











Achievements - Earth & Water

Cross out the boxes in pencil as you complete these achievements. For the Hero Achievements, write down numbers in the boxes as a count towards completing the achievement. Once that number reaches the achievement amount, remove it and replace it with a cross.




EQUIPMENT - Equip all the loot items to a single hero

- Tanking Armour**
Chain Mail, Dragon Helm, Loaded Rifle.
- Agile Armour**
Explorer's Chestguard, Crooked Bow, Spyglass.
- Dark Mage**
Travellers Vest, Chaos Wand, Shadow Stone.
- Light Mage**
Sorcerer's Hat, Bright Staff, Lantern.
- Heavy Questing Armour**
Warlord's Sword, Aldrich's Shield, Gold Plated Greaves.
- Light Questing Armour**
Enlightened Staff, Pinecone Elixir, Mage Boots.




HERO - Individual hero achievements

- Assassin**
Evade 50 attacks. 
- Bard**
Sing to 100 enemies. 
- Blood Mage**
Sacrifice 50 Blood Demons. 
- Dragon Knight**
Summon 30 Baby Dragons. 
- Druid**
Taunt in Bear form, 30 times. 
- Engineer**
Create 200 Gadgets. 
- Scholar**
Study 200 times. 
- Shaman**
Flame Blast 50 enemies. 
- Warrior**
Charge at 50 enemies. 
- Witch Doctor**
Summon a Zombie Cat, 30 times. 



EARTH SCENARIO

- Defeat the scenario with an Engineer. Playing with the Elemental Table. 
- Defeat the Acidic Hydra in the Dense Forest. Using the Dense Forest event card. 
- Cast an elemental spell in the Mountain Pass to calm the winds. Action card. 



WATER SCENARIO

- Defeat the scenario with a Dragon Knight. Playing with the Elemental Table. 
- Explore the Ancient Temple and visit the Auction House at the Trading Harbour 
- Find a wounded Witch Doctor and heal him. 

ALL SCENARIO'S

- Defeat the Earth or Water scenario's with every hero at least once. 
- Complete all Quest Cards with the same hero. 

ARENA

- Win an Arena battle on any mode in less than 5 rounds. 
- Defeat an enemy after gaining more HP than your HP stat. 

PROTECTOR OF THE SHIRE

- Complete all of the listed Earth & Water achievements. 

Achievements - Fire & Ice

Cross out the boxes in pencil as you complete these achievements. For the Hero Achievements, write down numbers in the boxes as a count towards completing the achievement. Once that number reaches the achievement amount, remove it and replace it with a cross.




EQUIPMENT - Equip all the loot items to a single hero

- Explorer Set**
Explorer's Chestguard, Explorer's Top Hat, Explorer Daggers.
- Gladiator Set**
Gladiator Mail, Gladiator's Helm, Gladiator Mace.
- Jungle Set**
Jungle Robes, Jungle Headdress, Jungle Staff.
- Wisdom Set**
Robes of Wisdom, Wisdom Hood, Staff of Wisdom.
- Dragon Armour**
Dragonscale Armour, Dragon Helm, Old Battle Axe.
- Scouting Armour**
Travellers Vest, Miners Helmet, Loaded Rifle.




HERO - Individual hero achievements

- Alchemist**
Forge in 1 turn, 30 times. 
- Berserker**
Immobilise enemy 100 spells. 
- Cleric**
Revive 30 allies. 
- Huntress**
Feed your pets, 50 times. 
- Illusionist**
Freeze 50 enemies. 
- Musketeer**
Use your ability Reload 200 times. 
- Paladin**
Cast Purify The Sick, 50 times. 
- Runesmith**
Cast Brotherhood, 50 times. 
- War Drummer**
Summon a Mercenary, 30 times. 
- Warlock**
Restore the Dead, 100 times. 



FIRE SCENARIO

- Defeat the scenario with an Illusionist. Playing with the Elemental Table. 
- Defeat Striker, Fling, Napalm & Cinder. Elite Trash Mobs. 
- Find 10 allies. Action Card outcomes. 



ICE SCENARIO

- Defeat the scenario with a Cleric. Playing with the Elemental Table. 
- Defeat 3 Spider Hatchlings with a level 12 hero. 
- Defeat the Snow Giant in a Blizzard. Using the Blizzard event card. 

ALL SCENARIO'S

- Defeat a scenario without using a CD:5 or CD:6 spell. 
- Buy 10 legendary Loot Items from the Wandering Merchant. 

ARENA

- Play an Arena battle with Ally Cards and Save Game Heroes. 
- Deal 20 DMG or more to an enemy after they have defended the attack. 

PROTECTOR OF THE SHIRE

- Complete all of the listed Fire & Ice achievements. 