Sea of Legends™

THE RULEBOOK

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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!

Game Overview

Sea of Legends is played in a series of rounds. Each round begins with each player taking a turn and ends with a Faction Turn. During the Faction Turn, all three Factions in play will be activated and take their turns.

On a player's turn, they can move across the board and take one of the following actions:

1. **Go on an Adventure**
2. **Take a Port Action**
3. **Declare a Challenge**.

Ultimately, the players are seeking to gain **Notoriety**, as the first player to have **10** or more Notoriety at the end of a round wins. However, this is not the only way the game can end.

In *Sea of Legends*, it is possible for the Factions to defeat the players. If, during the Faction Turn, a Faction accomplishes its Win Condition, that Faction immediately wins and the game is over. At the end of the Faction Turn, if no Faction has won the game, players check their Notoriety score. If any player has 10 or more Notoriety, the game ends. In the event of a tie in Notoriety, the player with the most gold is the winner. If no player has gained 10 or more Notoriety, play continues with a new Event card and the passing of the First Player token.

4× CAPTAIN MINIATURES

ADVENTURE TOKENS

CAPTAIN

NEMESIS

LOVER

SECONDARY

CAPTAIN FLAGS

4× CAPTAIN RINGS

CESARE
Smuggler's Cove

CONVERSION
For every assigned, draw 1 Crew card. Then hire 1 of the drawn Crew for free.

SPELL
Smuggler's Cove

BAG OF TRICKS
For every assigned, change the face of any one Bonus die.

KAHINA
Smuggler's Cove

PILFER
For every assigned, draw 1 Tavern card. Then choose 1 of the drawn Items to keep.

TON
Smuggler's Cove

CRITICAL HIT
For every assigned, gain 1 Strength.

CESARE
LEGENDARY CAPTAIN

FERVOR
For every assigned, draw 1 Crew card. Then hire up to 2 of the drawn Crew for free.

SPELL
LEGENDARY CAPTAIN

MAGIC GAMBIT
For every assigned, change the face of any one die.

KAHINA
LEGENDARY CAPTAIN

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

TON
LEGENDARY CAPTAIN

CRITICAL HIT
For every assigned, gain 2 Strength.

ISHMAEL
THE MAD MARINER
St. John

ON THE HOOK
If you roll 1 or more, Exhaust 1 Crew.

ISHMAEL
THE MAD MARINER

CAPTAIN'S CALL
For every assigned, draw 1 Crew card. Hire 1 drawn Crew for free.

LEVIATHAN HUNTER
Gain 3 Bonus dice while in a Sea region.

MARINER'S RHYME
For every assigned, Refresh 1 Crew and gain 1 Strength.

TRUE LOVE
Gain 1 while unlocked.

SEA·LEGENDS™ PLAYER GUIDE

0×LOVER/NEMESIS CARDS

0 × REGULAR SHIP CARDS

PEANUT

FLEETWOOD
15

EL TORO
35

EL TORO
35
CLASS III

EL TORO
35
CLASS III

0 × STARTING SHIP CARDS

0 × ARTIFACT CARDS

LUCKY PEG LEG
ITEM
Discard Lucky Peg Leg to change any 1 die to another side for any player.

MUSKET LOADING RACE

GLITTERING EYEPATCH
RELIC
When you take a Tavern action, draw 3 Tavern cards and choose 1 to resolve.

FARTING CONTEST

QUARTERMASTER
Exhaust to change

NAVIGATOR
Exhaust to gain 1

GUNNER
Exhaust to gain 1 Bonus die.

ANTIQUARIAN
3
Exhaust to claim a Relic from a Rumor if it is in an adjacent region.

0 × STARTING CREW CARDS

0 × REGULAR CREW CARDS

— ADMIRAL —

BRITISH EMPIRE

ATLANTEAN USURPERS

DREAD TIDE

CHILDREN OF TLALOC

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.

5 × FACTION REFERENCE CARDS

4

Sea of Legends

A COMPLETE GAME INVENTORY
CAN BE FOUND ON PAGE 43

SPANISH ARMADA

CORSARIO'S PIKE · SPANISH GALLEON · SPANISH ARMADA

ATLANTEAN USURPERS

SETI · DATTI · SEEKER'S GLAIVE · KING ALARAN · SEEKER · ATLANTEAN USURPERS

BRITISH EMPIRE

FOPBERRY · MARIGOLD · BODYGUARD'S RING · ADMIRAL · NAVAL OFFICER · BRITISH EMPIRE

CHILDREN OF TLALOC

TENOCH · CHAK · TIDE-TOUCHED MASK · TETZAHUITL · MERFOLK GUARDIAN · CHILDREN OF TLALOC

THE DREAD TIDE

LADY GRAY · FATHER ANTONIO · CHALICE OF AVARICE · SKELETAL COLOSSUS · UNDEAD SOLDIER · DREAD TIDE

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. The player who rolls the highest total numeric value (not icons) will take the First Player token and play 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 Adventure tokens. Place the Captain Adventure token in the region indicated on their card under their name. You may replace your Captain miniature with the matching Captain ring and a Spanish Galleon miniature.

1 CAPTAIN MINI   OR   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. 13).

Captain components match the color and icon on their card.

1 CAPTAIN CARD (DOUBLE-SIDED)

STARTING SIDE   LEGENDARY SIDE

> IF THIS IS YOUR FIRST TIME PLAYING SEA OF LEGENDS, WE ENCOURAGE YOU TO USE THE FIRST GAME: SETUP & TIPS STARTING ON P. 10.

3. CHOOSE A LOVER AND A NEMESIS

Each player will start the game with a Lover and Nemesis who will affect their Captain on their adventures. Your choices during Adventures will shape your relationship to these characters in surprising ways! There are twenty base game doubled-sided Lover/Nemesis cards that can be played either as a Lover or Nemesis. These do not include Lover/Nemesis cards with a Faction icon in the upper left-hand corner of the card (Faction Lover/Nemesis cards).

FACTION ICON → KARIMALA THE VIZERINE — Claw Bay

Shuffle the twenty base game 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 Nemeses) 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.

LOVER ADVENTURE STARTING LOCATION →

FAVOR TOKEN →

AS YOU GAIN FAVOR, MOVE FAVOR TOKEN DOWN TO MARK UNLOCKED ABILITIES

VALENTINE THE MASKED NOBLE ← LOVER ICON

Port Royal

EXQUISITE PROFIT
For every ◆ assigned, gain 2 gold.

HIDDEN STRINGS
Gain a Bonus die for each NPC in an adjacent region.

LOYALTY
For every ◆ assigned, draw 1 Crew card. Hire 1 drawn Crew for free.

TRUE LOVE
Gain 1 ◆ while unlocked.

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

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 under their name.

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.

NEMESIS ICON

NEMESIS ADVENTURE STARTING LOCATION

MALICE TOKEN

AS YOUR NEMESIS BECOMES STRONGER, MOVE MALICE TOKEN DOWN TO MARK UNLOCKED ABILITIES

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 the Malice token is on your Nemesis' first ability and you're instructed to remove a Nemesis' last ability, remove the Malice token from the Nemesis card. That Nemesis will no longer affect the player until at least one of their abilities is unlocked again. If this occurs, place the Malice token back on the Nemesis card on their first ability. 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
- 5 Flag tokens

You can arrange them as shown in the diagram below.

