



## THE RULEBOOK





# TABLE OF CONTENTS

|                                           |           |
|-------------------------------------------|-----------|
| <b>INTRODUCTION .....</b>                 | <b>3</b>  |
| <b>HOW TO WIN .....</b>                   | <b>3</b>  |
| <b>GAME SETUP .....</b>                   | <b>4</b>  |
| <b>Quick Setup Guide .....</b>            | <b>4</b>  |
| <b>Setup Instructions .....</b>           | <b>4</b>  |
| <b>PLAYING THE GAME .....</b>             | <b>8</b>  |
| <b>Quick-Start Guide .....</b>            | <b>8</b>  |
| <b>Player Turn .....</b>                  | <b>8</b>  |
| Player Movement.....                      | 8         |
| Player Actions.....                       | 9         |
| ⚓ <i>Go On An Adventure</i> .....         | 9         |
| ⚓ <i>Take A Port Action</i> .....         | 9         |
| ⚓ <i>Declare A Challenge</i> .....        | 11        |
| <b>Faction Turn .....</b>                 | <b>13</b> |
| <b>Win The Game!.....</b>                 | <b>15</b> |
| <b>FIRST GAME: SETUP &amp; TIPS .....</b> | <b>15</b> |
| <b>CHALLENGE EXAMPLE.....</b>             | <b>18</b> |
| <b>FACTION GUIDES .....</b>               | <b>20</b> |
| <b>Base Game Factions .....</b>           | <b>20</b> |
| Spanish Armada .....                      | 20        |
| Atlantean Usurpers.....                   | 20        |
| British Empire .....                      | 21        |
| Children Of Tlaloc.....                   | 23        |
| Dread Tide .....                          | 24        |
| <b>Expansion Game Factions .....</b>      | <b>25</b> |
| Aztecs .....                              | 25        |
| Ordo Nocturnus.....                       | 26        |
| Sea Coven.....                            | 27        |
| Sentinels Of Mukul .....                  | 28        |
| Skystalkers .....                         | 29        |
| <b>BASE GAME CONTENTS .....</b>           | <b>30</b> |
| <b>EXPANSION GAME CONTENTS .....</b>      | <b>31</b> |

## Game Design

Michael Kindt Dalzen, Ryan Schapals,  
Jordan Weisman, Zachary Weisman

## App Development

Jess Larcombe, Ian Underwood, Jordan Weisman  
The Endless Adventures engine used under license from ZNL, LLC

## Illustration

Ekaterina Chesalova, Ryan Lowe, Alexandra Malygina,  
Jocelyn Millet, Fabio Murino, Michał Salata

## Miniature Design and Sculpts

Davi Cao, Jakub Kacperski, Tsipis Kyriotis, Aragorn Marks,  
Edgar Ramos, Edgar Skomorowski,

## Core Writing Team

Allie Bustion, Marie Brennan, Banana Chan,  
Dominique Dickey, Basheer Ghouse, Will Hindmarch,  
Brandon O'Brien, Pam Punzalan, Nell Raban, Kienna Shaw

## Guest Writing Team

Ella Galang Ampongan, Randall Bills, Orion Black,  
Jim Byrkit, Loren L. Coleman, Tanya DePass, Matt Forbeck,  
John Harper, Elan Lee, Andrew McIntosh, Jason Morningstar,  
Matt O'Brien, Stephen Rhodes, Tyler Sigman, Michael Stackpole,  
James Sutter, Christine Thompson, Monica Valentinelli

## Sensitivity Reading and Cultural Consultation

Brittanie Boe, Chris Furne, James Mendez  
Hodes, Omar Ramadan-Santiago

## Game Development

Michael Kindt Dalzen, Ryan Schapals, Zachary Weisman

## Lead Graphic Designer

Javier P. Beltrán

## Graphic Design

Bridgette Indelicato

## Editor

Sharon Turner Mulvihill

## Special Thanks

Sarah Baynes, Matthew James Butler, Tristan Ishmael,  
Dave McCoy, Tiffany O'Brien, Danny Samuels, Sarah Jo White,  
Autumn Wyborny, and all of our backers!

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Website: [www.guildhallstudios.com](http://www.guildhallstudios.com)

Contact: [info@guildhallstudios.com](mailto:info@guildhallstudios.com)

# SEA OF LEGENDS



Ahoy, matey!

Welcome to the ***Sea of Legends***! You may have heard all manner of tall tales about this New World—well, I'm here to tell you, it's all true. Every word of it and more. Magic is real. I've seen it with my good eye.

There be strange creatures, witchcraft, and skullduggery afoot. And of course, priceless treasures to plunder. So, keep your love close and your pistol in hand. With a loyal crew, full sails, and a little luck, you may just become the most notorious pirate in the Caribbean.

Will you answer the call to adventure? The sea awaits!

## How to Win

Players race to gain 10 or more Notoriety by the end of a round. In the event of a tie, the player with the most gold wins.

Here's how you gain Notoriety:

- Acquire a better ship
- Bury 10 gold
- Claim a Relic
- Defeat Faction NPCs
- Go on Adventures
- Capture a Port
- Employ 10 gold worth of Crew



# GAME SETUP

## QUICK SETUP GUIDE

### PLAYER COMPONENTS

Each player begins with the following items on their player tableau (see page 5).

- A Captain card (non-Legendary side facing up)
- 1 Captain mini
- 1 Captain Ring
- 5 Captain Flag tokens
- 4 Adventure tokens: Captain, Lover, Nemesis, and Secondary Lover/Nemesis
- 1 Lover card
- 1 Nemesis card
- 1 Class 1 ship card
- 3 Starter Crew cards: 1 Gunner, 1 Navigator, 1 Quartermaster
- 8 gold

### NPC COMPONENTS

- Spanish Armada, plus all corresponding components
- Two additional NPC Factions, plus all corresponding components

### SET UP THE SEA OF LEGENDS™ APP

The *Sea of Legends*™ app is compatible with Android, iOS, Windows, and Mac. You can find it on their corresponding app stores. Follow the instructions in the app to start your game.

### SET UP THE GAME BOARD

- Set all the components you will use next to the game board (p. 7)
- Set Captains on their starting location (indicated on their Captain card)
- The last player places a Spanish Galleon on a Sea region (a region without a port)
- You are ready to begin!
- Gameplay Rules start on p. 8

## SETUP INSTRUCTIONS

Place the game board on the table. You'll be placing cards and tokens on and around the board during setup.

### 1. DETERMINE PLAYER ORDER

Each player rolls all four Captain dice, and the player who rolls the highest total numeric values (not icons) will take the First Player token and go first.

CAPTAIN DICE ARE BLUE



FIRST PLAYER TOKEN (DOUBLE-SIDED)



### 2. SELECT A CAPTAIN

The first player selects a Captain card, followed by the remaining players in clockwise order.

When you select your Captain card, also take the matching Captain miniature, Captain Flag tokens, and Captain Adventure token. Place the Captain Adventure token in the region indicated on their card. You may replace your Captain miniature with the matching Captain ring and a Spanish Galleon miniature..



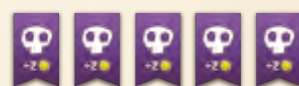
1 CAPTAIN MINI



1 SPANISH GALLEON



1 CAPTAIN RING



5 CAPTAIN FLAGS



4 ADVENTURE TOKENS



DOUBLE-SIDED

The Captain card begins the game with the non-Legendary side facing up. The Legendary side has the character symbol in gold and a more powerful ability. To use the Legendary side you must complete a Captain Adventure Arc (see p. 9).

Captain components match the color and icon on their card.

### 1 CAPTAIN CARD (DOUBLE-SIDED)

STARTING SIDE

LEGENDARY SIDE





### 3. CHOOSE A LOVER AND A NEMESIS

Each of the twenty doubled-sided Lover/Nemesis cards can be played either as a Lover or Nemesis. Your choices during Adventures will shape your relationship to these characters, sometimes in surprising ways!

Shuffle the Lover/Nemesis cards and deal three to each player. Each player will choose one to be their Lover, one to be their Nemesis, and will set aside the remaining card.

Each Lover and Nemesis begins the game with their first ability unlocked. Indicate this by placing a Favor token (for Lovers) or Malice token (for Nemesis) next to their first ability at the top of the card. Abilities are unlocked in descending order. Each time an ability is unlocked, all previous abilities remain unlocked.

#### LOVER

Lovers offer you unique abilities that will assist you on your high-seas adventures.

During setup, place your Lover Adventure token on the game board in the location indicated on the Lover card.

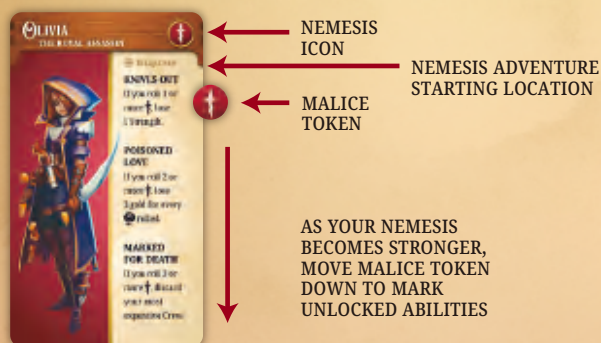


As you go on Lover Adventures, your Lover will level up, and you'll move the Favor token down the card to indicate the Lover's abilities that have been unlocked. These abilities are cumulative; each time a new ability is unlocked, all previous abilities remain unlocked.

#### NEMESIS

Your Nemesis will interfere with your plans as they grow in power and unlock increasingly troublesome abilities throughout the game.

During setup, place your Nemesis Adventure token on the game board in the location indicated on the Nemesis card.



Some Event cards and Tavern cards unlock Nemesis abilities. Move the Malice token down the card to indicate the Nemesis abilities that have been unlocked. These abilities are cumulative; each time a new ability is unlocked, all previous abilities remain unlocked.

Never fear! You can go on Adventures to thwart your Nemesis. At the end of each Nemesis Adventure, you'll move the Malice token up the card to remove their abilities. If you complete the entire Adventure Arc, you'll ultimately defeat your Nemesis. Poison their grog, rob 'em blind, or charm their breeches off—there's more than one way to deal with a Nemesis.

### 4. ASSEMBLE YOUR PLAYER TABLEAU

The player tableau is the area where each player gathers their ship, Crew, Items, Relics, gold, and Notoriety.

Each player should take the following components:

- 1 Class 1 ship card (All Class 1 ships have the same stats. Only their names are unique.)
- 3 Starter Crew cards: 1 Gunner, 1 Navigator, 1 Quartermaster
- 8 gold tokens

You can arrange them as shown in the diagram below.



### 5. CHOOSE FACTIONS

Factions represent a wide array of coalitions, cultures, and empires with interests in the Caribbean. Each Faction has its own Objectives and a unique path to victory. Factions determine which NPCs, Relics, and Adventures players will encounter. NPCs are the non-player characters that inhabit the *Sea of Legends*™ and represent the Leaders and Followers of the various Factions.

Use the Spanish Armada as the first Faction in every game. See p. 20 for the Spanish Armada Faction Guide.

Choose two additional Factions to play with. Each Faction you choose has unique components that should be set aside for use during the game, including cards, minis, and tokens. Each faction has unique rules contained within their Faction Guide. Make sure to set the Faction Guide aside for reference or look in the rulebook for the Faction Guide rules, beginning on p.20, for more information on each Faction.



## 6. PLACE THE FACTION CARDS

Based on the Factions you choose, identify and place the three types of Faction cards: **NPC Stat cards**, **Event cards**, and **Faction decks**.

Each **NPC Stat card** details and tracks an NPC's stats, abilities, and rewards. Most Factions have NPC Stat cards for their Leaders and Followers. The Leaders are typically stronger than their Followers.



