Campaign Log: Night of the Zealot INVESTIGATORS PLAYER NAME PLAYER NAME PLAYER NAME PLAYER NAME INVESTIGATOR INVESTIGATOR INVESTIGATOR INVESTIGATOR UNSPENT EXPERIENCE UNSPENT EXPERIENCE UNSPENT EXPERIENCE UNSPENT EXPERIENCE (Mental) TRAUMA (Physical) TRAUMA (Physical) (Mental) TRAUMA (Physical) (Mental) TRAUMA (Physical) (Mental) EARNED STORY ASSETS/WEAKNESSES EARNED STORY ASSETS/WEAKNESSES EARNED STORY ASSETS/WEAKNESSES EARNED STORY ASSETS/WEAKNESSES Campaign Notes Scenarios The Gathering The Midnight Masks The Devourer Below Cultists We Interrogated KILLED AND INSANE INVESTIGATORS Cultists Who Got Away

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