

# JOURNEY SHEET

Regions Travelled		Endgame Track
<input type="checkbox"/>	The Silent Gates	3 _____
<input type="checkbox"/>	_____	4 _____
<input type="checkbox"/>	_____	5 _____
<input type="checkbox"/>	_____	6 _____
<input type="checkbox"/>	_____	7 _____
<input type="checkbox"/>	_____	8 _____
<input type="checkbox"/>	_____	9 _____
<input type="checkbox"/>	_____	10 _____
<input type="checkbox"/>	_____	11 _____
<input type="checkbox"/>	_____	12 _____
<input type="checkbox"/>	_____	13 _____
<input type="checkbox"/>	_____	14 _____
<input type="checkbox"/>	_____	15 _____
<input type="checkbox"/>	_____	16 _____
<input type="checkbox"/>	_____	17 _____
<input type="checkbox"/>	_____	18 _____

## The Hunt

1	2	3	4	5	6 Struggle
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### The Hunt: Rules Summary

- +1 to the Track every time an Issue is resolved from Region #11 onward
- When filling the 6<sup>th</sup> space of the Hunt, reset the track to 0, start martial Hunt Struggle, as per Region it started in.
- Should the Hunt Struggle end with the final character being consumed, becoming the Emissary or the party losing with all characters already consumed, go to Ending V (page 275) instead.