#### NAME

#### SKILLS

#### TURN REFERENCE

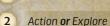
Move or Teleport

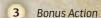












Reminder: If an adventurer ends their turn in a capital region, they must advance the escalation track +1.

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

#### WOUNDS



**CAPE OBJECTIVES** 

Have 15 coins.

Reach level 8 in any skill.

Complete 4 side quests.

Reach level 3 in eight skills.

Have one of each of the 12 resources.

### **DEATH TALLY**



#### **SIDE QUESTS COMPLETED**



MAGIC

RANGED







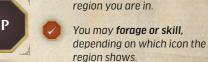




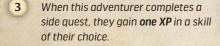


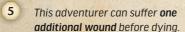




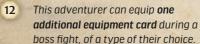


#### **RESOURCES**





#### This adventurer can teleport without discarding a GP.



# CRAFTING

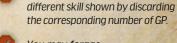


THIEVING



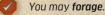






**EXPLORING A CAPITAL** 

You may gain one XP in each



GP







## RUNESCAPE® KINGDOMS SHADOW OF ELVARG