LOVER   CAPTAIN   NEMESIS   LOOT

8 GOLD TOKENS

5 FLAG TOKENS

SHIP   CREW

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, Faction NPC minis, Faction Objective tokens, 1 or more Flag tokens, and a Fort token. Each Faction has unique rules described in their Faction Guide. For more information on each Faction, make sure to set the Faction Guide aside for reference, or look in the rulebook, starting on p. 20, for the Faction Guide rules.

6.. PLACE THE FACTION CARDS

Based on the Factions you choose, identify and place the four types of **Faction Cards: NPC Stat cards**, **Event cards**, **Faction decks,** and **Faction Lover/Nemesis cards**.

NPC STAT CARDS

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 and will often have special rules, explained in their Faction Guides.

When selecting the Factions for the game, place the NPC Stat cards for the chosen Factions alongside the board with the Spanish Galleon NPC Stat card. Spanish Galleons and the various Follower NPCs have a variable-level track along the left side of their cards. Place an NPC Strength token on the first level (the topmost semicircle) of each Follower NPC Stat card.

NPC STAT CARD FRONT   NPC STAT CARD BACK

NPC NAME AND TYPE

NPC STRENGTH TOKEN
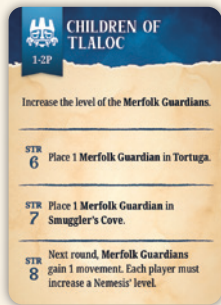
NPC LEVELS & STATS

REWARDS

EVENT CARDS

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.

FACTION SYMBOL & NAME

EVENT CARD FRONT

EVENT CARD BACK

FACTION GAME PLAY INSTRUCTIONS

CHILDREN OF TLALOC
1-2P

Increase the level of the Merfolk Guardians.

STR 6 — Place 1 Merfolk Guardian in Tortuga.

STR 7 — Place 1 Merfolk Guardian in Smuggler's Cove.

STR 8 — Next round, Merfolk Guardians gain 1 movement. Each player must increase a Nemesis' level.

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

There are Event cards for 1–2 player games and Event cards for 3 or more player games. Each Faction, including the Spanish Armada, has three Event cards for each Event deck. Be sure to use the appropriate deck for your game. Shuffle together the nine Event cards from all three Factions into one Event deck.

EVENT CARDS FOR 1–2 PLAYERS SAY "1–2P"

CHILDREN OF TLALOC
1-2P

EVENT CARDS FOR 3 OR MORE PLAYERS SAY: "3P+"

CHILDREN OF TLALOC
3P+

FACTION DECKS

Set aside the Relics and Legendary Crew corresponding to each Faction being used, keeping them in separate Faction decks. Do not shuffle these three Faction decks. These may come into play during special Adventures using the *Sea of Legends*™ app.
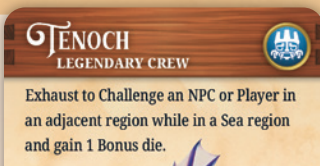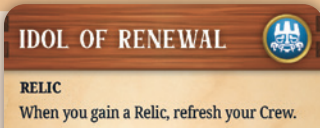
FACTION DECK CARD BACKS

THE BACKS 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

TENOCH
LEGENDARY CREW

Exhaust to Challenge an NPC or Player in an adjacent region while in a Sea region and gain 1 Bonus die.

RELIC INDICATED ABOVE THE DESCRIPTION TEXT

IDOL OF RENEWAL

RELIC
When you gain a Relic, refresh your Crew.

FACTION LOVER/NEMESIS CARDS

Finally, place the Faction Lover/Nemesis cards for your chosen Factions near their respective Faction decks.

Each Faction, other than the Spanish Armada, will have three Faction NPC Lover/Nemesis cards. These may come into play during your Adventures using the *Sea of Legends*™ app.

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 Faction tokens from your selected Factions from step 5. You will also place the remaining Faction components from steps 5 and 6 next to the board.
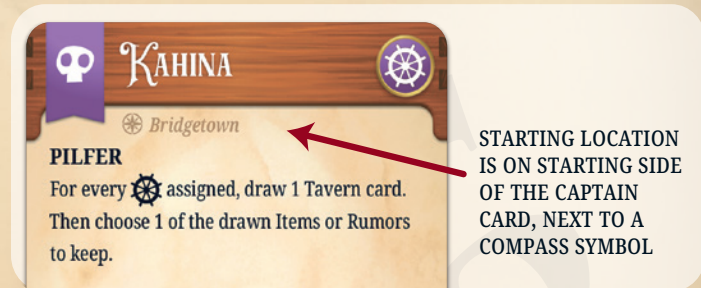
Place the following components next to the game board as shown below.

- 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

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 (any region without a named Port). The additional Factions will not start with any NPC minis on the board. Additional Faction NPCs will be placed during gameplay through Event cards, Adventures, and some uncommon abilities.

KAHINA

◉ *Bridgetown*

PILFER

For every ⚙ assigned, draw 1 Tavern card. Then choose 1 of the drawn Items or Rumors to keep.

STARTING LOCATION IS ON STARTING SIDE OF THE CAPTAIN CARD, NEXT TO A COMPASS SYMBOL

SPANISH ARMADA · +2 ADDITIONAL FACTIONS

CHILDREN OF TLALOC · DREAD TIDE

FACTION GUIDES

NPC MINIS

NPC STAT CARDS

FACTION DECKS

SORTED BY CARD TYPE & FACTION

EVENT DECK

UNUSED LOVER/NEMESIS · FACTION LOVER/NEMESIS

ACTION CARDS

DISCARD — TAVERN DECK

DISCARD — CREW DECK NO STARTER CREW

SHIP DECK NO STARTER SHIPS

DICE

4 CAPTAIN

14 BONUS

TOKENS

FAVOR/MALICE

NPC STRENGTH · GOLD · NOTORIETY

FACTION SPECIFIC TOKENS

FACTION FORT · FACTION FLAGS

CAPTAIN, LOVER, AND NEMESIS ADVENTURE TOKENS ARE PLACED ON THE STARTING LOCATION INDICATED ON THEIR RESPECTIVE CARDS.

THE ONLY FACTION THAT STARTS WITH AN NPC MINI ON THE BOARD IS THE SPANISH ARMADA. ALL OTHER FACTION NPCS WILL BE PLACED FROM EVENT CARDS, SOME ABILITIES (FROM NPCS, ITEMS, AND/OR RELICS), OR BY ADVENTURES IN THE APP.

CAPTAIN MINIS HAVE THEIR STARTING LOCATION ON THEIR CAPTAIN CARD.

YOU ARE NOW READY TO BEGIN!

Key Concepts

Sea of Legends is centered around a few main concepts. Players use their Captains to move about and explore the Caribbean. In pursuit of Notoriety, players will go on Adventures, visit Ports, or Declare Challenges against rival Captains and the powerful and strange Factions with interests in the Caribbean.

