	2
Pathfinding	2
African Myths	2
Survival	2
Weather Wise	2

Fin. Acc

If you have acquired two domains of Knowledge, Mary replaces her ★ card with her ★★ card.

If you have acquired four domains of Knowledge, Mary replaces her ★★ card with her ★★★ card.

## TOTAL

--

## RECRUITS

Bearers					
---------	--	--	--	--	--

Fin. Acc

## MEDICINAL PLANTS

--	--	--	--	--	--	--	--

Fin. Acc

## HUNTING TROPHIES

Elephant	Hippopotamus	Hyena	Gorilla	Leopard	Lion
1	1	1	1	1	1

Fin. Acc

## THE CLIMB

Number of stages

Fin. Acc



# CONGO

MARY'S TRAVEL LOG

FIRST CONTACT!

Notes

For this adventure

THE SEARCH FOR DEEPER KNOWLEDGE

Notes

For this adventure

AWAITING FOR THE BEL AZUR

Notes

For this adventure

UNKNOWN SPECIES... AND STONE STATUES

Notes

For this adventure

ENCOUNTERS IN HOSTILE LANDS

Notes

For this adventure

THE MOUNTAIN OF THE GODS

Notes

For this adventure



REMINDER ON HOW VICTORY POINTS ARE ACQUIRED FOR EACH ADVENTURE

🎯 Victory Points specific to each adventure.

🎯 For each star of eliminated enemy character, roll 1D8. A success is worth 2 VPs.

🎯 For each Loot token you own, roll 3D6. Each success is worth 1 VP.

🎯 For each auxiliary you have lost, deduct 2 VPs.

# UJUWA'S TRAVEL LOG



# CONGO

## ADVENTURES WON

N°	
1	2
2	2
3	2
4	2
5	2
6	2

Fin. Acc

## SPIRITUAL LINK

RITUAL	ACC.
1	
2	
3	
4	
5	
6	
7	1
8	
9	
10	
11	2
12	
13	
14	3
15	
16	
17	4
18	
19	
20	5
21	
22	6
23	
24	7
25	
26	8
27	
28	9
29	
30	10

Fin. Acc

## DISCOVERIES

	2*	5	8	12	*TALENT
Remains					Cancel (once only per adventure) all the effects of a Totem card.
Magical Plants					Cancel (once only per adventure) all the effects of a Dangerous Terrain table roll.
Sacred Stones					Exchange (once only per adventure) an Action card you are holding for an Action card you did not choose during this Action phase.
Ritual Objects					Replace (once only per adventure) a Stress token just drawn, by drawing another one. The Stress token initially drawn is returned to the bag.

Fin. Acc

## CHARACTERS

		Poorly	In Agony	Grievously Wounded	Dead
×	Ujuwa				
×	M'Otowanfa (Chieftain)				
	Momba (Champion)				
	H'Mago (Pygmy King)				
	Kitunguu (Healer)				
	Kuva (Talking Drum)				
	Komboso (Soothsayer)				
	Jengo (Wise Man)				
Pénalités		-1	-2	-4	-7

Fin. Acc

## KNOWLEDGE

Fetiches	2
Sacrifices	2
Ritual Dance	2
Spirits of Nature	2
Spirits of the Dead	2
Offerings to the Spirits	2
Ensorcellment	2
Conversing with the Ancestors	2

Fin. Acc

If you have acquired two domains of Knowledge, Ujuwa replaces his ★ card with his ★★ card.  
 If you have acquired four domains of Knowledge, Ujuwa replaces his ★★ card with his ★★★ card.

## RECRUITS

Sacred Warriors				

## MEDICINAL PLANTS

--	--	--	--	--	--	--	--	--

Fin. Acc

## HUNTING TROPHIES

Elephant	Hippopotamus	Hyena	Gorilla	Leopard	Lion
1	1	1	1	1	1

Fin. Acc

## RITUAL OF AWAKENING

Number of stages

Fin. Acc

## TOTAL

--

UJUWA'S TRAVEL LOG

FIRST CONTACT!

Notes

For this adventure

THE SEARCH FOR DEEPER KNOWLEDGE

Notes

For this adventure

AWAITING FOR THE BEL AZUR

Notes

For this adventure

UNKNOWN SPECIES... AND STONE STATUES

Notes

For this adventure

ENCOUNTERS IN HOSTILE LANDS

Notes

For this adventure

THE MOUNTAIN OF THE GODS

Notes

For this adventure



REMINDER ON HOW VICTORY POINTS ARE ACQUIRED FOR EACH ADVENTURE

🎯 Victory Points specific to each adventure.

🎯 For each star of eliminated enemy character, roll 1D8. A success is worth 2 VPs.

🎯 For each Loot token you own, roll 3D6. Each success is worth 1 VP.

🎯 For each auxiliary you have lost, deduct 2 VPs.