MARY'S TRAVEL LOG

ADVENTURES WON

Ν°	
1	2
2	2
3	2
4	2
5	2
6	2

Fin. Acc

BARTER POINTS







JOURNEY LENGTH

ACC.

MONTH

IVIOIV.	
1	
2	
3	
4	
5	
6	
7	
8	
9	10
10	10
11	
12	
13	
14	
15	
16	
17	
18	
19	9
20	8
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

- 0 0 2-	AIVA O BIVA	Poorly	In Agony	Grieviously 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)				
Pena	alty	-1	-2	-4	-7

Fin. Acc

RECRUITS

MEDICINAL PLANTS

Bear	ers										
		22-1	1-5-2	-	SA SELLE	Fin.	Acc				

HUNTING TROPHIES

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

Fin. Acc

THE CLIMB

Number of stages	
	٦

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

FIRST CONTACT!	THE SEARCH FOR DEEPER KNOWLEDGE	AWAITING FOR THE BEL AZUR
Notes	Notes	Notes
For this adventure	For this adventure	For this adventure
UNKNOWN SPECIES AND STONE STATUES	ENCOUNTERS IN HOSTILE LANDS	THE MOUNTAIN OF THE GODS
Notes	Notes	Notes
For this adventure	For this adventure	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.

701 TRAVEL %.WMMfn

ADVENTURES WON

Ν°	
1	2
2	2
3	2
4	2
5	2
6	2

Fin. Acc

CONGO

SPIRITUAL LINK

ACC.

RITUAL

1	MIIU	IAL	ACC.		
3 4 5 6 7 8 9 10 11 2 12 13 14 3 15 16 17 4 18 19 20 21 21 6 23 7 24 25 26 8 27 9 28 29 10	1				
4	2				
5 6 7 1 8 9 10 11 2 12 13 14 3 15 16 16 17 4 18 19 20 21 20 21 22 23 7 24 25 28 26 27 28 29 10	3				
6	4				
7 8 9 1 1 9 10 11 2 12 13 14 3 15 16 16 17 4 18 19 20 21 22 23 7 24 25 8 26 27 28 29 10	5				
8 1 9 10 11 2 12 13 14 3 15 4 18 19 20 21 21 6 22 7 24 7 25 8 27 9 28 29 10	6				
8 9 10 11 12 13 14 15 16 17 4 18 19 20 21 22 23 24 25 26 27 28 29 10	7		,		
10	8				
11 2 12 3 13 3 14 3 15 4 16 4 17 4 18 9 20 5 21 6 23 7 24 7 25 8 26 27 28 9 29 10	9				
12	10				
13	11		2		
14 3 15 4 16 4 17 4 18 9 20 5 21 6 22 6 23 7 24 7 25 8 26 8 27 9 28 9 29 10	12				
15	13				
16	14		3		
17 4 18 5 19 5 20 6 21 6 22 7 24 8 26 27 28 9	15				
18 5 19 5 20 6 21 6 22 7 24 7 25 8 26 8 27 9 28 9 29 10	16				
19 5 20 6 21 6 22 7 24 8 26 27 28 9 29 10	17		4		
20 5 21 6 22 7 24 25 8 26 27 9 28 29 10	18				
20 21 22 6 23 7 24 25 26 27 28 29	19		E		
22 6 23 7 24 25 8 26 27 9 28 29 10	20		5		
22 23 24 25 26 27 28 29	21		6		
24 7 25 8 26 27 9 28 29	22		U		
24 8 8 8 9 29 10	23		7		
26 8 27 9 28 29	24				
26 27 28 29	25		٥		
29 10	26		0		
29	27		0		
	28		9		
30	29		10		
	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	Grieviously Wounded	Dead
X	Ujuwa				
×	M'Otowanfa (Chieftain)				
	Momba (Champion)				
	H'Mago (Pygmy King)				
	Kitunguu (Healer)				
	Kuva (Talking Drum)				
	Komboso (Soothsayer)				
	Jengo (Wise Man)				
Péna	lités	-1	-2	-4	-7

Fin. Acc

RECRU	ITS		1
Sacred Wa	rriors	3	
HUNTI	NG	TROP	HI
Elephant	Hipp	onotamus	Ήτ

MEDICINAL PLANTS

cred	War	riors								
								100		
			FIRST.		Fin. I	Acc				

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

Fin. Acc

RITUAL OF AWAKENING

Number of stages

Fin. Acc

KNOWLEDGE

	Fetiches	2
	Sacrifices	જ
	Ritual Dance	2
	Spirits of Nature	2
2011	Spirits of the Dead	2
	Offerings to the Spirits	2
P. S. Carlot	Ensorcellment	2
1500	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.

IOIAL	

FIRST CONTACT!		THE SEARCH FOR DEEPER KNOWLEDGE	AWAITING FOR THE BEL AZUR
Notes		Notes	Notes
For this adventure		For this adventure	For this adventure
UNKNOWN SPECIES AND STONE STATUES	l	ENCOUNTERS IN HOSTILE LANDS	THE MOUNTAIN OF THE GODS
Notes		Notes	Notes
For this adventure		For this adventure	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.