These powerful Factions are competing with the players to gain control of the Caribbean or accomplish their own Objectives and win the game. These Factions are represented by Faction NPCs on the board, as well as Faction characters that appear in Adventures and may even join you as a Legendary Crew or as a Lover or Nemesis.

GAME BOARD

In *Sea of Legends*, the game board is a map of the Caribbean divided by narrow borders into regions. There are two types of regions: Port regions and Sea regions. Port regions are named, have a Port type icon, and flags depicting Port strength and Port rewards (gold and/or Notoriety). Any unnamed region is a Sea region.

A Port region has a location name and symbols.

These regions may be occupied by players and the Faction NPCs, both represented by miniatures placed on the board. If there is a miniature anywhere within a region's borders, that region is occupied. If there are no miniatures within a region's borders, the region is unoccupied.

PORTS

Players may interact with Port regions in several ways. First, Adventure tokens will always be located in a Port region (p. 6). Second, players may take Port actions in Port regions. Which Port action is available in a region is dependent on the Port type for that region (p. 14). Third, players may choose to Challenge Ports to gain special rewards (p. 16).

FORTS

Fort tokens modify a Port region and are placed or removed through Adventures.

QUICK SETUP GUIDE

PLAYER COMPONENTS

Each player begins with the following items on their player tableau (see p. 7).

- 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. 9)
- Set Captain minis on their starting locations (indicated on their Captain cards)
- 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 this page.

FIRST GAME: SETUP & TIPS

If this is your first time playing *Sea of Legends*, we encourage you to use the following Faction and Captain recommendations for setup. You can find detailed advice in **First Game: Strategies and Tips** on p. 21.

- 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

A Port region with a Fort token cannot be Challenged or attacked, therefore it will not be a valid Objective for an NPC to move toward if their objective is to attack that Port region. Any other objectives in the same region as the Fort token are still valid when evaluating Objectives and moving NPCs.

Additionally, some Faction tokens, such as an Infestation token, can't be placed in a region with a Fort token. When a Fort is placed, remove all Flag tokens from the region and any other tokens specified in the Faction Guides.

Player Actions

Each turn, players will be able to move and take a single player action, in either order. Player actions include:

- ⚙ **Go on an Adventure** (p. 13)
- ⚙ **Take a Port Action** (p. 14)
- ⚙ **Declare a Challenge** (p. 16)

Free Actions

There are a number of ways in which a player may have an option to take a free action. Free actions do not count as your player action for the turn. They generally require a card or token that will permit a specific action that your player can take before or after they move, provided there are no hostile NPCs occupying the region in which you are attempting to take a free action (see **Faction Alignment**, following).

Factions and Faction Npcs

In *Sea of Legends*, many powerful Factions are active in the Caribbean. The Spanish Armada is active in every game, and players choose two additional Factions during setup to use during a game. The Faction Guides give the full details on how to use these Factions, their NPCs, and any special rules. However, some general rules apply to all Faction NPCs.

Placing NPCs

You will often be instructed to place an NPC on the board. Most commonly, the Event cards will instruct you to place an NPC, but this may also occur through Adventures and some abilities. An NPC placed on the board will not take an action until the Faction Turn unless the placement instructions indicate otherwise.

Removing NPCs

When a Faction NPC is defeated in a Challenge or attack, they will be removed from play, meaning they are removed from the board and returned to the supply. Removed NPC minis will remain available to be placed again. When a defeated NPC is removed from play, all tokens held by the NPC are taken by the player or NPC who defeated them.

If an NPC is removed from play in any other way, for example, as an Adventure Result, return all Notoriety and gold held by the removed NPC back to the supply. Place all other Faction Objective tokens held by the removed NPC on the board in the region the NPC occupied before being removed.

Faction Objective Tokens

Some Factions have special rules that introduce Faction Objective tokens into play that players and Faction NPCs may interact with during their turn. Faction Objective tokens and their specific interactions are explained in the Faction Guides (starting on p. 26), but the following Faction Alignment rules also apply to these interactions.

Faction Alignment

Each Faction in the game has an alignment of hostile, neutral, or allied in relationship to other Factions and each player. That alignment affects how you interact with the Faction and how they interact with your Captain.

By default, all NPCs are hostile to players and to NPCs of other Factions, unless their Faction Guide specifically states otherwise or an Item or Relic changes that alignment. The most common way for a Faction's alignment to change is when a player acquires an Ally Relic. These are powerful Relics that can be acquired multiple times through Adventures. A single Ally Relic will cause a player to become neutral to that Faction, and a second Ally Relic will allow a player to become allied with that same Faction.

All NPCs are considered allied to NPCs of their own Faction, unless their Faction Guide specifically states otherwise or an Item or Relic changes that status.

DREAD LORD'S DAGGER

RELIC

If you have 1 **Dread Lord's Dagger**, the **Dread Tide** are neutral to you. If you have 2, the **Dread Tide** are allies. Discard all of your **Dread Lord's Daggers** if you Challenge a **Dread Tide** NPC, but gain 1 ⚙ for each card discarded this way.

+1 ⚙ WHILE HELD

WHAT DOES IT MEAN TO BE HOSTILE TO A FACTION?

- A player cannot move freely through a region occupied by hostile NPCs. If you move into a region occupied by a hostile NPC, you must stop and Challenge them.

- A player may not take any player action or free action other than a Challenge in a region occupied by hostile NPCs.

- A player may not pick up or drop Faction Objective tokens while in a region occupied by hostile NPCs.

- When a player is hostile to a Faction, the NPCs of that Faction may attack that player if they move into the same region.

WHAT DOES IT MEAN TO BE NEUTRAL TO A FACTION?

- A player can move freely through a region occupied by neutral NPCs.

- A player may take any player action or free action in a region occupied by neutral NPCs. This includes Adventures, Port actions, and Challenging other Captains or hostile NPCs.

- A player may also pick up or drop Faction Objective tokens while in a region occupied by neutral NPCs.

- When a player is neutral to a Faction, the NPCs of that Faction will not attack that player. They will also not consider that player when they Evaluate their Objective, unless that player is holding one of their Faction Objective tokens. For example, if a player is neutral to the Children of Tlaloc but is holding a Summoning Relic token, though Children of Tlaloc NPCs won't attack that player, the Merfolk Guardians and Tetzahuitl will still move toward that player and take any Summoning Relic tokens from them.

WHAT DOES IT MEAN TO BE ALLIED WITH A FACTION?

- When a player is allied with a Faction, that player receives the same benefits as if they were neutral to them.

- Additionally, if that Faction wins the game, so does the player allied with that Faction.

- Finally, if a player is allied with an NPC Faction, the player will gain the Ally bonus from their allies' NPC Stat card if participating in a Challenge action in a region occupied by allies.

Notoriety

In *Sea of Legends*, players are racing to become the most Notorious Captain in the Caribbean. Notoriety (![skull]) is tracked using Notoriety tokens. Each token is worth 1 Notoriety.

NOTORIETY +1

GAIN NOTORIETY

Many actions and achievements in *Sea of Legends* may allow you to gain Notoriety.