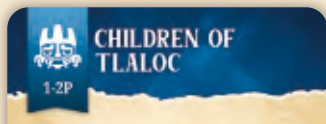
**Event cards** have NPC Faction icons to indicate which Faction they correspond to, in addition to the text on the card. An Event card contains instructions that relate to and affect Factions, as well as modify the game state.

There are Event cards for 1–2 player games and Event cards for 3 or more player games. Be sure to use the appropriate deck for your game. Shuffle together the Event cards from all three Factions into one Event deck.



EVENT CARD BACKS ALL LOOK THE SAME. COMBINE AND SHUFFLE THIS DECK BEFORE GAMEPLAY BEGINS.

EVENT CARDS FOR 1–2 PLAYERS SAY “1–2P”



EVENT CARDS FOR 3 OR MORE PLAYERS SAY: “3P+”



Set aside the Relics and Crew corresponding to each Faction being used, keeping them in separate Faction decks. These will come into play during special Adventures using the *Sea of Legends™* app.

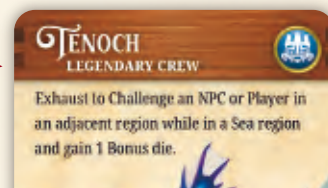
### FACTION DECK CARD BACKS



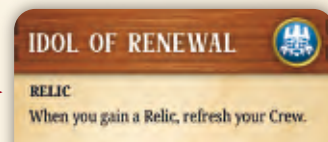
THE BACK OF FACTION DECKS HAVE THE FACTION SYMBOL INSIDE A COMPASS ROSE

FACTION DECKS CAN REMAIN UNSHUFFLED AND SORTED BY CREW, RELIC, ETC.

LEGENDARY CREW CARDS ARE INDICATED UNDER THE CHARACTER NAME



RELIC INDICATED ABOVE THE DESCRIPTION TEXT



## 7. SET UP THE SEA OF LEGENDS™ APP

The *Sea of Legends™* app is compatible with Android, iOS, Windows, and Mac. You can find it on their corresponding app stores. Follow the instructions in the app to start your game.



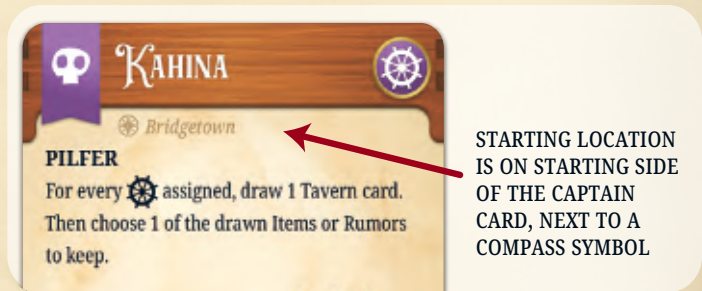


## 8. FINISH SETTING UP THE GAME BOARD

The game board should now contain a number of Captain, Lover, and Nemesis Adventure tokens from steps 2 and 3 as well as any unique tokens from your selected Factions from Step 5. You will also set the remaining Faction components from steps 5 and 6 next to the board..

Place the following components next to the game board as shown below.

- Shuffle the Tavern deck
- Shuffle the Crew deck (do not include the Gunner, Navigator, or Quartermaster cards)
- Combine Class 2 and Class 3 ships into the Ship deck. Do not shuffle (do not include the starter ships)
- Place the four Captain dice (blue) and fourteen Bonus dice (white)
- Place all gold, Notoriety, Favor/Malice, and NPC Strength tokens next to the board
- Place any unique tokens for the Factions in play next to the board
- Place the remaining Lover/Nemesis cards



## 9. PLACE MINIS ON THEIR STARTING LOCATIONS

Starting with the first player, each player places their Captain mini on the starting location indicated on their Captain card. The last player places one Spanish Galleon mini on a Sea region without a Port.

**YOU ARE NOW READY TO BEGIN!**





# PLAYING THE GAME

## QUICK-START GUIDE

### ROUND BEGINS

#### PLAYER TURN

Move and take an action in any order.

#### MOVEMENT

Move up to the number of regions indicated by your ship's movement



as well as any additional modifiers from your tableau.

#### 1. GO ON AN ADVENTURES

Use the *Sea of Legends*™ app to reveal unique rewards and stories.

#### 2. TAKE A PORT ACTION

First, Refresh Crew and then take a Port action at one of the following locations:



TAVERN – earn gold, find Rumors and Items



SHIPYARD – buy a ship



HIRING HALL – hire Crew



HIDEOUT – bury gold

#### 3. DECLARE A CHALLENGE

- Highest Strength wins, attackers win ties.
- Challenge players, NPCs, and Ports

PLAYER ACTIONS

Controlled By First Player

#### 1. ACTIVATE FACTION

A. ACTIVATE NPC

B. EVALUATE OBJECTIVE

C. MOVE

D. ATTACK

E. REPEAT STEPS A–D FOR ALL NPCs IN ACTIVE FACTION

#### 2. REPEAT STEP 1 FOR ALL FACTIONS

#### 3. END OF FACTION TURN

A. RESOLVE NPC SPECIAL RULES

B. DRAW AN EVENT CARD

C. PASS THE FIRST PLAYER TOKEN

FACTION TURN

### ROUND ENDS

#### — WIN THE GAME —

Repeat rounds until a player or Faction wins.

If this is your first time playing *Sea of Legends*, we encourage you to use the **First Game Setup and Tips** section on page 15.

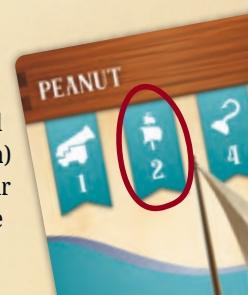
The game is played in a series of rounds, divided into turns. Each round, every player will take their turn. On the Faction turn, the first player will control all the NPCs. At the end of the Faction turn, the First Player token moves clockwise.

## PLAYER TURN

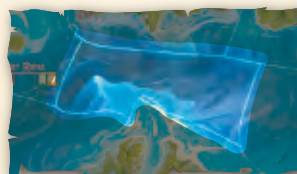
On your turn, you may move once and take one player action in any order.

### PLAYER MOVEMENT

Move up to a number of regions as indicated by your ship's movement (look for a sail icon) as well as any additional modifiers from your tableau. For example, if the movement value is 2, then you can move up to two regions.



A Port region has a location name and symbols.



A Sea region is an unnamed area on the map.

Port regions and Sea regions are separated on the game board by narrow borders. If a miniature is anywhere within a border, it is considered to be occupying that region.

When moving into a region occupied by an NPC, it is important to know if they are hostile, neutral, or allied with your Captain.

- Hostile NPCs: you cannot move freely through a region occupied by hostile NPCs. If you move into a region with a hostile NPC, you must stop and Challenge them.
- Neutral NPCs: you can move freely through a region occupied by neutral NPCs.
- Ally NPCs: you can move freely through a region occupied by allied NPCs.

If you move into a region occupied by one or more hostile NPCs, you must stop and Challenge the strongest NPC. If you begin your turn



in a region with a hostile NPC, you may leave that region without Challenging the NPC. However, you can't take any action in that region except the Challenge action.

You may move before or after you take an action. If you take your player action before moving, you cannot move into a region occupied by a hostile NPC, as that would require a Challenge.

### PICKING UP AND DROPPING TOKENS

If you move into a region that has one or more tokens in it and there are no hostile NPCs in the region, then you may pick up all tokens in that region. If the region is occupied by one or more hostile NPCs, then you must successfully Challenge them in order to pick up the tokens.

You may drop a token in a region before or after you move. If you move into a region occupied by a hostile NPC, you must Challenge them before you can drop a token.

### PLAYER ACTIONS

On their turn a player may take one of three actions:

- ⚓ Go on an Adventure (see below)
- ⚓ Take a Port action (see below)
- ⚓ Declare a Challenge (p. 11)

### ⚓ GO ON AN ADVENTURE

It's time for a tall tale of swashbuckling and swindling! Each time you go on an Adventure, you'll experience a chapter in the Adventure Arc for your Captain, Lover, or Nemesis using the *Sea of Legends*™ app. Each Adventure Arc consists of three chapters, but as you continue to explore *Sea of Legends*, you may uncover more tall tales.



There are three types of Adventures: Captain, Lover, and Nemesis. To go on an Adventure, a player must be in the same region as the corresponding Captain, Lover, or Nemesis Adventure token. Keep in mind that if a hostile NPC is in a region, the only action you can take is the Challenge action in that region.

When you go on an Adventure, pass the device with the *Sea of Legends*™ app to the player on your left. They'll read your Adventure out loud so the rest of the table can savor your peril. During Adventures, you'll be faced with decisions that will impact your Lover, Nemesis, or Captain, and even shape the world.

As the game progresses, a player may have more than one Lover or Nemesis. You'll use a Secondary Lover/Nemesis Adventure token to track their adventures. So, plunder as many hearts as you desire, or grind an axe with every cutthroat you meet! All is fair in love and war, especially when pirates are involved.

Adventures allow players to make new allies and new enemies. Each Adventure revolves around an important choice, but may also involve dice Challenges (see p. 11). Adventures interconnect with the Lovers

and Nemeses of other Captains in play, along with the active Factions, so choose wisely!

### REWARDS

- Completing an Adventure Arc is one of the best sources of Notoriety.
- In addition to Notoriety, players gain other rewards, such as gold, Relics, Crew, and new abilities for Captains and Lovers.
- Nemeses, on the other hand, lose their abilities when you complete their adventures. Conclude a Nemesis's Adventure Arc and you'll permanently defeat that Nemesis.

### ⚓ TAKE A PORT ACTION

When you begin any Port action, Refresh all your Crew and then take the corresponding action for the Port type of the region you are in.



Tavern



Shipyard



Hiring Hall



Hideout



### TAVERN ACTION

When you take a Tavern action, draw the top card of the Tavern deck and read each section aloud. Each Tavern card has three sections. You will use all three in the following order.



1. TAVERN GAME

2. RUMOR

3. ITEM OR RELIC



#### 1. TAVERN GAME

Each Tavern card has a Tavern Game at the top of the card. Pirates always cheat, so pirates always win! You immediately gain a reward, but you may be prompted to choose between two possible outcomes when you pick up this card.

**Note:** Some Captains or Lovers allow players to draw from the Tavern deck. When using these abilities, you won't play any Tavern Games.

#### 2. RUMOR

After a few drinks, pirates get real chatty! Most Tavern cards have a Rumor of a Relic that you may find in a specific Port region. Others have an Item that you can claim immediately.



### 3. ITEM OR RELIC

Flip the Tavern card upside down to claim an Item or learn more about a Relic from a Rumor.

**Items** are single-use cards that have a powerful but limited effect.

**Relics** have special abilities and are worth Notoriety while held. A player may claim a Relic mentioned in a Rumor by moving into the named region. This does not count as an action. However, if the Relic is in a region occupied by a hostile NPC, the player must successfully Challenge the strongest NPC before picking up the Relic.

Don't forget to place the Tavern card in your tableau in the appropriate orientation.

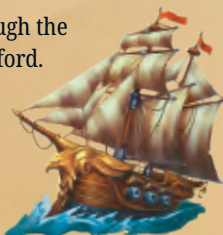


A CLAIMED ITEM OR RELIC  
CAN BE FLIPPED AROUND



### SHIPYARD ACTION

When you take a Shipyard action, look through the Ship deck and purchase any ship you can afford. When purchasing a new ship, you can trade in your old ship to subtract the value of your current ship from the next ship you'd like to buy. Always discard your old ship after purchasing a new ship.



Ships are one way to earn Notoriety and gain power on the high seas!

