

NAME

SKILLS

TURN REFERENCE

WOUNDS

DEATH TALLY



CAPE OBJECTIVES

SIDE QUESTS COMPLETED

- Reach level 8 in any skill.
- Reach level 3 in eight skills.
- Have 15 coins.
- Have one of each of the 12 resources.
- Complete 4 side quests.

- 3 When this adventurer completes a side quest, they gain one XP in a skill of their choice.
- 5 This adventurer can suffer one additional wound before dying.
- 8 This adventurer can teleport without discarding a GP.
- 12 This adventurer can equip one additional equipment card during a boss fight, of a type of their choice.

RESOURCES

GP



MELEE



RANGED



MAGIC



DEFENCE



THIEVING



GATHERING



CRAFTING



COOKING



- 1 Move or Teleport
- 2 Action or Explore
- 3 Bonus Action

Reminder: If an adventurer ends their turn in a capital region, they must advance the escalation track +1.

Reminder: While an adventurer is in a capital, they may place any number of components from their inventory into the clan bank. They may also take any number of components from the clan bank and add them to their inventory.

EXPLORING A PROVINCE

- You must draw an exploration card and resolve the section that corresponds with the region you are in.
- You may forage or skill, depending on which icon the region shows.

EXPLORING A CAPITAL

- You may gain one XP in each different skill shown by discarding the corresponding number of GP.
- You may forage.

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