- Going on Adventures
- Acquiring a better ship
- Burying gold
- Defeating some Faction NPCs, especially Faction Leaders
- Capturing some Ports

When you're awarded Notoriety for one of these actions or achievements, place the appropriate number of ![skull] tokens on your Captain card.

GAIN NOTORIETY WHILE EMPLOYED/HELD/UNLOCKED

Some Notoriety depends on employing Crew members, holding Relics, or unlocking a Lover's True Love ability.

- **Crew:** +1 ![skull] for every 10 gold worth of Crew employed
- **Relic:** +1 ![skull] while held
- **True Love:** Gain 1 ![skull] while unlocked

When you gain Notoriety from one of these sources, place a Notoriety token beside your Crew, or on the card for a Relic or your Lover. If you gain or lose these cards or abilities, your Notoriety may also increase or decrease.

TOTAL CURRENT NOTORIETY = 5

+1 FOR TRUE LOVE   +2 FROM OTHER   +1 FOR RELIC

+1 FOR CREW ![skull]

LOSING NOTORIETY

It is possible to lose Notoriety that you have earned. For example, an Adventure Result might instruct you to lose Notoriety. If so, remove a Notoriety token from your Captain card. However, if you're instructed to lose Notoriety and do not have enough Notoriety tokens on your Captain card, return what Notoriety tokens you can to the supply and ignore the remainder of the loss.

Example: If an Adventure Result instructs a player to lose 1 Notoriety, but they only have 1 Notoriety tied to a Relic, they will not discard that Notoriety.

You may also lose Notoriety if you discard Crew, discard a Relic, or lose your Lover's True Love ability (or even your Lover entirely). Anytime you discard Crew, check the total your Crew is worth and return Notoriety to the supply if your Crew is no longer worth 10 gold. If you discard a Relic, return the Notoriety token on the Relic card to the supply. If you lock True Love or lose your Lover with True Love, return the Notoriety token from your Lover to the supply.

The Game Round

Each round, starting with the first player and proceeding clockwise around the table, every player will take a turn. After all players have taken a turn, the Faction Turn is resolved, with the first player activating the Factions and all the NPCs in play. At the end of the Faction Turn, an Event card is resolved and the First Player token moves clockwise.

⚓ PLAYER TURN

On your turn, you may move once and take one player action, in any order. Players may also take one or more free actions.

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. All movement must be completed at once. You may move before or after you take your player action, but you may not divide your movement.

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 occupied by 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 (see **Faction Alignment**, p. 11). 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.

PLAYER ACTIONS

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

- ⚓ **Go On an Adventure** (p. 13)
- ⚓ **Take a Port Action** (p. 14)
- ⚓ **Declare a Challenge** (p. 16)

⚓ 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 of your primary Adventure Arcs 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**.

Round Summary

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.

PLAYER ACTIONS

1. GO ON AN ADVENTURE

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

2. TAKE A PORT ACTION

First, Refresh Crew, 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

FACTION TURN

Controlled By First Player

1. ACTIVATE FACTION
   1. ACTIVATE NPC
   2. EVALUATE OBJECTIVE
   3. MOVE
   4. ATTACK
   5. REPEAT STEPS 1–4 FOR ALL NPCS IN ACTIVE FACTION
2. REPEAT STEP 1 FOR ALL FACTIONS
3. END OF FACTION TURN
   1. CHECK FOR WINNER
   2. DRAW AN EVENT CARD
   3. PASS THE FIRST PLAYER TOKEN

ROUND ENDS

— WIN THE GAME —

Repeat rounds until a player or Faction wins.

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.

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. 16). Adventures interconnect with the Lovers and Nemeses of other Captains in play, along with the active Factions, so choose wisely!

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. You might even turn a Faction NPC into a Lover or Nemesis through your Adventures. These characters will enter play with their second ability unlocked. Their Adventure Arcs consist of two chapters that provide a higher level of challenge and an opportunity for great rewards. 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.

ADVENTURE RESULTS

Completing an Adventure Arc is one of the best sources of Notoriety. Your Adventures also offer:

- In addition to Notoriety, players may gain other rewards, such as gold, Items, Relics, Crew, and even ships.

- Be wary: some Adventures also require sacrifices and can cost you Notoriety, gold, Items, Relics, or Crew.

- Some Adventure Results will require you to place Faction NPCs in play. You'll place Followers and sometimes even the Faction Leaders on the board.

- You might have an opportunity to remove Faction NPCs from play and return them to the supply.

- Adventures are the only way to place or remove a Fort token, and also the only way most Factions can place a Flag on a Port region.

- Your Captain Adventure Arc is the only way to unlock your Legendary Captain ability.

- Captain Adventures frequently involve the Factions, and will provide opportunities to gain Legendary Crew and even turn Faction NPCs into Lovers/Nemeses.

- Your Lover Adventure Arc will unlock the abilities of your Lover and improve your relationship.

- Your Nemesis Adventure Arc removes your Nemesis' abilities. You may even temporarily eliminate your Nemesis' influence on your Captain.

- Complete a Nemesis' Adventure Arc, and you'll permanently defeat that Nemesis.

⚓ TAKE A PORT ACTION

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

PORT ACTION TYPES			
🍺	⚓	⚓	✕
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

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 if they start or end their turn in the named region. This is a free action (see p. 11). However, if the Relic is in a region occupied by any hostile NPCs, the player may not claim the Relic.

Place the Tavern card in your tableau in the appropriate orientation.

A CLAIMED ITEM OR RELIC CAN BE FLIPPED AROUND

Anytime a Tavern card is revealed and not kept, or if a Tavern card (for example, an Item) is discarded, place it face up next to the Tavern deck in the Tavern discard pile. If you need to draw a Tavern card and there are none remaining in the Tavern deck, shuffle the Tavern discard pile to create a new deck and draw a card.

⚓ SHIPYARD ACTION

When you take a Shipyard action, look through the Ship deck. You may purchase any ship you can afford of equal or higher Class than your current ship. When purchasing a new ship, you can trade in your old ship, subtracting the value of your current ship from the ship you'd like to buy.

Always discard your old ship after acquiring a new ship. Discarded Starter ships (Class 1) are returned to the game box. Discarded Class 2 and Class 3 ships are returned to the Ship deck and are immediately available for purchase.

Ships are one way to earn Notoriety and gain power on the high seas! Whenever you acquire a ship of a higher Class than your current ship, you gain the Notoriety listed on the ship card.

- Class 2 ships reward 1 Notoriety
- Class 3 ships reward 2 Notoriety

SHIP NAME
GOLD COST
CLASS
CANNONS
CABIN
SAILS
NOTORIETY VALUE

Example: A player takes a Shipyard action and purchases a Class 2 ship. They return 15 gold to the supply and select a Class 2 ship, the Peggy, *from the Ship deck. Their Class 1 ship is returned to the game box. The player places their new ship in their player tableau, and then, because they acquired a higher Class ship, they take 1 ☠ token and place it on their Captain card.*

Later, flush with gold from plunder, they take another Shipyard action. The player selects a Class 3 ship, the Ironwind, *with a cost of 35 gold. They trade in the* Peggy *and return it to the Ship deck, reducing the cost of their new ship by 15 gold. They return 20 gold to the supply (35 gold - 15 gold = 20 gold) and place the* Ironwind *in their player tableau. Finally, because they've acquired a higher Class ship than the one being traded in, they take an additional 2 ☠ tokens and place them on their Captain card. They've now gained a total of 3 ☠ from the two Shipyard actions.*

⚓ 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. Place any Crew revealed and not hired face up in a Crew discard pile next to the deck.