- Class 1 ships are worth 0 Notoriety
- Class 2 ships are worth 1 Notoriety
- Class 3 ships are worth 2 Notoriety



If you purchase a Class 3 ship and currently have a Class 2 ship, you keep the Notoriety from the Class 2 ship in addition to the Notoriety from the Class 3 ship. Consider it a little bonus for making your name aboard this trusty vessel.

### HIRING HALL ACTION

When you take a Hiring Hall action, draw the top three cards of the Crew deck. You may hire as many of the drawn crew as you can afford.



You'll gain 1 Notoriety for every 10 gold worth of Crew you have employed aboard your ship. You can never have more Crew than your ship can hold, indicated by the number above the ship's Crew icon. Luckily, your Captain, Lovers, Nemeses, and Legendary Crew don't take up space aboard your ship.



FOR EVERY 10 GOLD  
OF CREW YOU HOLD  
GAIN 1 NOTORIETY



If you hire more Crew than can fit in your ship, you must discard Crew down to your maximum Crew capacity.

**CAPTAIN'S TIP:** Careful who you order to walk the plank! Crew are invaluable for manipulating and changing your die roll results.

### HIDEOUT ACTION

When you take a Hideout action, you may bury gold in multiples of 10 as a single action. Every 10 gold buried earns you 1 Notoriety.



FOR EVERY 10 GOLD  
YOU BURY AT A  
HIDEOUT  
GAIN 1 NOTORIETY





## ⚓ DECLARE A CHALLENGE

### CHALLENGE OVERVIEW

1. DECLARE A CHALLENGE
2. DETERMINE YOUR DICE POOL
3. ROLL YOUR DICE
4. DICE ASSIGNMENT AND MANIPULATION
5. NEMESIS ABILITIES
6. PLAYER VS PLAYER
7. COMPARE STRENGTH
8. REWARDS



When you declare a Challenge, you take the following steps to resolve it. A detailed Challenge Example can be found on p. 18.

### 1. DECLARE A CHALLENGE

You may Challenge a player, NPC, or Port.

#### CHALLENGE A PLAYER

If you occupy a region with one or more other players, you may attack one of them directly by taking a Challenge action. You may not Challenge another player if there are one or more hostile NPCs in the region.

#### CHALLENGE AN NPC

When a player moves into the same region as a hostile NPC, you must Challenge the NPC. If there is more than one hostile NPC, you must Challenge the strongest NPC in the region.

Multiple allied NPCs in a region fight together as a single NPC. Begin with the strongest NPC of a Faction and add the ally bonuses of any allied NPCs to their Strength.

#### CHALLENGE A PORT

When a player moves into a Port region, they may Challenge the Port, as long as there are no hostile NPCs in the region. If there is a Fort token in a Port region, you cannot Challenge that Port.

**CAPTAIN'S TIP:** *Don't forget! If you start the turn by taking a Challenge action, you may still move after the Challenge.*

### 2. DETERMINE YOUR DICE POOL

Build your dice pool by beginning with the four Captain dice, then determining how many Bonus dice you have available from Crew, Items, Relics, Lovers, and your ship. **You may only add dice to your pool before you roll**, so choose wisely!

**Captain's Tip:** No matter how dire the encounter, you'll never remove any Captain dice from your dice pool.

CANNONS  
VALUE 1



ADDS 1 BONUS DIE  
TO YOUR DICE POOL



### 3. ROLL YOUR DICE

Once you have determined your total dice pool, roll all the dice. Add together any numerals to determine your Strength for the Challenge. While the Captain, Lover, and Nemesis icons don't directly modify Strength, they can activate various abilities that will affect your Strength (see step 4).

Each Captain die has a Lover icon, Captain icon, Nemesis icon, a 2, and two 1s.



Each Bonus die has a Lover icon, Captain icon, Nemesis icon, and three 1s.



### 4. DICE ASSIGNMENT & MANIPULATION

Pirates don't play fair! You can manipulate your dice roll result based on abilities in your player tableau. You can activate Crew, Items, Relics, and Captain and Lover abilities in any order. Abilities can be activated multiple times, unless stated otherwise. Use the abilities that give you an advantage to mitigate the worst of your Nemesis's abilities.

#### CREW

Most of your Crew can be Exhausted at any time to give you an edge in a Challenge. Many crew allow you to manipulate your dice or gain other advantages. Remember, you can only add dice to your pool before you roll.

EXHAUST A CREW CARD BY  
TURNING IT SIDEWAYS TO  
ACTIVATE THEIR UNIQUE ABILITIES



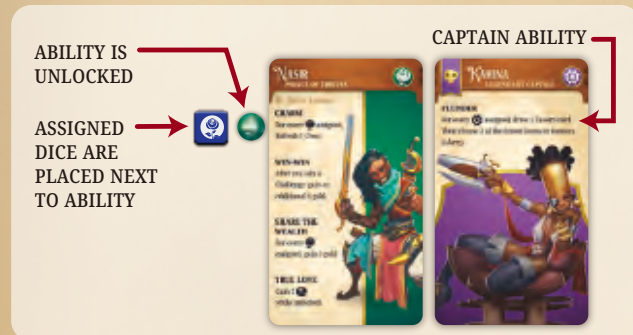
#### ITEMS AND RELICS

Many Items and Relics will give you more options during a Challenge. Items are single-use, but can have a big impact. On the other hand, Relics give you access to special abilities that you can usually activate once per Challenge.



## CAPTAIN AND LOVER ABILITIES

⚓s and ♀s are assigned to activate abilities on their corresponding cards. For assigned abilities, take the required dice from your dice pool and set them next to the card's ability text. You may activate most abilities multiple times during a Challenge if you have enough of the required icons on your dice.



## EXCEPTION

Some abilities allow you to draw from the Crew or Tavern deck. Each icon assigned allows you to draw an additional card, but the player may only select a card (or cards) to keep once per Challenge.

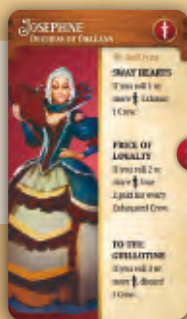
**EXAMPLE:** *Kahina's Legendary Captain Plunder ability states:*

*For every ⚓ assigned, draw 1 Tavern card. Then choose up to 2 of the drawn Items or Rumors to keep.*

*The player in this example has assigned three dice with ⚓s to Kahina's Plunder ability. They draw three cards from the Tavern deck, but may only keep up to two total Items or Rumors.*

## 5. NEMESIS ABILITIES

♂s will activate unlocked Nemesis abilities in descending order. Dice are not assigned to Nemesis abilities. Each Nemesis ability acts as a threshold, so if you roll three ♂, you'll activate all three abilities on the card if they are unlocked. These abilities are activated last.



1st  
2nd  
NEMESIS ABILITIES  
ACTIVATE IN DESCENDING  
ORDER ONLY IF THEY  
ARE UNLOCKED

## 6. PLAYER VS PLAYER

If the Challenge involves two players, repeat steps 2–5 for the defender.

## 7. COMPARE RESULTS

Compare the attacker's Strength to the NPC, Port, or defending Captain's Strength. The highest Strength wins. The attacker always wins ties.



NPC STRENGTH TOKEN INDICATES WHICH ROW OF STATS TO USE FOR CHALLENGES

REWARDS FOR DEFEATING AN NPC ARE AT THE BOTTOM OF THEIR CARD



## 8. OUTCOMES

To the victor goes the spoils!

### PLAYER VS. PLAYER

The winner takes half of the defeated player's gold (rounded down) or chooses one of the defeated player's Items or Relics.

### PLAYER VS. NPC

If the Challenging player wins, they claim the rewards indicated on the NPC Stat card plus any gold or tokens the NPC was carrying with them. If the Challenging player loses, there are no consequences.

### PLAYER VS. PORT

If the Challenging player wins, they capture the Port. They claim the rewards indicated by the Port rewards icons on the board and place their Captain Flag on the Port. You gain 2 gold per Port you control at the end of each turn. If the Challenging player loses, there are no consequences.

If a player Challenges a port they already have their Captain Flag on, they do not gain the Port rewards, but they may still remove any tokens in that region.

### PLAYER VS. ADVENTURE

Each Adventure will detail the rewards for your Captain when they succeed and the consequences when they fail a Challenge.

*A detailed Challenge Example can be found on p. 18.*







## FACTION TURN

### FACTION TURN ORDER

1. ACTIVATE FACTION
  - A. ACTIVATE NPC
  - B. EVALUATE OBJECTIVE
  - C. MOVE
  - D. ATTACK
  - E. REPEAT STEPS A–D FOR ALL NPCs IN ACTIVE FACTION
2. REPEAT STEP 1 FOR ALL FACTIONS
3. END OF FACTION TURN
  - A. RESOLVE NPC SPECIAL RULES
  - B. DRAW AN EVENT CARD
  - C. PASS THE FIRST PLAYER TOKEN



In each round, after all players have completed their turns, the first player takes the Faction turn. The First Player token moves around the table in clockwise direction to a new player at the end of each round.

The first player places and moves all Faction NPCs on the board. Each Faction has their own set of Objectives and special rules, as described in the Faction Guides, beginning on p. 20.

### 1. ACTIVATE FACTION

On each Faction turn, the first player will decide which Faction acts first. Complete the following steps for all the NPCs of that Faction before activating the next Faction in play.

#### A. ACTIVATE NPC

Select an NPC from the active Faction and complete the following steps. Repeat for each NPC in the active Faction, one at a time.

#### B. EVALUATE OBJECTIVE

Each NPC has one or more Objectives that dictate how they should be moved and what actions they should take. Objectives might relate to a token, players, other NPCs, or even a particular region or type of region on the game board.

1. If an NPC has an Objective in play, they must attempt to complete that Objective.
2. If an NPC is currently in a region in which they can fulfill their Objective, they will remain in that region.
3. If an NPC is not in a region in which they can fulfill their Objective, they will move.
4. If an Objective contains multiple conditions, all the conditions must be met for the Objective to be valid.

**EXAMPLE:** *Spanish Galleons have an Objective to remove hostile Flags from Ports, but they will ignore a stronger Port. If all conditions are not met, the NPC will ignore an Objective.*

### C. MOVE

Each NPC must move during their turn, unless their Objective dictates otherwise. By default, NPCs move along the shortest path (pass through the fewest regions) toward a region where they may fulfill their Objective, but their movement is also modified by whether they are **Cautious** or **Reckless**. If there is no Objective for an NPC to move toward, then they may be moved to an adjacent region of the first player's choice.

When evaluating movement options, the first player will only consider regions that the NPC could move into during the current turn. Any region that the NPC can't or won't move into is ignored when determining the shortest path.

NPCs will still move toward players who are neutral or allied if they are holding a Relic or token tied to their Objectives. Instead of attacking, the NPCs will simply take any tokens and Relics related to their Objective.

### CAUTIOUS VS. RECKLESS

Each NPC is either **Cautious** or **Reckless**.

- **Cautious** NPCs will take the shortest path possible to one of their Objectives as long as they can avoid attacking a stronger NPC. If there is no path to one of their Objectives without entering a region occupied by a stronger NPC, or if their Objective is in the same region as a stronger NPC, they must move into that region.
- **Reckless** NPCs will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

### D. ATTACK

If an NPC moves into a region occupied by a hostile NPC or a player, the active NPC immediately makes an attack against that hostile NPC or player. If there are multiple targets in the region, the active NPC must attack the strongest hostile NPC.

Some NPCs have region attacks. A region attack will affect all hostile NPCs and/or players in the region

### NPC VS. NPC

**Calculate total NPC Strength:** Take the base Strength of the attacking NPC and add any modifiers from allied NPCs in the region. Do the same for the defender. The strongest hostile NPC is always the defender.

