CAMPAIGN SHEET (SIDE A)

	1st	2nd	3rd	*4th*	*5th*	*6th*	*7th*	*8th*	*9th*
Floor Score									
Defeats (-3/defeat)									

Party Name	Difficulty	XP

Player 1			Player 2		
Crawler			Crawler		
Race			Race		
Class			Class		
Starting Health	Starting Mana	Starting Gold	Starting Health	Starting Mana	Starting Gold

Record your deck list and update it after each session. If you eliminate a card, cross it out. If you upgrade a card, write the name of the upgrade next to it. If you add a card, write its name in one of the blanks.

	Player 1 — Deck List		Player 2 — Deck List
	Strike		*Strike*
	Strike		*Strike*
	Strike		*Strike*
	Strike		*Strike*
	Strike		*Strike*
	Strike		*Strike*
	New Achievement!		*New Achievement!*
	Rest		*Rest*
	Character Card A		*Character Card A*
	Character Card B		*Character Card B*
	Character Card C		*Character Card C*
	???		*???*
	???		*???*
	???		*???*
Signature Card (level 1):		Signature Card (level 1):	
Signature Card (level 2):		Signature Card (level 2):	

CAMPAIGN SHEET (SIDE B)

After completing a floor, you may spend XP to purchase benefits. Most benefits can only be purchased once or twice by each player.
Track this by filling one circle in the chart below with each purchase.

XP Cost	Purchases Available		Benefit Effect
5	P1: ○	P2: ○	Permanently ⧓ one of your Starting (level 0) cards.
4	P1: ○	P2: ○	Master a Card: Keep a Level 1 Card in your deck - record it on your party sheet. Do not keep any upgrades on it.
8	P1: ○	P2: ○	Master a Card: Keep a Level 2 Card in your deck - record it on your party sheet. Do not keep any upgrades on it.
5	P1: ○○	P2: ○○	Add a checkmark to your deck list next to any card. Before you draw your starting hand for each game, add that card to your hand, then shuffle your deck and draw the rest of your starting hand.
X+1	Unlimited	Unlimited	Choose an upgrade on a *Strike / New Achievement! / Rest* card in your deck to keep permanently. "X" is equal to the ▽ cost of that upgrade.
X+3	Unlimited	Unlimited	Choose an upgrade on a character card or mastered card in your deck to keep permanently. "X" is equal to the ▽ cost of that upgrade.

ACHIEVEMENTS

Record your completed achievements here. Each achievement can only be completed once.
Add the XP for an achievement to your campaign score when you complete it.

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