GOLD COST

You'll gain 1 Notoriety for every 10 gold worth of Crew employed aboard your ship. Place any Notoriety from Crew next to your Crew cards. 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. Note: Legendary Crew do not take up space aboard your ship and may not be discarded unless an Adventure instructs you to do so.

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. Place the Notoriety on your Captain card. Buried gold is returned to the supply.

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

Players may Challenge other players, NPCs, and Ports. Challenges require that the player roll dice to generate a Strength score to overcome opposition. A successful Challenge will allow you to defeat other players, Faction NPCs, and capture Ports. Each of these victories will provide a player with rewards.

When you declare a Challenge, you take the following steps to resolve it. A detailed Challenge example can be found on p. 24.

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 Challenge one of them directly by taking a Challenge action. Defeating a player in a Challenge will allow you to steal either gold, an Item or Relic, or even a Faction Objective token. You may not Challenge another player if there are one or more hostile NPCs in the region.

CHALLENGE AN NPC

If you occupy a region with one or more NPCs, you may Challenge the strongest NPC. If you want to move into a region with one or more hostile NPCs, you **must** Challenge the strongest hostile NPC in the region. All allied NPCs in a region fight together as a single NPC. To determine their Strength, use the strongest NPC of the Faction for the base Strength and add the Ally bonuses of any allied NPCs in the region to their Strength. Defeating an NPC will remove it and any allied NPCs from the board and earn you various rewards.

NPC STRENGTH TOKEN INDICATES STATISTICS USED

UNDEAD SOLDIER
FOLLOWER

STR 3 ALLY 2 MOVE 1

Attack: Defeat weaker NPCs. Attacked player loses 5 gold and flees. Then **Infest**.

Infest: If a **Horde** wins combat

CHALLENGE A PORT

If you occupy a Port region, you may Challenge the Port, as long as there are no hostile NPCs in the region. Capturing a Port will gain you its Port rewards as well as allow you to take control and place your Captain Flag. 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 starting with the four Captain dice, then determining how many Bonus dice you have available from Crew, Items, Relics, Lovers, and your ship. You may never roll more than eighteen dice (4 Captain dice + 14 Bonus dice). **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

PEANUT

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 AND MANIPULATION

Pirates don't play fair! You can manipulate your dice roll result with abilities from 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. Don't forget about your Nemesis, though. You should try to mitigate the worst of their abilities when possible.

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. A Crew must be Exhausted to use their ability. Once Exhausted, that Crew ability may not be used again until the Crew card is Refreshed. Remember, you can only add dice to your pool before you roll. Legendary Crew follow the same rules to use their abilities as the rest of your Crew.

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. Relics give you access to special abilities that you can usually activate once per Challenge, but do not require that you Exhaust the card.

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. When a die is assigned to activate an ability, it is removed from the dice pool and may not be assigned again nor may it be manipulated by another ability. However, you may activate most abilities multiple times during a Challenge if you have enough of the required icons on your dice.

ABILITY IS UNLOCKED
ASSIGNED DICE ARE PLACED NEXT TO ABILITY
CAPTAIN ABILITY

EXCEPTION

Some abilities allow you to draw from the Crew or Tavern deck. Each die 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 ability Plunder states:

For every ⚓ assigned, draw 1 Tavern card. Then choose 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 two total Items or Rumors.

5. NEMESIS ABILITIES

Nemesis abilities are resolved once all dice assignment and manipulation is complete. Remaining 🗡s will activate unlocked Nemesis abilities in descending order. These dice are not assigned to Nemesis abilities or used for anything else. 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. If a player has more than one Nemesis, each Nemesis must be resolved the same way using the same 🗡s.

1st
2nd

NEMESIS ABILITIES ACTIVATE IN DESCENDING ORDER ONLY IF THEY ARE UNLOCKED

Example: Kahina has two Nemeses. Her first Nemesis has the first two abilities unlocked and her second Nemesis has all three abilities unlocked. If Kahina's player rolls three 🗡, they'll activate the first two abilities of the first Nemesis and all three abilities of the second Nemesis.

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.

PORT STRENGTH
GOLD REWARD
NOTORIETY REWARD

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 go the spoils!

PLAYER VS. PLAYER: The winner either takes half of the defeated player's gold (rounded down) or chooses one of the defeated player's Items, Relics, or Faction Objective tokens.

PLAYER VS. NPC: If the Challenging player wins, the NPC is defeated. They remove the defeated NPC from the board, along with any allied NPCs in the region, and return them to the supply. The winning player claims the rewards indicated on the NPC Stat card for each defeated NPC, plus any gold or Faction Objective tokens held by the NPC. If the Challenging player loses, there are no consequences.

PLAYER VS. PORT: If the Challenging player wins, they capture the Port. They claim the reward(s) indicated by the Port rewards icons on the board, including gold and/or Notoriety, remove certain Faction tokens as indicated in the Faction rules (such as Infest tokens), remove any rival Flags, and place their Captain Flag on the Port. Players gain 2 gold per Port they control with one of their Captain Flags at the end of each of their turns. If the Challenging player loses, there are no consequences.

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

PLAYER VS. ADVENTURE: Each Adventure will detail the results for your Captain depending on whether you succeed or fail at your Challenge. These results may include both rewards and consequences, depending on the Challenge.

A detailed Challenge example can be found on p. 24.

⚔ FACTION TURN

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 ORDER

In each round, after all players have completed their turns, the first player takes the Faction Turn. During the Faction Turn, the first player is responsible for activating each Faction and resolving the actions of all Faction NPCs on the board. Each Faction has its own set of Objectives and special rules as described in the Faction Guides, starting on p. 26.

After all Factions have been activated and have resolved their turns, the End of the Faction Turn is resolved. First, players will check to see if anyone has reached 10 or more Notoriety. If so, refer to **Winning the Game!** on p. 21. If not, the first player will draw and resolve an Event card, likely placing new Faction NPCs. Finally, the First Player token moves around the table in clockwise direction to the next player, then you're ready for the next round.

FACTION ALIGNMENT

During the Faction Turn, each Faction's alignment will impact how its Followers and Leaders evaluate their Objectives, move, attack, and perform special actions in relation to the players in the game and other Factions.

A Faction NPC will be hostile, neutral, or allied with a player or other Faction NPC. All Faction NPCs are hostile to players and to NPCs of other Factions, unless their Faction Guide specifically states otherwise or an Item or Relic changes that status. All NPCs are considered allied to NPCs of their own Faction, unless their Faction Guide specifically states otherwise or an Item or Relic changes that status. For more details, refer to p. 11.

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 in order: 1. Evaluate Objective, 2. Move, 3. Attack, and 4. Special. Repeat for each NPC in the active Faction, one at a time.