**Compare Strengths:** If the attacker's Strength is greater than or equal to the defender's, the attacker wins. If the defender has the higher Strength, the attacker loses.

If an NPC loses the combat, they are removed from the board along with all allied NPCs in the region. The winning NPC gains all rewards indicated on the NPC Stat card for each defeated NPC along with any gold or other tokens the defeated NPCs hold. Stack all these rewards under the winning NPC.



## NPC VS. PLAYER

When an NPC attacks a player in a region, there is no need to compare Strength scores. Each NPC attack automatically affects players. Look at the NPC Stat card and apply the effects of the attack to the player.

Any gold or tokens that the NPC takes from a player should be stacked under the base of the NPC or placed on the NPC Stat card, as appropriate.

## NPC VS. PORT

If there is a Fort token in a Port region, then NPCs cannot attack that Port.

**Calculate total NPC Strength:** See NPC vs. NPC, p. 13.

**Compare Strength:** If the attacker's Strength is greater than or equal to the Port's Strength, the attacker wins. If the Port has the higher Strength, the attacker loses.

## E. REPEAT STEPS A–D FOR ALL NPCs IN ACTIVE FACTION

Once an NPC has moved and attacked, its turn is over. Continue the process until you've activated all NPCs within the Faction.

## 2. REPEAT STEP 1 FOR ALL FACTIONS

## 3. END OF FACTION TURN

### A. RESOLVE NPC SPECIAL RULES

Some NPC Factions have special rules that are resolved at the end of the Faction turn. See the Faction Guides for special rules for each Faction.

### B. DRAW AN EVENT CARD

The first player draws the top card from the Event deck. An Event card contains four sets of instructions that relate to and affect Factions. This card will determine which NPCs increase in Strength, where NPCs and tokens are placed on the game board, and any other effects for the following round.

Each Event card has multiple sets of instructions. You will always follow the first set of instructions. Typically, the remaining three sets of instructions correspond to the Strength shown on an NPC Stat card. These instructions are cumulative and are resolved in descending order, so the stronger the NPC, the more instructions from the Event card you will carry out.

First, most Event cards will instruct the first player to increase the level of a particular NPC. The first player should do so by moving the NPC Strength token down the corresponding NPC Stat card.

The most common effect of an Event card is to place additional NPCs in a particular Port region, or in a Sea region. When placing NPCs in Sea regions, the first player should avoid placing the NPC in an occupied region unless there are no unoccupied Sea regions. **Also, if you run out of a type of miniature, then you will not place it on the board.**

Some Event cards will include instructions preceded by the phrase "Next round." These effects will be in place until the next Event card is revealed at the end of the following round.

STR 5

ONLY FIRST 2 INSTRUCTIONS

**EXAMPLE:** First, the Spanish Galleon increases in level. Move the NPC Strength token down one space. Then carry out the Strength 5 instructions on the Event card.

**EXAMPLE:** The Spanish Galleon increases in level moving the token from Strength 6 to 7. The Spanish Galleon must carry out the Strength 5, 6, and 7 instructions on the Event card. Start from the top and resolve them in descending order.

STR 7

ALL INSTRUCTIONS IN DESCENDING ORDER

## 3C. PASS THE FIRST PLAYER TOKEN

After the Event card has been resolved, the First Player token is passed clockwise to the next player.



**YOU ARE NOW READY TO START A NEW ROUND**



# WIN THE GAME!

A player or Faction can win the game at the end of a round if certain conditions are met.

Count up your Notoriety tokens at the end of the round. If no player has 10 or more Notoriety at the end of the round, continue to play until a player or Faction wins.

## PLAYER WINS

Players race to gain 10 or more Notoriety by the end of a round. In the event of a tie, the player with the most gold wins.

There are multiple paths to victory on the seven seas! Here's how you gain Notoriety:

- Acquire a better ship
- Bury 10 gold
- Claim a Relic
- Defeat Faction NPCs
- Go on Adventures
- Capture a Port
- Employ 10 gold worth of Crew

**FIRST MATE'S TIP:** *"Don't give up too quickly, Cap'n! If the round isn't over, then you might still have a shot at stealing a Relic from a player and nabbing their Notoriety along with it."*



## FACTION WINS

Each Faction has their own win condition. Refer to the Faction Guides for more details. If a Faction meets their win condition during the same round as a player, then the Faction wins.



# FIRST GAME: SETUP & TIPS

If this is your first time playing *Sea of Legends*, we encourage you to use the following tips for setup and strategy, which will allow you to dive in and enjoy the game more quickly.

Along with the **Spanish Armada**, choose the factions **Children of Tlaloc** and **Dread Tide**.

Use one of the following combinations of Captain, Lover, and Nemesis for a balanced game:

- Captain Cesare with Lover Clara and Nemesis Axe Fist
- Captain Kahina with Lover Magpie and Nemesis Josephine
- Captain Spell with Lover Mireya and Nemesis Nasir
- Captain Ton with Lover John and Nemesis Olivia



## CAPTAIN CESARE

Cesare is a powerful orator with a talent for recruiting new Crew to his cause through his Conversion ability. Rolling ⚙️s allows you to draw Crew cards and add the one you like most to your tableau. This means you can save gold while expanding your Crew. Keep in mind that the gold value of your Crew members will contribute to your overall Notoriety.

With all the gold you're saving, you should look to purchase a bigger and better ship. With a bit of luck, you can quickly earn gold from going on Captain or Lover Adventures and taking Tavern actions. You should be able to purchase a Class 2 ship on turn three or four. As the game continues, you should aim to buy a Class 3 ship with room for six Crew. That way you can maximize the benefits of playing as Captain Cesare while earning 2 or 3 Notoriety from your crew alone.

**Lover:** Clara, the Ill-Tempered, will help you win Challenges. With her Upgrade ability, she'll increase your Strength for every ⚙️ assigned. Clara also gives you a deep discount on buying new ships with her second ability, Helping Hammer. Go on at least one Lover Adventure during your early turns so that you can use her discount sooner rather than later.

**Nemesis:** Axe Fist, the Punisher, can be a dangerous foe if left unchecked. His Intimidate ability will cause you to Exhaust 1 Crew on a roll of one or more 1. As he levels up and unlocks new abilities, he can lower your Strength in a Challenge, or even force you to discard an Exhausted Crew member. Cesare's strength comes from his Crew, so be sure to go on a Nemesis Adventure to cut Axe Fist down to size and reduce his abilities before they get out of hand.



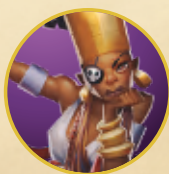
### CAPTAIN CESARE EARLY STRATEGY

Turn 1: Go on a Lover Adventure to get a deep discount on your next ship.

Turn 2: Take a Tavern action to get more gold.

Turn 3: Buy a Class 2 ship.

Turn 4: Plot your path to a Class 3 ship – be it more Adventures, Challenging NPCs, or taking more Tavern actions.



### CAPTAIN KAHINA

Kahina always keeps her eye on the prize: the booty. Even if she loses a Challenge, she rarely walks away empty-handed thanks to her Pilfer ability. The more ⚙️ you assign to Kahina, the more Tavern cards you'll draw, although you'll only choose one to keep. Keep in mind, you don't gain the rewards from Tavern Games when using Pilfer. Look for Rumors that are close by or in a region you already want to go to for a Port action or an Adventure. Claiming a Relic from a Rumor doesn't count as an action, so take advantage of that! Kahina can pick up 2 or 3 Notoriety through her Pilfer ability if you plot your course carefully.

**Lover:** Magpie, the Bird Brained, can help to keep the ship afloat and the Crew happy in between scores. Magpie's Feathered Favor ability will convert each assigned 🍀 into 2 gold. Increase Magpie's level through an Adventure to unlock his Gold Squawks ability. You can pay for additional Bonus dice before you roll for a Challenge. This will give you a leg up in the early game as long as you have the gold to spare. Taking a Tavern action or Challenging a Port will help you fill your pockets and buy Magpie's favor.

**Nemesis:** Kahina has run afoul of Josephine, the Duchess of Orléans, who's not afraid to use her power and influence to make Captain Kahina suffer. Josephine begins with the Sap Resources ability unlocked and will Exhaust 1 Crew member if you roll one or more 🎲. Should Josephine's influence grow, though, she can cost you a lot of gold. Her Price of Loyalty ability means that you'll pay 2 gold for every Exhausted Crew in a Challenge. Take a turn or two to knock her down a peg with Nemesis Adventures before she can rob your gold in the latter half of the game.

### CAPTAIN KAHINA EARLY STRATEGY

Turn 1: Go on a Captain Adventure and head toward Skull Point.

Turn 2: Go on a Lover Adventure to improve Magpie.

Turn 3: Capture a Strength 5 Port for a large sum of gold.

Turn 4: Work toward finishing your Captain's or Lover's Adventure Arc. Then defeat hostile NPCs or capture more Ports to keep activating your Captain and Lover abilities as you gain gold and Notoriety.



### CAPTAIN SPELL

Spell has an uncanny knack for turning the tide in her favor. For every ⚙️ assigned to her Bag of Tricks ability, turn a Bonus die to the face of her choice. This ability can help you activate a Lover, gain more Strength, or avoid a 🎲. Spell's talents give you the flexibility to nudge fate in her favor each time you roll, and this ability will extend to both Captain and Bonus dice when she completes her Captain Adventure Arc.

**Lover:** As a Lover, Mireya, the Bounty Hunter, can be a bit of a mercenary. Mireya allows you to spend gold to buy extra Strength when you roll 🍀. Spell will help you increase the likelihood that this ability is available when you need it. If you didn't roll any 🍀, Spell can use her Bag of Tricks ability to create them. If you can complete at least one of her Adventures, Mireya will start generating extra income for you when you win Challenges with her Bounty ability.

**Nemesis:** Nasir, the Prince of Thieves, is a costly Nemesis. Each time you roll one or more 🎲, he will cost you 3 gold with his Pickpocket ability. Should Nasir gain more influence, he can undermine your Crew and turn them against you, or even steal away a precious Relic. Go on Nemesis Adventures early to keep Nasir's influence in check, while using Spell's Bag of Tricks ability to diminish his interference. No other Captain has as much sway over the influence of their Lover and Nemesis. Use that to your advantage.

### CAPTAIN SPELL EARLY STRATEGY

Turn 1: Go on a Captain Adventure and head toward Thieves' Landing.

Turn 2: Go on a Nemesis Adventure to temporarily stop Nasir's meddling.

Turn 3: Go on your second Captain Adventure.

Turn 4: Finish up a third Captain Adventure to flip Spell to her Legendary side, then look for ways to stack dice, potentially unearthing Relics from the Tavern deck, more Adventures, or from buying a Class 2 or 3 ship.



### CAPTAIN TON

Ton is a fearsome warrior who excels in battle. With his Big Hit ability, he can turn a ⚙️ into Strength. Early on, look for opportunities to Challenge a Port or take down a Spanish Galleon. Win in battle and claim your rightful reward.

Not even Ton is a one-man army. Expanding your Crew will give you more access to dice and ways to mitigate bad rolls. Purchase a ship with more cannons or hunt for Relic weapons from the Tavern deck



or Captain Adventures. Often, you'll find that the Factions will part with powerful weapons in exchange for your aid. With Ton's focus on raw power, he's often the Captain best suited to defeat a Faction Leader early. Prepare for that battle and seize the opportunity before the other players can prepare.

