Player Name:		Player Name:		Player Name:	
Clan: High Tower (low status) □ Turning Wheel (high status) □		Clan: High Tower (low status) □ Turning Wheel (high status) □		Clan: High Tower (low status) □ Turning Wheel (high status) □	
Deity:		Deity:		Deity:	
Stability: Hnalla □ Thumis □ Avanthe □ Karakan □ Belkhanu □	Change: Hru'u Sarku Dlamelish Vimuhla Ksarul	Stability: Hnalla Thumis Avanthe Karakan Belkhanu Rumble	Change: Hru'u □ Sarku □ Dlamelish □ Vimuhla □ Ksarul □	Stability: Hnalla Thumis Avanthe Karakan Belkhanu Rumble	Contest:
Rumble Contest:		Rumble Contest:		Rumble Contest:	
Quirgals: (10 at start)		Quirgals: (10 at start)		Quirgals: (10 at start)	
Player Name:		Player Name:		Player Name:	
		riayer Name:		riayer Name:	
High Tower (lo	an: ow status) (high status)	C l High Tower (le	l an: ow status) 🔲 (high status) 🗆	C High Tower (l	lan: ow status) □ l (high status) □
High Tower (lo Turning Wheel	ow status) 🔲	C l High Tower (le Turning Wheel	ow status) 🔲	High Tower (l Turning Whee	ow status)