A1. EVALUATE OBJECTIVE

Each NPC has one or more Objectives that dictate what player, NPC, or region they will target, how they should be moved, whether and who they will attack, and what special actions they should take. Objectives might relate to a Faction Objective 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 Flags from Ports, but they will ignore a stronger Port. If all conditions are not met, the NPC will ignore an Objective.

OBJECTIVES AND ALLIED NPC STRENGTH

When evaluating their Objective, an NPC will often consider the Strength of their potential target. Since all allied NPCs in a region will defend as a single NPC, an NPC will consider the allied Strength of all NPCs in a region when evaluating their Objectives as well as determining who is the strongest NPC, which they must attack. All allied NPCs in a region should be evaluated as if they are a single NPC (players allied with the Faction do not affect the Strength).

Example: A region has a Merfolk Guardian with 6 Strength and 2 Undead Soldiers with an allied Strength of 7 (5 Strength + 2 Ally bonus). A Spanish Galleon would need to have a 7 Strength before it would target that region for attack.

A2. MOVE

Each NPC must move unless they're in a region where they can complete their Objective. 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 must be moved by the first player until they've gone their complete move stat or enter a region with a hostile NPC or hostile player.

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.

CAUTIOUS VS. RECKLESS

In the Faction Guides, each NPC is designated as 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.

A3. ATTACK

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

Most attacks target a single NPC, though some NPCs may make region attacks. A standard attack must target the strongest hostile NPC and only affects that NPC and its NPC allies. A region attack will target the strongest hostile NPC and its NPC allies to compare Strength scores, and affects all hostile NPCs, their NPC allies, and all hostile players.

- **Attack:** target the strongest hostile NPC, or a hostile player if there is no hostile NPC. Attack outcome only affects the targeted NPC or player.

- **Region Attack:** target the strongest hostile NPC. Region attack outcome affects all hostile NPCs and all hostile players in the region.

NPC VS. NPC

When an NPC attacks a hostile NPC, they must compare Strength scores.

1. **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, including all allies, is always the defender.

2. **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.

3. 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, Notoriety, or other Faction Objective tokens the defeated NPCs hold. Stack all these rewards under the winning NPC.

NPC VS. PLAYER

When an NPC attacks a hostile player in a region, there is no need to compare Strength scores. NPCs automatically win when they attack hostile players. Look at the NPC Stat card and apply the effects of the attack to the hostile player. If there is more than one hostile player and the NPC's Objective does not dictate the target, the first player chooses the target.

Any gold or Faction Objective 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

NPCs do not attack or directly interact with Ports unless their rules specifically state that they do so. If an NPC does interact with a Port, their Faction Guide will detail that interaction. If there is a Fort token in a Port region, then NPCs cannot affect that Port.

A4. SPECIAL ACTIONS

Many Faction NPCs have special actions that they must take at the end of their turn if certain conditions are met. These special actions are usually directly tied to their Objectives. After all other steps have been resolved, check for any special actions that an NPC must take before ending their turn.

Note: All special actions are a part of a Faction NPC's Special Rules, but not all Special Rules are special actions. This means that some Special Rules are always active, regardless of the turn phase.

B. REPEAT STEPS A1-A4 FOR ALL NPCS IN ACTIVE FACTION

Once an NPC has completed steps A1-A4, its turn is over and it cannot perform any more actions. Continue to activate NPCs and follow all steps until you've activated all NPCs within a Faction.

2. REPEAT STEP 1 FOR ALL FACTIONS

3. END OF FACTION TURN

3.1. CHECK FOR WINNER

At the end of the Faction Turn, if no Faction has won the game, players check their Notoriety. If any player has 10 or more Notoriety (see **Notoriety**, p. 12), the game ends (see **Winning the Game!** p. 21).

If no Faction has won and no player has gained 10 or more Notoriety, proceed to 3.2. Draw an Event Card.

3.2. DRAW AN EVENT CARD

The first player draws the top card from the Event deck. If you need to draw an Event card and there are none remaining in the Event deck, shuffle the discard pile to create a new 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.

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 must avoid placing the NPC in an occupied region unless there are no unoccupied Sea regions. If you run out of a type of NPC miniature, that NPC cannot be placed on the board.

When an NPC is placed by an Event card, the NPC will not take any action, as all Factions and Faction NPCs have already been activated for this Faction Turn. They will be activated by the first player during the next Faction Turn.

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

3.3. PASS THE FIRST PLAYER TOKEN

After the Event card has been resolved, place it in a discard pile next to the Event deck. Pass the First Player token clockwise to the next player.

YOU ARE NOW READY TO START A NEW ROUND

FIRST GAME: SETUP & TIPS

If this is your first time playing *Sea of Legends*, we encourage you to use the First Game: Setup & Tips on p. 10 for choosing Factions and Captains. Then read the advice here for strategy and tips on handling the Factions and using your Captain.

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 Relic tokens 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 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 little 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 very 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.

WINNING THE GAME!

A Faction or player can win the game if certain conditions are met.

FACTION WINS

Each Faction has its own Win Condition. Refer to the Faction Guides for more details. If a Faction achieves its Win Condition during the Faction Turn, the game ends immediately and all players lose, unless allied with the winning Faction.

PLAYER WINS

Players race to gain 10 or more Notoriety by the end of a round. If one or more players have gained 10 or more Notoriety tokens, the player with the most Notoriety wins the game. In the event of a tie, the player with the most gold wins.

NOTORIETY

When counting your Notoriety, count all the Notoriety tokens on your Captain card. Then check for additional Notoriety tokens for Crew employed, Relics held, and True Love unlocked. Don't forget that some Faction Objective tokens also award Notoriety while held!

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."
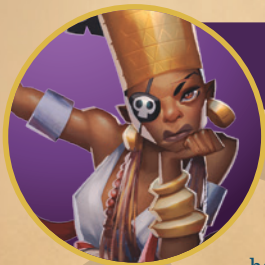
Playing Captain Cesare

Cesare is a powerful orator with a talent for recruiting new Crew to his cause through his Conversion ability. Rolling ⚙ 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

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

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 🗡. 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.

Playing 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.
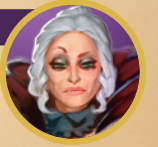
LOVER: MAGPIE, THE BIRD BRAINED

Magpie, the Bird Brained, can help to keep the ship afloat and the Crew happy 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: JOSEPHINE, DUCHESS OF ORLÉANS

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.

Playing 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: MIREYA, THE BOUNTY HUNTER

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 with her Bounty ability when you win Challenges.

NEMESIS: NASIR, PRINCE OF THIEVES

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 to 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 by potentially unearthing Relics from the Tavern deck, going on more Adventures, or buying a Class 2 or 3 ship.

Playing 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

John, Ace of Escapades, is the life of the party. With his first ability, Drinking Buddies, John will boost morale by assigning a 🌹 to Refresh an Exhausted Crew. 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

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 🗡. 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 eventually turn your rewards into a Class 2 and Class 3 ship.

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 the 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.

ROLL RESULTS

STRENGTH 5

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

2 ABILITIES UNLOCKED

2 ABILITIES UNLOCKED

ITEM — ANCIENT SCYTHE

EXHAUSTED TO GAIN 1 BONUS DIE

GOLD TOKENS — FLAG TOKENS

SHIP — CREW — LOOT

24

4. DICE ASSIGNMENT AND 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☸.

+1 STRENGTH

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 it 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.