**Lover:** John, Ace of Escapades, is the life of the party. With his first ability, Drinking Buddies, John will boost morale and keep your Crew Refreshed. With this ability you can activate your Gunner and Quartermaster more often to tip battles in your favor. Complete at least one Adventure for John and you'll unlock his Sleight of Hand ability. This ability allows you to draw three cards every time you take a Tavern action and choose one card to play. This can help maximize your gold income and turn up useful Rumors for precious Relics.

**Nemesis:** Olivia, the Royal Assassin, is a deadly foe. Her first ability, Marked for Death, can put your victory at risk by reducing your Strength if you roll 1 or more  $\frac{1}{2}$ . As she grows in power, Olivia's Poisoned Love ability can eat into your profits, while her last ability will make your Crew disappear. If she starts to threaten your success, be sure to go on a Nemesis Adventure and show her who's boss.

### CAPTAIN TON EARLY STRATEGY

Turn 1: Take a Hiring Hall action to improve your Crew and head toward Bridgetown.

Turn 2: Go on a Nemesis Adventure to slow down Olivia.

Turn 3: Challenge a Spanish Galleon or Port.

Turn 4: Gear up to take on a Faction Leader—go on Captain Adventures to gain Ton's Legendary ability Critical Hit and turn your rewards into a Class 2 and Class 3 ship eventually.



### TIPS ON MANAGING FACTIONS

Each faction has different strengths and weaknesses that you can exploit if you keep your wits about you.

## SPANISH ARMADA



Early on, the Spanish Armada can help you keep the Children of Tlaloc and Dread Tide from taking over the game board. If there are no captured Ports, the Spanish Galleons will move toward the nearest player or a hostile NPC. Use this to your advantage when choosing how to move each of the NPCs, so that they attack each other.

If the Spanish Galleon defeats a hostile NPC, it will claim their rewards and build up gold under its base. If you can successfully Challenge a Spanish Galleon stacked with rewards, you will gain its reward along with any tokens under it, making for a nice little jackpot.

## CHILDREN OF TLALOC



To start, the Merfolk Guardians move to claim the Summoning Relics in each corner of the game board. Once a Merfolk Guardian claims a Summoning Relic, it will begin to move back to Tortuga. At first, this may not appear to have consequences, but if a Merfolk Guardian makes it to Tortuga with a Summoning Relic they will summon Tetzahuitl—the Faction Leader who will end the game if she gains control of four or more Relics.

If you're looking for more loot, wait for a Merfolk Guardian to claim a Summoning Relic and then Challenge them so you gain the Relic in addition to their gold reward.

## DREAD TIDE

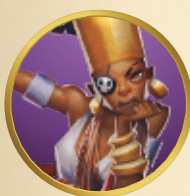


The Undead Soldiers are easy to challenge individually, but the payoff is small. They make for good targets if you just need a few gold. If you let the Undead Soldiers start to clump up, they become more difficult to challenge, but your reward will be doubled or even tripled.

Don't wait too long, though. Taking out two Undead Soldiers isn't incredibly difficult, but if they manage to combine into three then you'll have to deal with the Skeletal Colossus. He's a powerful Leader who will Infest Port regions. You won't be able to take Port actions in Infested Ports until you capture them. If the Dread Tide ever Infest 5 Ports, the game ends.



# CHALLENGE EXAMPLE



## 1. DECLARE A CHALLENGE

The player moves Kahina into Bridgetown and challenges a Merfolk Guardian.

Merfolk Guardian Stat card is at 8 Strength.



## 2. BEFORE YOU ROLL: DETERMINE YOUR DICE POOL

The player gathers their dice. They start with four Captain dice. Their Lover, Axe Fist, has unlocked his second ability, Big and Mean, giving them two more Bonus dice. The player adds three Bonus dice from their ship and one more Bonus die from an Ancient Scythe gained from an earlier adventure.

Ten dice is a great start, but the Merfolk Guardian is tough—Strength 8. The player decides to Exhaust their Gunner for one more Bonus die.

- 4 Captain dice
- 2 Bonus dice from Axe Fist's Big and Mean ability
- 3 Bonus dice from the Class 2 ship
- 1 Bonus die from Ancient Scythe (1 Bonus die per Relic held)
- 1 Bonus die from Exhausting Gunner

**Total: 11 dice**

## 3. ROLL YOUR DICE

The player rolls the dice.



The player adds up the dice, but they only have a Strength of 5... so far. All is not lost, though. Pirates don't play fair—they can manipulate their dice.

## PLAYER TABLEAU

| LOVER                                                                                    | CAPTAIN                                                  | NEMESIS                                                                           |
|------------------------------------------------------------------------------------------|----------------------------------------------------------|-----------------------------------------------------------------------------------|
| <b>AXE FIST</b><br>2 ABILITIES UNLOCKED<br>BIG AND MEAN<br>HAPPY AXE-FIGHT<br>TRICK LOCK | <b>KAHINA</b><br>PILFER<br>EXHAUSTED TO GAIN 1 BONUS DIE | <b>JOSEPHINE</b><br>2 ABILITIES UNLOCKED<br>POWER OF LOYALTY<br>TO THE GUILLOTINE |
| <b>SHIP</b><br>FLEETWOODS                                                                | <b>CREW</b><br>GUNNER<br>NAVIGATOR<br>QUARTERMASTER      |                                                                                   |

| ITEM                                 | GOLD TOKENS   | FLAG TOKENS   |
|--------------------------------------|---------------|---------------|
| <b>ANCIENT SCYTHE</b><br>1 BONUS DIE | 3 GOLD TOKENS | 4 FLAG TOKENS |
|                                      |               | <b>LOOT</b>   |



#### 4. DICE ASSIGNMENT & MANIPULATION

The player will try to increase their Strength with **Axe Fist**, while mitigating the consequences from their Nemesis, **Josephine**.

The player Exhausts their Quartermaster to change a ⚙️ or 🌀 into a 1, but which die to choose?

Kahina has 2 ⚙️ and 2 🌀, but she'll need Axe Fist's abilities to win, so she changes 1 ⚙️.



The player assigns the other ⚙️ to Kahina's Pilfer ability and draws a Rumor of a Mutinous Pistol from the Tavern deck. That will come in handy later, but can't help her now.

They assign the 2 🌀 to Axe Fist's first Lover ability, Smash-tastic. Each 🌀 assigned now grants Kahina 1 extra Strength.



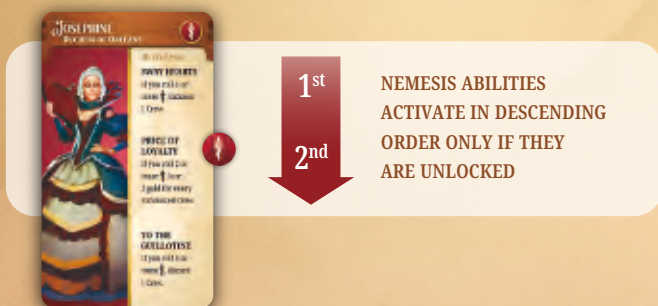
The player has increased their Strength from 5 to 8, but they still have those pesky 3 🌀 to deal with before the Challenge ends.

#### 5. NEMESIS ABILITIES

The player has 3 🌀 remaining. In descending order, the player activates Josephine's first unlocked Nemesis ability, Sap Resources, and Exhausts her last Crew, the Navigator.

The second Nemesis ability, Price of Loyalty, is also unlocked. The player must now lose 2 gold for every Exhausted Crew. They've got three Exhausted Crew, so they lose 6 gold. Ouch!

Fortunately for the player, Josephine's last Nemesis ability is still locked, so the player doesn't have to activate it with their third 🌀.



#### 6. PLAYER VS PLAYER

If the player was in a Challenge against another Captain, the rival Captain would repeat steps 1–5. But in this case, the player is Challenging an NPC, so skip forward to step 7.

#### 7. COMPARE STRENGTH

The player's final Strength is 8. The Merfolk Guardian also has 8 Strength. But attackers always win ties. Fortune favors the bold! The player defeats the Merfolk Guardian.



#### 8. OUTCOMES

The player checks the Merfolk Guardian Stat card. Their reward for victory is 8 gold. However, the Merfolk Guardian also had a Summoning Relic tucked under its base, so the player claims the Summoning Relic as an additional prize.





# FACTION GUIDES

## BASE GAME FACTIONS



### SPANISH ARMADA

*Beset on all sides by rival powers, the Spanish cling to their colonies. Desperate times make for new allies, as they'll gladly employ any pirate offering to aid in their schemes.*

#### KEY CONCEPTS

1. Spanish Galleons move toward weaker captured Ports.
2. If no weaker Ports have been captured, Spanish Galleons pursue players or weaker hostile NPCs.
3. The Spanish Armada has no win condition.

**Objective:** The Spanish Armada's Objective is to take down the Flags of those who would dare capture the Ports of the Caribbean. They cannot win the game.

#### SPECIAL RULES

In a 1–2 player game you should never place more than 6 Spanish Galleon minis on the board. Reduce this number by 1 for each additional player.

#### SETUP

##### FACTION CARDS

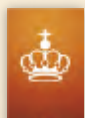
- 1 NPC Stat
- 3 Event (1–2P)
- 18 Relic
- 3 Event (3P+)

##### MINIATURES

SPANISH GALLEON



##### TOKENS



FLAG



FORT

### SPANISH GALLEON

**Movement:** A Spanish Galleon will move toward the nearest captured Port (a Port with a player's or a Faction's Flag) whose Strength they equal or exceed. If no such Ports have been captured, the Spanish Galleon will move toward the nearest player or hostile NPC whose Strength they equal or exceed.



**Region Attack:** When entering a region, compare Strengths. If the Spanish Galleon's Strength is greater than or equal to the strongest

hostile NPC's, defeat all hostile NPCs in the region. All attacked players in the region Exhaust 1 Crew and then flee to an adjacent region. If the successful Spanish Galleon is in a Port of lesser or equal Strength with a Flag, remove the Flag.



#### SPECIAL RULES

**Cautious:** Spanish Galleons will take the shortest path possible to one of their Objectives as long as they can avoid attacking a stronger NPC. If there is no path to one of their Objectives without entering a region occupied by a stronger NPC, or if their Objective is in the same region as a stronger NPC, they must move into that region.

**Rewards:** 7 gold



### ATLANTEAN USURPERS

*Atlantis is in revolt. The king flees to the surface world, desperately searching for allies. Hunted by his former subjects, he offers rare relics to those who will aid him against the Seekers.*

#### KEY CONCEPTS

1. King Alaran is revealed by the Atlantean Event card.
2. Seekers pursue King Alaran.
3. Defeating Seekers grants players Trophies, which unlock special rewards.
4. If King Alaran is dealt three Wounds, the Atlantean Usurpers win.

**Objective:** The Atlantean Usurpers' Objective is to defeat and overthrow King Alaran. If King Alaran is dealt three Wounds by the Seekers, he will perish and the Seekers will take over the Caribbean—winning the game.

#### SETUP

Separate the Atlantean Vault Relics from the Atlantean Faction deck.

ATLANTEAN VAULT RELICS ARE INDICATED BELOW THE HEADER

##### KINGSWORN'S GIFT

ATLANTEAN VAULT RELIC  
Gain 1 movement.



## FACTION CARDS

- 2 NPC Stat
- 3 Crew
- 18 Relic
- 8 Atlantean Vault Relic
- 3 Event (1-2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

### MINIATURES



KING ALARAN

SEEKER

### TOKENS



WOUND  
(DOUBLE-SIDED)



FLAG



TROPHY



FORT

## SEEKER

**Movement:** Seekers will move toward King Alaran, always taking the shortest path, even if this means moving into a region with a stronger NPC along the way. A Seeker will not move into the same region as another Seeker. If they're in a region with an ally, they will move out of that region.



