

TITLE	DESCRIPTION	DEMON NAME	PROGRESS
Regent Slayer	Slay two different enemy Leaders over any number of games	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Destroyer	Slay five enemy demons in a single game	_____	<input type="radio"/>
Backstabber	Slay three friendly models in a single game	_____	<input type="radio"/>
Unstable Steps	Die to terrain	_____	<input type="radio"/>
End of Faith	Slay two different Devout demons over any number of games	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Survior	End the game alive three games in a row	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Usurper	Non-Leader slays friendly Leader twice over any number of games	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
First to Fall	First friendly demon slain by enemy demons twice over any number of games	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Pacifist	Deal zero damage in two consecutive games	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Soul Stealer	Slay at least three enemy demons who have been reduced to 2 Life or less by any other demon in a single game	_____	<input type="radio"/>
Covetous	Possess one Relic and at least three Essences	_____	<input type="radio"/>
Maladroit	End the game dead three games in a row	_____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>