+2 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 🗡.

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

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.

STR 8 **STR 8**

ATTACKER WINS TIE

8. OUTCOMES

The defeated Merfolk Guardian is removed from the board. 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.

REWARDS

TOKEN + **8**

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 hostile players or weaker hostile NPCs.

3. **Win Condition:** The Spanish Armada cannot win the game.

COMPONENTS AND SETUP

MINIATURES

8 × SPANISH GALLEON

TOKENS

1 × FLAG

1 × FORT

Faction Cards: 1 NPC Stat, 18 Relic, 3 Event (1–2P), 3 Event (3P+)

Place the Spanish Galleon Stat card (w/ Strength token), 3 Event cards, Faction deck (unshuffled), Flag, and the Fort token in their respective places around the board.

Place 6 Spanish Galleons beside the board. Reduce the number of Spanish Galleons by 1 for each player over 2. Last player places 1 Spanish Galleon in a Sea region.

SPANISH GALLEON

Rewards: 7 gold

Objective: Spanish Galleons will target captured Ports (a Port with a Captain or Faction Flag, other than the Spanish Armada Flag) whose Strength the Spanish Galleons equal or exceed as their primary Objective. If no Ports have been captured, the Spanish Galleons will target the nearest hostile player and hostile Faction NPC whose Strength they equal or exceed as their secondary Objective.

SPANISH GALLEON
FOLLOWER

STR	ALLY	MOVE
5	1	1
5	1	1
6	1	1
7	1	1

Region Attack: Defeat all weaker hostile players Exhaust 1 Crew and flee. If in a weaker Port with a Flag, remove it.

REWARDS: 7 GOLD

1. EVALUATE OBJECTIVE

Is there a captured Port whose Strength the Spanish Galleon equals or exceeds?

a. Yes. The Spanish Galleon will target the nearest one as its Objective. Go to step 2.

b. No. The Spanish Galleon will target the nearest hostile player or hostile NPC (whose Strength the Spanish Galleon equals or exceeds) as its Objective. Go to step 2.

2. MOVE

Is the Spanish Galleon's Objective in this region?

a. Yes. The Spanish Galleon will not move. Go to step 3.

b. No. The Spanish Galleon will move **Cautiously** toward its Objective.

- **Cautious:** A Spanish Galleon will take the shortest path possible to one of its Objectives as long as it can avoid attacking a stronger NPC. If there is no path to one of its Objectives without entering a region occupied by a stronger hostile NPC, or if its Objective is in the same region as a stronger hostile NPC, it must move into that region. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Spanish Galleon makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All attacked hostile players Exhaust 1 Crew and flee to an adjacent region. Go to step 4.

UNDEAD SOLDIER
FOLLOWER

STR	ALLY	MOVE
3	2	1

Attack: Defe... Attacked play... and flees. Then Inf... Infest: If a Horde wi...

SPANISH GALLEON
FOLLOWER

STR	ALLY	MOVE
5	1	1
5	1	

Region Attack: D... weaker NPCs. All... players Exhaust 1... flee. If in a weake... Flag, remove it.

b. No. Go to step 4.

4. SPECIAL ACTION

Is there a captured Port in this region whose Strength they equal or exceed?

a. Yes. Remove non-Spanish Flag, then end turn.

b. No. End turn.

ᴀᴛʟᴀɴᴛᴇᴀɴ Usᴜʀᴘᴇʀs

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 placed by the Atlantean Event card.

2. Seekers are hostile toward King Alaran.

3. Defeating Seekers grants players Trophies, which unlock special rewards.

4. **Win Condition:** When the Atlantean Usurpers deal three Wounds to King Alaran, they win the game.

COMPONENTS AND SETUP

MINIATURES

1 × KING ALARAN

4 × SEEKER

TOKENS

3 × WOUND (DOUBLE-SIDED)

1 × FLAG

9 × TROPHY

1 × FORT

Faction Cards: 2 NPC Stat, 3 Crew, 18 Relic, 8 Atlantean Vault Relic, 3 Event (1–2P), 3 Event (3P+), 3 Lover/Nemesis

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.

Place the Seeker Stat card (w/ Strength token), King Alaran Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Atlantean Trophy tokens and Atlantean Wound tokens nearby.

SEEKER

Rewards: Trophy token + 1 Notoriety

Objective: Seekers will target King Alaran as their Objective. Instead of attacking King Alaran, they inflict a Wound.

1. EVALUATE OBJECTIVE

The Seeker will target King Alaran as their Objective. Go to step 2.

SEEKER
FOLLOWER

STR		MOVE
6	1	1
6	1	1
7	1	1
8	1	1

Attack: Defeat weaker NPCs. The attacked player Exhausts 1 Crew. Then the Seeker moves 1 region closer to King Alaran.

When a Seeker attacks King Alaran, they deal a Wound to him. Then remove the Seeker from play.

REWARDS: 1 🏆 + 🔵 TROPHY TOKEN

2. MOVE

Is King Alaran in this region?

a. Yes. The Seeker will not move. Go to step 3.

b. No. The Seeker will move Recklessly toward their Objective. Go to step 3.

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

- A Seeker will not move into the same region as another Seeker.

- If they're in a region with another Seeker, they must move out of that region.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Seeker makes an **Attack** (p. 19).

- **Attack Result:** Defeat weaker NPC. An attacked hostile player Exhausts 1 Crew. After any successful attack, the Seeker moves 1 region closer to King Alaran. Go to step 4.

b. No. Is King Alaran in this region?

i. Yes. The Seeker makes an attack, but instead of normal resolution, King Alaran suffers a Wound. Go to step 4.

4. SPECIAL ACTION

- **Wound:** After a Seeker attacks King Alaran, place a Wound token on King Alaran's NPC Stat card. After dealing the Wound, the Seeker is removed from play. King Alaran does not gain a Trophy token. Note: Return any Notoriety and/or gold held by the Seeker to the supply. Any Faction Objective tokens the Seeker held should be placed in the region. End turn.

SPECIAL RULES

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

Trophy: When a player or NPC defeats a Seeker, they gain a Trophy token.

Trophy tokens may be given to King Alaran for a reward. Return these Trophy tokens to the supply.

Trophy tokens may be picked up or dropped by players according to the rules for Faction Objective tokens.

If an NPC holding a Trophy token is removed from play outside of a Challenge or attack, the Trophy token is placed in the region from which the NPC was removed.

A Trophy token may be taken by the winning player in a player vs. player Challenge instead of other rewards.

KING ALARAN

King Alaran is placed on the board when the first Atlantean Event card is revealed. King Alaran must be activated before the Seekers during the Atlantean Usurpers Faction Turn.

Elusive: King Alaran doesn't attack. He is neutral to all players and NPCs, except for the Seekers, who are hostile. Players and NPCs other than the Seekers cannot attack King Alaran.

Rewards: None

Objective: King Alaran will move away from the nearest Seeker.