**Attack:** When entering a region, compare Strengths. If the Seeker's Strength is greater than or equal to the strongest hostile NPC in the region, defeat that NPC. An attacked player Exhausts 1 Crew. If successful, the Seeker moves 1 region closer to King Alaran.



When a Seeker attacks King Alaran, they Wound him. After dealing the Wound, the Seeker is removed from play.

## SPECIAL RULES

**Wounds:** If King Alaran is dealt three Wounds, he will perish and the Atlantean Usurpers will win the game.



**Reckless:** Seekers will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

**Trophy:** When a player or NPC defeats a Seeker, they gain a Trophy token, which can be returned to King Alaran for a reward.

**Rewards:** Trophy token + 1 Notoriety

## KING ALARAN

King Alaran is placed on the table when the first Atlantean Event card is revealed.

**Movement:** King Alaran will always move before the Seekers during the Faction turn. He will move as far away as possible from the Seekers.

**Attack:** None

## SPECIAL RULES

**Atlantean Vault:** If King Alaran and a player share a region, a Trophy may be exchanged for a Relic from the Atlantean Vault. This doesn't take an action. These Relics are kept in a separate deck.

**Elusive:** King Alaran doesn't attack. Players and NPCs, other than the Seekers, cannot attack King Alaran.

**Rewards:** None



## BRITISH EMPIRE

*Queen Anne hungers for the riches of the New World. Tailing the Spanish Armada, her navy will stop at nothing to feed her desire for conquest.*

## KEY CONCEPTS

1. Naval Officers seek the nearest, strongest Port.
2. British Empire Ports collect 2 gold in taxes each turn.
3. The Admiral arrives after 10 gold in taxes is collected.
4. When 40 gold or more is collected, the British Empire wins.

**Objective:** Naval Officers and the Admiral will take over Ports to gain taxes for the British Empire. When the British Empire collects 40 gold from taxes, they win.



## SETUP

### FACTION CARDS

- 2 NPC Stat
- 1 Royal Treasury
- 3 Crew
- 18 Relic
- 3 Event (1–2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

### MINIATURES



ADMIRAL



NAVAL OFFICER

### TOKENS



FORT



FLAG

## NAVAL OFFICER

**Movement:** Naval Officers will move to the nearest Port without a British Flag. If there is more than one, they will move toward the strongest Port whose strength they equal or exceed.



One Naval Officer will always stay in a region with a British Flag, but if there are two or more Naval Officers, one or more will move out of that region until only one Naval Officer remains.

**Region Attack:** When entering a region, compare Strengths. If the Naval Officer's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. All attacked players lose 5 gold and flee to an adjacent region. If in a non-British Port and the Naval Officer's Strength is greater than or equal to the Port, place a British Flag and remove any other Flag. Any gold taken by the Naval Officer is not added to taxes.

### SPECIAL RULES

**British Flags:** The British Empire has seven British Flags to place. When a British Empire NPC captures a Port, they will always place a Flag.

If the supply of Flags has run out, remove a Flag from the lowest-Strength Port without a British Empire NPC and place that Flag on the captured Port.

**Cautious:** Naval Officers will take the shortest path possible to one of their Objectives as long as they can avoid attacking a stronger NPC. If there is no path to one of their Objectives without entering a region

occupied by a stronger NPC, or if their Objective is in the same region as a stronger NPC, they must move into that region.

**Defender:** When an NPC attacks or a player Challenges a British Port region occupied by a Naval Officer, use the Naval Officer's Strength or the Port's Strength, whichever is higher.



**Bribe:** If a non-allied player pays 2 gold in taxes, they may use or move through a British Port occupied by a British Empire NPC without Challenging them. These taxes are placed on the Royal Treasury card.

**Taxes:** At the end of each Faction turn, the British Empire will collect 2 gold per British Port. Place this gold on the Royal Treasury card. When the British Empire collects 10 gold, place the Admiral on the strongest British Port. If he is defeated, he will not be placed again. If 40 gold is collected in taxes, the British Empire wins.



**Rewards:** 7 gold or player captures British Port in this region

## ADMIRAL

**Movement:** The Admiral will move to the nearest Port without a British Flag. If there is more than one, he will move toward the strongest Port whose Strength he equals or exceeds.

**Region Attack:** When entering a region, compare Strengths. If the Admiral's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. All attacked players discard 1 Crew and flee to an adjacent region. If in a non-British Port, place a British Flag and remove any other Flag.

### SPECIAL RULES

**Barrage:** Ally bonus extends to adjacent regions.

**Reckless:** The Admiral will always take the shortest path to his Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 2 Notoriety





## CHILDREN OF TLALOC

*The Children of Tlaloc rise from the depths to restore their temples and recover lost relics. If left unchecked, they'll summon a forgotten god to drown their foes.*

### KEY CONCEPTS

1. Place Summoning Relics on map corners.
2. Merfolk Guardians move toward Summoning Relics.
3. Merfolk Guardians return Summoning Relics to Tortuga to summon Tetzahuitl.
4. If Tetzahuitl collects four Relics, the Children of Tlaloc win.

**Objective:** Merfolk Guardians will attempt to collect Summoning Relics not held by allies and bring them to Tortuga to summon Tetzahuitl. When Tetzahuitl gains four Relics, including any Summoning Relics, the Children of Tlaloc win the game and reclaim the sea.

### SETUP

#### FACTION CARDS

- 2 NPC Stat
- 3 Crew
- 22 Relic
- 3 Event (1-2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

#### MINIATURES



TETZAHUITL



MERFOLK GUARDIAN

#### TOKENS



SUMMONING RELIC



FLAG



FORT

Before the game starts, place four Summoning Relic tokens on the four corner regions: Skull Point, Smuggler's Cove, Bridgetown, and Claw Bay. Only the Merfolk Guardians may retrieve these Summoning Relics from the board.

### MERFOLK GUARDIAN

**Movement:** Merfolk Guardians will move toward Summoning Relics. Merfolk Guardians will not move into the same region as an ally. If they're in a region with an ally, they will move out of that region. Once they have a Summoning Relic, they attempt to return to Tortuga and summon Tetzahuitl. Upon reaching Tortuga, place Tetzahuitl in Tortuga and give her the Summoning Relic. Once Tetzahuitl is summoned, the Merfolk Guardians will move to give her Summoning Relics or collect more if none are held.

**Attack:** When entering a region, compare Strengths. If the Merfolk Champion's Strength is greater than or equal to the strongest hostile NPC's in the region, defeat that NPC. If a player or NPC holds one or

more Summoning Relics, take all Summoning Relics. An attacked player Exhausts 1 Crew and flees to an adjacent region.



### SPECIAL RULES

**Reckless:** Merfolk Guardians will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

**Summoning Relic:** Only Merfolk Guardians can pick up a Summoning Relic token. When they enter a region with this token, they attack any hostile NPCs and then pick up the Summoning Relic. When a Merfolk Guardian holding a Summoning Relic is defeated, they will give up the token to the player or hostile NPC as part of their reward.



Rewards: 8 gold

### TETZAHUITL

**Movement:** Tetzahuitl will move to the nearest player or NPC with one or more Relics. If there is more than one, she will move toward the player or NPC with the most Relics. Tetzahuitl will take all Summoning Relics from any Merfolk Guardians in the same region.

**Region Attack:** When entering a region, compare Strengths. If Tetzahuitl's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. If a player or NPC holds one or more Summoning Relics, take all Summoning Relics. In addition, the attacked player with the most Relics gives Tetzahuitl a Relic. Then all attacked players flee to an adjacent region.

### SPECIAL RULES

**Ancient Power:** Tetzahuitl gains 1 Strength for each Relic she holds.

**Reckless:** Tetzahuitl will always take the shortest path to her Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 1 Notoriety + 1 Notoriety for each Relic held





## DREAD TIDE

*Cursed by the Fountain of Youth, Undead Soldiers ravage the islands. Forming Hordes, the Dread Tide threatens to Infest the entire Caribbean.*

### KEY CONCEPTS

1. Undead Soldiers move to form Hordes.
2. The Skeletal Colossus replaces a Horde if not in play.
3. Hordes and the Skeletal Colossus Infest Ports.
4. If the Dread Tide Infests five Ports, the Dread Tide wins.

**Objective:** Undead Soldiers will join together to form the Skeletal Colossus or a Horde and begin to Infest Port regions. If the Dread Tide Infest five Ports they win, overrunning the Caribbean with their hordes.

### SETUP

#### FACTION CARDS

- 2 NPC Stat
- 3 Crew
- 18 Relic
- 3 Event (1-2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

#### MINIATURES



SKELETAL  
COLOSSUS



UNDEAD  
SOLDIER

#### TOKENS



INFESTATION  
TOKEN



FLAG



FORT

### UNDEAD SOLDIER

**Movement:** Undead Soldiers will move toward each other in order to form a Horde. A Horde consists of three Undead Soldiers. If the Skeletal Colossus is not on the board, a Horde will immediately transform into a Skeletal Colossus (remove the Undead Soldiers from play). Remaining Undead Soldiers will form new Hordes instead of joining a preexisting Horde.

**Attack:** When entering a region, compare Strengths. If the Undead Soldier's Strength is greater than or equal to the strongest hostile NPC's in the region, defeat that NPC. The attacked player loses 5 gold and flees to an adjacent region.

### SPECIAL RULES

**Horde:** A Horde is a group of three Undead Soldiers that move and attack as one NPC. If the Skeletal Colossus is not on the board, a Horde



will immediately transform into a Skeletal Colossus (remove the Undead Soldiers from play). Hordes Infest Port regions.

**Infest:** If a Horde wins combat in or moves into an unoccupied and Uninfested Port, place an Infestation token. Infestation tokens cannot be placed in a region with a Fort token. When a Fort is placed, remove all Flag and Infestation tokens.



**Infested Port:** Port actions can't be taken on an Infested Port, but attacks, Challenges, and Adventures can be taken by players and NPCs. An Infestation token is not a Flag and does not replace a Flag when placed. However, a player can remove an Infestation token from a Port by capturing the Port.

**Reckless:** Undead Soldiers will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 5 gold

### SKELETAL COLOSSUS

**Movement:** The Skeletal Colossus will move toward the nearest Uninfested Port region.

**Region Attack:** When entering a region, compare Strengths. If the Skeletal Colossus's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. All attacked players discard 1 Crew and flee to an adjacent region. If in a Port region, Infest.

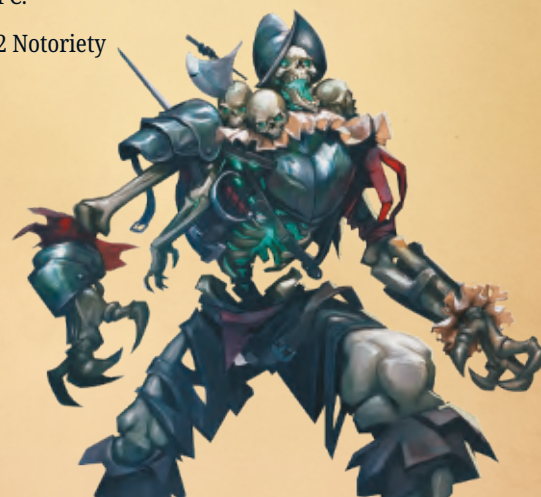
### SPECIAL RULES

**Infest:** If the Skeletal Colossus wins combat in or moves into an unoccupied and Uninfested Port, place an Infestation token.

**Infested Port:** See Undead Soldier Special Rules.

**Reckless:** Skeletal Colossus will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 2 Notoriety





## EXPANSION GAME FACTIONS



### AZTECS

*The remnants of the Aztec Empire reawaken. Rekindling ancient oaths and magic, the empire fights to reclaim what's been plundered.*

#### KEY CONCEPTS

1. Champions will hunt down hostile NPCs or players with Aztec Gold.
2. Champions take Aztec Gold to Quetzalcoatl.
3. Quetzalcoatl unlocks new abilities with each Aztec Gold.
4. Quetzalcoatl acts like a Nemesis when a player shares his region type.
5. When Quetzalcoatl gains four Aztec Gold, the Aztecs win.

**Objective:** The Champions will stop at nothing to recover Aztec Gold held by non-allies and bring it to Quetzalcoatl. When Quetzalcoatl gains four Aztec Gold, he will scorch his enemies in radiant lightning and the Aztecs win.

#### SETUP

##### FACTION CARDS

- 2 NPC Stat
- 1 Spanish Galleon
- 3 Crew
- 18 Relic
- 3 Event (1-2P)
- 3 Event (3P+)
- 3 Lover/Nemesis
- 1 Quetzalcoatl (tarot card)



MINIATURES



CHAMPION



AZTEC GOLD



FLAG



FORT

#### SPECIAL RULES

**Aztec Gold:** Aztec Gold is worth 1 Notoriety while held.

All Spanish Galleons are placed on the board with Aztec Gold.



### CHAMPION

**Movement:** Champions will move toward the nearest player or hostile NPC who holds Aztec Gold. Champions will not move into the same region as another ally. If they're in a region with an ally, they will move out of that region. If a Champion is holding Aztec Gold, they will move toward Quetzalcoatl to return the gold. If Quetzalcoatl is not in play, the Champions will bring the Aztec Gold to Claw Bay and place Quetzalcoatl in Claw Bay.



**Attack:** When entering a region, compare Strengths. If the Champion's Strength is greater than or equal to the strongest hostile NPC's in the region, defeat that NPC. If a player or NPC holds 1 or more Aztec Gold, take all Aztec Gold. In addition, an attacked player loses 5 gold and flees to an adjacent region.

#### SPECIAL RULES

**Reckless:** Champions will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 7 gold

### QUETZALCOATL

**Movement:** Quetzalcoatl moves toward the nearest player or NPC who holds Aztec Gold. If there is more than one, he will move toward the player or NPC with the most Aztec Gold. Quetzalcoatl will take all Aztec Gold from any Champions in the same region.

**Region Attack:** When entering a region, compare Strengths. If Quetzalcoatl's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. If a player or NPC holds 1 or more Aztec Gold, take all Aztec Gold. In addition, the attacked players lose 5 gold and flee to an adjacent region.

#### SPECIAL RULES

Quetzalcoatl acts like an additional Nemesis when a player is in a region that matches the type Quetzalcoatl occupies—Port region or Sea region. Each time he gains an Aztec Gold, he unlocks a new ability in descending order.

**Reckless:** Quetzalcoatl will always take the shortest path to his Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 1 Notoriety + 1 Notoriety for each Aztec Gold held





## ORDO NOCTURNUS

*In secret, the Initiates of the Ordo Nocturnus consort with demons. Yet, such power comes at an unimaginable price—a price the entire Caribbean will be forced to pay.*

### KEY CONCEPTS

1. Initiates seek Ports to build Temples.
2. Temples summon more Initiates.
3. Summon Nocturne if five Temples are built.
4. Nocturne must Consume four Temples to win.

**Objective:** The Initiates will attempt to build five Temples in Port regions to summon Nocturne. If Nocturne Consumes four Temples, the Ordo Nocturnus win and the Endless Night begins.

### SETUP

#### FACTION CARDS

- 2 NPC Stat
- 3 Crew
- 18 Relic
- 3 Event (1–2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

#### MINIATURES

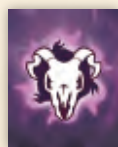


NOCTURNE



INITIATE

#### TOKENS



TEMPLE



FLAG



FORT

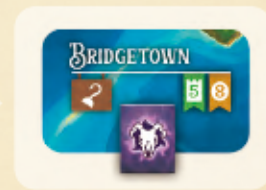
### INITIATE

**Movement:** Initiates will move to the nearest Port without a Temple. If there is more than one, they will move toward the weakest Port. Initiates will not move into the same region as an ally. If they're in a region with an ally, they will move out of that region.



Initiates are neither **Cautious** nor **Reckless**. They ignore players and hostile NPCs when they evaluate their Objectives and move. When an Initiate moves into a region with players and/or hostile NPCs, they will not attack.

When an Initiate moves into a Port region without a Temple, or starts their turn in a region without a Temple, place a Temple token in the region as their action. Temple tokens cannot be placed in a region with a Fort token. When a Fort is placed, remove all Flag and Temple tokens.



One Initiate will always remain in a Temple region. If an Initiate is the last one in a Temple region, rather than move and take an action, they will place a new Initiate in this region. The new Initiate will not move or take an action this round.

**Attack:** Initiates do not attack.

### SPECIAL RULES

**Concealed:** Initiates cannot be Challenged or attacked while in a Port region. To remove them, a player must successfully Challenge the Port. If successful, the player also removes the Temple token in addition to capturing the Port, but the player does not gain any rewards for removing Initiates.

**Temple:** Initiates will place five Temples to summon Nocturne. One Initiate will remain to tend to each Temple. The last Initiate in a Temple region will place additional Initiates.

**Rewards:** 5 gold

### NOCTURNE

When the fifth Temple is built, place Nocturne in that region. Nocturne will Consume the Temple and any Initiates in the region.

**Movement:** Nocturne will move to Consume the nearest Temple.

**Region Attack:** When entering a region, compare Strengths. If Nocturne's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. All attacked players discard 1 Crew and flee to an adjacent region. If in a region with a Temple, Nocturne will Consume.

### SPECIAL RULES

**Consume:** When Nocturne enters a Temple region, he will attack any hostile NPCs and players. Then he removes the Temple and any Initiates from this region. Place the removed Temple tokens onto the Nocturne card. He gains 2 Strength for each Temple he Consumes.

**Reckless:** Nocturne will always take the shortest path to his Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 1 Notoriety + 1 Notoriety for each Temple Consumed





## SEA COVEN

*The spirit of a drowned witch returns with a vengeance. Consumed by grief and anger, she turns the sea against the guilty and the innocent alike.*

### KEY CONCEPTS

1. Sea Elementals seek players and Spanish Galleons.
2. Alura is summoned by the Sea Coven Event card.
3. Sea Elementals drag players and Spanish Galleons toward Alura.
4. Alura gains a Soul Shard each time she attacks a player or Spanish Galleon.
5. The Sea Coven wins if Alura gains four Soul Shards.

**Objective:** Sea Elementals will attempt to attack and drag players and Spanish Galleons into Alura, Fury of the Sea, so she can collect Soul Shards. When Alura, Fury of the Sea, collects four Soul Shards, the Sea Coven wins, drowning the Caribbean in a raging maelstrom.

### SETUP

#### FACTION CARDS

- 2 NPC Stat
- 3 Crew
- 18 Relic
- 3 Event (1-2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

#### MINIATURES



ALURA, FURY OF THE SEA

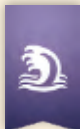
#### TOKENS



SEA  
ELEMENTAL



SOUL  
SHARD



FLAG



FORT

### SEA ELEMENTAL

**Movement:** Sea Elementals will move toward the nearest player or Spanish Galleon.

**Attack:** When entering a region, compare Strengths. If the Sea Elemental's Strength is greater than or equal to the strongest hostile NPC's in the region, defeat that NPC, except Spanish Galleons. When a Sea Elemental attacks a player or Spanish Galleon, both miniatures are moved together one region closer to Alura. If she isn't in play, they can move in any direction. In addition, the attacked player Exhausts 1 Crew.



### SPECIAL RULES

**Mesmerize:** Spanish Galleons can't attack Sea Elementals.

**Reckless:** Sea Elementals will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 6 Gold + move 1 region in any direction

### ALURA, FURY OF THE SEA

Alura, Fury of the Sea, is summoned when a Sea Coven Event card is revealed.

**Movement:** Alura, Fury of the Sea, will move toward the nearest player or Spanish Galleon.

**Region Attack:** When entering a region, compare Strengths. If Alura's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. All attacked players discard 1 Crew and flee to an adjacent region. If attacking 1 or more players or Spanish Galleons, she gains a Soul Shard for each.

### SPECIAL RULES

**Devour Souls:** +1 Strength for each Soul Shard held.

**Reckless:** Alura, Fury of the Sea, will always take the shortest path to her Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 1 Notoriety + 1 Notoriety for each Soul Shard held







## SENTINELS OF MUKUL

*Beneath the jungle, the hidden city of Mukul thrives, protected by the Sentinels above. These simian guardians will chase down anyone who dares plunder their sacred fruit and treasures.*

### KEY CONCEPTS

1. Place the Hidden City in Cartagena and the Merchant in Nassau.
2. The Sentinels will move to retrieve the nearest Golden Fruit.
3. Players and Spanish Galleons may trade Golden Fruit to the Merchant
4. Batz is summoned when Golden Fruit is traded to the Merchant.
5. If the Hidden City holds four or more Golden Fruits, the Sentinels of Mukul win.

**Objective:** The Sentinels of Mukul must collect four or more Golden Fruits and deposit them in the Hidden City region. If they do, the Sentinels of Mukul win and drive out the pillaging pirates and colonists.

### SETUP

During setup, place the Hidden City token in Cartagena and the Merchant token in Nassau.



### FACTION CARDS

- 2 NPC Stat
- 1 Spanish Galleon
- 3 Crew
- 18 Relic
- 3 Event (1–2P)
- 3 Event (3P+)
- 3 Lover/Nemesis

### MINIATURES



BATZ, THE GREAT PROTECTOR

SENTINEL



### TOKENS



MERCHANT



FLAG



HIDDEN CITY



FORT

GOLDEN FRUIT



### SPECIAL RULES

**Trade:** When a player or Spanish Galleon with 1 or more Golden Fruit enters the region with the Merchant token, they may trade Golden Fruit for 5 gold each. In addition, the player gains 1 Notoriety for each token traded. Traded Golden Fruit tokens are placed under the Merchant token. Only Batz, the Great Protector, can remove Golden Fruit tokens from the Merchant. The Merchant token can't be removed.

**Golden Fruit:** Spanish Galleons will move toward the Golden Fruit as an Objective. This is equal in importance to attacking Ports with Flags. They will take Golden Fruit from a region, a hostile NPC, or a player. During the Faction turn, the first player must move the Spanish Galleon toward the nearest Objective. If a Spanish Galleon holds a Golden Fruit, it will move toward the Merchant. This will be its only Objective. Once the Spanish Galleon is in the same region as the Merchant, it will trade all held Golden Fruit for 5 gold each.

**Hidden City:** Players and NPCs cannot remove a Golden Fruit from the Hidden City. The Hidden City token cannot be removed.

### SENTINEL

**Movement:** Sentinels will move toward the nearest Golden Fruit. When entering an unoccupied region with 1 or more Golden Fruit, a Sentinel will pick them all up. If there is a player or hostile NPC in a region, the Sentinel must attack before they pick up or take any Golden Fruit. If a Sentinel is holding any Golden Fruit, it will move toward the Hidden City to deposit all held Golden Fruit.



**Attack:** When entering a region, compare Strengths. If the Sentinel's Strength is greater than or equal to the strongest hostile NPC's in the region, defeat that NPC. If a player or NPC holds 1 or more Golden Fruit, take all Golden Fruit. In addition, an attacked player Exhausts 1 Crew and flees to an adjacent region.

### SPECIAL RULES

**Cautious:** Sentinels will take the shortest path possible to one of their Objectives as long as they can avoid attacking a stronger NPC. If there is no path to one of their Objectives without entering a region occupied by a stronger NPC, or if their Objective is in the same region as a stronger NPC, they must move into that region.

**Rewards:** 7 gold

### BATZ, THE GREAT PROTECTOR

Batz is placed on Cartagena when 1 Golden Fruit is traded to the Merchant in a 1–2 player game, or 3 Golden Fruits are traded to the Merchant in a 3 or more player game.



**Movement:** Batz will move toward the region, player, or NPC, including the Merchant, with the most Golden Fruit. Unlike the Sentinels, he will continue to move toward Golden Fruit until there is no region, player, or NPC, including the Merchant, with more Golden Fruit than him. Then he will move toward the Hidden City to deposit all held Golden Fruit.

**Region Attack:** When entering a region, compare Strengths. If Batz's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. If a player or NPC holds 1 or more Golden Fruits, take all Golden Fruit. In addition, all attacked players discard 1 Crew and flee to an adjacent region.

### SPECIAL RULES

**Reckless:** Batz will always take the shortest path to his Objective, even if it means entering a region occupied by a stronger NPC.

**Rewards:** 2 Notoriety



## SKYSTALKERS

*The Skystalkers are an ancient Greek cult dedicated to the veneration and preservation of the Harpy. They will stop at nothing to protect her and her eggs, as they are last of their kind.*

### KEY CONCEPTS

1. Each player starts with a Harpy Egg in their region.
2. The longer a Harpy Egg is held, the more Notoriety can be gained.
3. The Harpy will pursue players who hold her Harpy Eggs.
4. If no player holds a Harpy Egg, the Harpy will collect them from the board.
5. The Skystalkers win if the Harpy collects four Harpy Eggs.

**Objective:** The Harpy will hunt for her lost Harpy Eggs. If she collects four or more, the Skystalkers win, hatching a hungry flock to devour the denizens of the Caribbean.

### SETUP

Each player starts with a Harpy Egg in their region.

### FACTION CARDS

- 1 NPC Stat (double-sided)
- 4 Crew
- 23 Relic
- 3 Event (1–2P)
- 3 Event (3P+)
- 3 Lover/Nemesis



### MINIATURES



HARPY

### TOKENS



EGG TRACKER



FLAG



HARPY EGG



FORT

**Harpy Egg:** Only players and the Harpy can pick up the Harpy Egg token from a region. When a player picks up a Harpy Egg token and doesn't have a Harpy Egg card, they take one. Players can only hold one Harpy Egg card at a time, but may hold multiple Harpy Egg tokens. Each token is worth 1 Notoriety while held.

At the end of a player's turn, if they hold the Harpy Egg card, they place the Egg Tracker token on the first level or advance the Egg Tracker one level if it's already present.

Before and after movement, players may pick up or drop all Harpy Eggs in a region. This does not take an action. When a player drops the Harpy Egg, they gain Notoriety based on the Egg Tracker's placement on the Harpy Egg card. If the Harpy Egg is taken from a player, they do not gain Notoriety.



If the Harpy Egg is dropped or taken, then the Harpy Egg card and the Egg Tracker token are both discarded.



## HARPY

If the Harpy isn't in play and a player picks up a Harpy Egg from a region, place the Harpy in that region immediately. If no players pick up a Harpy Egg, the Harpy will be placed when a Skystalkers Event card is revealed.

**Movement:** The Harpy will move toward Harpy Eggs held by a player. If no player holds a Harpy Egg, the Harpy will move toward the nearest Harpy Egg in play.

**Region Attack:** When entering a region, compare Strengths. If the Harpy's Strength is greater than or equal to the strongest hostile NPC's, defeat all hostile NPCs in the region. If a player or NPC holds 1 or more Harpy Eggs, take all Harpy Eggs. In addition, all attacked players discard 1 Crew and flee to an adjacent region.

### SPECIAL RULES

The Harpy Stat card will be flipped to her Calm side when no player holds a Harpy Egg. If a player holds a Harpy Egg, flip the Harpy Stat card to her Enraged side. The first player will use the Harpy's current side to determine which parts of the Harpy Event card to carry out.

**Calm:** The Harpy will not attack. The Harpy is neutral to all players and Factions.

**Enraged:** The Harpy will attack players with Harpy Eggs and any NPC that gets in her way.

**Reckless:** The Harpy will always take the shortest path to her Objective, even if it means entering a region occupied by a stronger NPC.

**Wind Speed:** Before the Harpy moves, roll 1 Bonus die to determine her movement for the turn.

### MOVEMENT VALUES

1 = 1 movement    🌀 or 🌀 = 2 movement    🌀 = 3 movement

**Rewards:** 1 Notoriety + 1 Notoriety for each Harpy Egg held

## BASE GAME CONTENTS

### 1 RULEBOOK

### 1 GAME BOARD

### 4 CAPTAIN RINGS

### 18 DICE

- 4 Captain dice (Blue)
- 14 Bonus dice (White)

### 213 TOKENS

- 1 First Player Token
- 60 Gold Tokens: 30 1-gold and 30 5-gold
- 40 Notoriety Tokens
- 12 NPC Strength Tokens
- 30 Favor/Malice Tokens (double-sided)
- 4 Captain Adventure Tokens: *Cesare, Kahina, Spell, Ton*
- 4 Lover Adventure Tokens: *Cesare, Kahina, Spell, Ton*
- 4 Nemesis Adventure Tokens: *Cesare, Kahina, Spell, Ton*
- 4 Secondary Lover/Nemesis Adventure Tokens: *Cesare, Kahina, Spell, Ton*
- 31 Flag Tokens: 5 *Cesare*, 5 *Kahina*, 5 *Spell*, 5 *Ton*, 1 *Spanish Armada*, 1 *Atlantean Usurpers*, 7 *British Empire*, 1 *Children of Tlaloc*, 1 *Dread Tide*
- 5 Fort Tokens: *Spanish Armada, Atlantean Usurpers, British Empire, Children of Tlaloc, Dread Tide*
- 9 Atlantean Trophy Tokens
- 4 Children of Tlaloc Summoning Relic Tokens
- 5 Dread Tide Infestation Tokens

### 40 TAROT SIZE CARDS

- 4 Player Guide Cards
- 4 Captain Cards (double-sided): *Cesare, Kahina, Spell, Ton*
- 20 Lover/Nemesis Cards
- 12 Faction Lover/Nemesis Cards: 3 *Atlantean Usurpers*, 3 *British Empire*, 3 *Children of Tlaloc*, 3 *Dread Tide*

### 270 STANDARD SIZE CARDS

- 14 Ship Cards: 4 *Class 1*, 4 *Class 2*, 6 *Class 3*
- 52 Crew Cards: 12 *Starter Crew*, 40 *Port Crew*
- 50 Tavern Cards
- 25 *Spanish Armada* Cards
- 37 *Atlantean Usurper* Cards
- 30 *British Empire* Cards
- 33 *Children of Tlaloc* Cards
- 29 *Dread Tide* Cards



## 5 FACTION GUIDES

- *Spanish Armada, Atlantean Usurpers, British Empire, Children of Tlaloc, Dread Tide*

## 38 MINIATURES

### CAPTAINS

- 4 Captain Minis: *Cesare, Kahina, Spell, Ton*

### SPANISH ARMADA

- 8 Spanish Galleon

### ATLANTEAN USURPERS

- 4 Atlantean Seeker
- 1 King Alaran

### BRITISH EMPIRE

- 6 Naval Officer
- 1 British Admiral

### CHILDREN OF TLALOC

- 6 Merfolk Guardian
- 1 Tetzahuitl

### DREAD TIDE

- 6 Undead Soldier
- 1 Skeletal Colossus

## EXPANSION GAME CONTENTS

## 109 TOKENS

- 10 Notoriety Tokens
- 10 Captain Jack Vengeance Tokens (double-sided)
- 4 Captain Adventure Tokens
- 4 Lover Adventure Tokens
- 4 Nemesis Adventure Tokens
- 4 Secondary Lover/Nemesis Adventure Tokens
- 25 Flag Tokens: *5 Grimwald, 5 Jack, 5 Liu, 5 Matchlock, 1 Aztecs, 1 Ordo Nocturnus, 1 Sea Coven, 1 Sentinels of Mukul, 1 Skystalkers*
- 5 Fort Tokens: *Aztecs, Ordo Nocturnus, Sea Coven, Sentinels of Mukul, Skystalkers*
- 9 Aztec Gold Tokens
- 5 Ordo Temple Tokens
- 4 Sea Coven Soul Shard Tokens
- 1 Sentinels of Mukul Hidden Temple Token
- 1 Sentinels of Mukul Merchant Token
- 9 Sentinels of Mukul Golden Fruit Tokens
- Harpy Egg Token
- Harpy Egg Tracker Token

## 20 TAROT SIZE CARDS

- 4 Captain Cards (double-sided): *Grimwald, Jack, Liu, Matchlock*
- 15 Faction Lover/Nemesis Cards: *3 Aztecs, 3 Ordo Nocturnus, 3 Sea Coven, 3 Sentinels of Mukul, 3 Skystalkers*
- 1 Quetzalcoatl Curses Card

## 157 STANDARD SIZE CARDS

- 1 Class 1 Ship Card
- 3 Starter Crew
- 30 Aztecs Cards
- 29 Ordo Nocturnus Cards
- 29 Sea Coven Cards
- 30 Sentinels of Mukul Cards
- 37 Skystalker Cards

## 5 FACTION GUIDES

- 5 Faction Guides: *Aztecs, Ordo Nocturnus, Sea Coven, Sentinels of Mukul, Skystalkers*

## 33 MINIATURES

### CAPTAINS

- 4 Captain: *Grimwald, Jack, Liu, Matchlock*

### AZTECS

- 6 Champion
- 1 Quetzalcoatl

### ORDO NOCTURNUS

- 6 Initiate
- 1 Nocturne

### SEA COVEN

- 6 Sea Elementals
- 1 Alura, Fury of the Sea

### SENTINELS OF MUKUL

- 6 Sentinel
- 1 Batz, The Great Protector

### SKYSTALKERS

- 1 Harpy





# SEA OF LEGENDS™

## PLAYER GUIDE

### ROUND BEGINS

#### PLAYER TURN

Move and take an action in any order.

#### MOVEMENT

Move up to the number of regions indicated by your ship's movement  as well as any additional modifiers from your tableau (p.8).

#### PLAYER ACTIONS

##### 1. GO ON AN ADVENTURES (p. 9)

Use the Sea of Legends™ app to reveal unique rewards and stories.



##### 2. TAKE A PORT ACTION (p. 9)

First, Refresh Crew and then take a Port action at one of the following locations:



**TAVERN** – earn gold, find Rumors and Items (p. 9)



**SHIPYARD** – buy a ship (p. 10)



**HIRING HALL** – hire Crew (p. 10)



**HIDEOUT** – bury gold (p. 10)

##### 3. DECLARE A CHALLENGE (p. 11)

- Highest Strength wins, attackers win ties.
- Challenge players, NPCs, and Ports

*Controlled By First Player*

##### 1. ACTIVATE FACTION (p. 13)

A. ACTIVATE NPC

B. EVALUATE OBJECTIVE

C. MOVE

D. ATTACK

E. REPEAT STEPS A–D FOR ALL NPCs IN ACTIVE FACTION

##### 2. REPEAT STEP 1 FOR ALL FACTIONS

##### 3. END OF FACTION TURN (p. 14)

A. RESOLVE NPC SPECIAL RULES

B. DRAW AN EVENT CARD

C. PASS THE FIRST PLAYER TOKEN



#### FACTION TURN

### ROUND ENDS

## WIN THE GAME

Players race to gain 10 or more  by the end of a round. In the event of a tie, the player with the most gold wins (p. 15).

Factions can end the game, too. They have unique victory conditions. See the Faction Guides (p. 20).