1. EVALUATE OBJECTIVE

King Alaran will move away from the nearest Seeker as his Objective. Go to step 2.

2. MOVE

Is there one or more Seekers in play?

a. **Yes.** King Alaran will move away from the nearest Seeker. Go to step 3.

b. **No.** King Alaran must move into an adjacent region chosen by the first player. Go to step 3.

3. ATTACK

King Alaran does not attack. Go to step 4.

4. SPECIAL ACTION

End turn.

SPECIAL RULES

Atlantean Vault: If a player starts or ends their turn in King Alaron's region, they may exchange one or more Trophies to claim an equal number of Atlantean Vault Relics of the player's choice from King Alaran. This is a free action. However, if King Alaran is in a region occupied by any hostile NPCs, the player may not exchange a Trophy. These Relics are kept in a separate deck.

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 and the Admiral seek to capture Ports for the British Empire.

2. British Empire Ports each collect 2 gold in Taxes at the end of the British Empire Faction Turn.

3. The Admiral arrives after 10 gold in taxes is collected.

4. **Win Condition:** When the British Empire collects 40 gold from taxes, they win the game.

COMPONENTS AND SETUP

MINIATURES   TOKENS

1 × ADMIRAL   6 × NAVAL OFFICER   7 × FORT   1 × FLAG

Faction Cards: 2 NPC Stat, 1 Royal Treasury, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Naval Officer Stat card (w/ Strength token), Admiral Stat card, Royal Treasury card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, 7 Flags, and the Fort token in their respective places around the board.

NAVAL OFFICER

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

Objective: As their Objective, Naval Officers will target the nearest Port without a British Flag whose Strength they equal or exceed. If there is more than one, the strongest Port is their Objective. They will capture and defend Ports for the British Empire.

1. EVALUATE OBJECTIVE

Is the Naval Officer in a British Port and the only Naval Officer in this region?

a. Yes. The Naval Officer will not move. The Naval Officer will defend the British Port as their Objective. See **Defender** under **Special Rules**. Go to step 3.

b. No. The Naval Officer will target the nearest Port without a British Flag whose Strength they equal or exceed as their Objective. If there is more than one, the strongest Port is their Objective. Go to step 2.

2. MOVE

Is the Naval Officer's Objective in this region?

a. Yes. The Naval Officer will not move. Go to step 3.

b. No. The Naval Officer will move Cautiously toward their Objective.

- **Cautious:** A Naval Officer will take the shortest path possible to one of their Objectives as long as they can avoid attacking a stronger hostile NPC. If there is no path to one of their Objectives without entering a region occupied by a stronger hostile NPC, or if their Objective is in the same region as a stronger hostile NPC, they must move into that region. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Naval Officer makes a **Region Attack** (p. 19).

- **Attack Result:** Defeat all weaker hostile NPCs. All attacked hostile players lose 5 gold and flee to an adjacent region. Go to step 4.

b. No. Go to step 4.

4. SPECIAL ACTION

Is there a Port without a British Flag whose Strength they equal or exceed in this region?

a. Yes. Place a British Flag and remove any other Flag, then end turn.

b. No. End turn.

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 newly captured Port.

Defender: When an NPC attacks or a player Challenges a Naval Officer in a British Port region, use the Strength value of either the Naval Officer or the Port, whichever is higher.

Bribe: If a British Port is occupied by a British NPC, all non-allied players must pay 2 gold in taxes to the Royal Treasury to take a Port action in that region. If a hostile player pays the Bribe, they may take an action and/or move through that region without Challenging the British NPC.

Taxes: At the end of each British Faction Turn (after the last British NPC has completed its turn) the British Empire will collect 2 gold in taxes 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 through taxes. If 40 gold is collected in taxes, the British Empire wins.

ADMIRAL

Rewards: 2 Notoriety

Objective: The Admiral will target the nearest Port without a British Flag as his Objective. If there is more than one, the strongest Port is his Objective. He will capture Ports for the British Empire.

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 through taxes.

1. EVALUATE OBJECTIVE

The Admiral will target the nearest Port without a British Flag as his Objective. If there is more than one, the strongest Port is his Objective. Go to step 2.

2. MOVE

Is the Admiral's Objective in this region?

a. Yes. The Admiral will not move. Go to step 3.

b. No. The Admiral will move Recklessly toward his Objective.

- **Reckless:** The Admiral will always take the shortest path to his Objective, even if it means entering a region occupied by a stronger hostile NPC. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Admiral makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

b. No. Go to step 4.

4. SPECIAL ACTION

Is there a Port without a British Flag in this region?

a. Yes. Place a British Flag and remove any other Flag, then end turn.

b. No. End turn.

SPECIAL RULES

Barrage: The Admiral's Ally bonus extends to adjacent regions and aids all allied NPCs and/or allied players.

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. **Win Condition:** When Tetzahuitl holds four Relics, including Summoning Relics, the Children of Tlaloc win the game.

COMPONENTS AND SETUP

MINIATURES — 1 × TETZAHUITL, 6 × MERFOLK GUARDIAN

TOKENS — 4 × SUMMONING RELIC, 1 × FLAG, 1 × FORT

Faction Cards: 2 NPC Stat, 3 Legendary Crew, 22 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Merfolk Guardian Stat card (w/ Strength token), Tetzahuitl Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board.

Place the 4 Summoning Relic tokens on the four corner regions: Skull Point, Smuggler's Cove, Bridgetown, and Claw Bay. Only the Merfolk Guardians may pick up these Summoning Relic tokens from the board.

MERFOLK GUARDIAN

Rewards: 8 gold

Objective: Merfolk Guardians will target Summoning Relic tokens and bring them to Tortuga to summon Tetzahuitl, or bring them to Tetzahuitl herself if she's in play.

1. EVALUATE OBJECTIVE

Does the Merfolk Guardian hold one or more Summoning Relic tokens?

a. Yes. Is Tetzahuitl in play?

i. Yes. The Merfolk Guardian will take the Summoning Relic tokens to Tetzahuitl as their Objective. Go to step 2.

ii. No. The Merfolk Guardian will take the Summoning Relic tokens to Tortuga and Summon Tetzahuitl as their Objective.

b. No. The Merfolk Guardian will target the nearest Summoning Relic token not held by a Children of Tlaloc NPC as their Objective. Go to step 2.

2. MOVE

Is the Merfolk Guardian's Objective in this region?

a. Yes. The Merfolk Guardian will not move. Go to step 3.

b. No. The Merfolk Guardian will move Recklessly toward their Objective.

- **Reckless:** Merfolk Guardians will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger hostile NPC. Go to step 3.
- A Merfolk Guardian will not move into the same region as another Merfolk Guardian.
- If they're in a region with another Merfolk Guardian, they must move out of that region, unless they can complete their Objective in the region.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Merfolk Guardian makes an **Attack** (p. 19).

- **Attack Result:** Defeat weaker hostile NPC. If an attacked hostile player holds 1 or more Summoning Relic tokens, take all Summoning Relic tokens. In addition, an attacked hostile player Exhausts 1 Crew and flees to an adjacent region. Go to step 4.

b. No. Is there a neutral or allied player with one or more Summoning Relic tokens? If so, instead of making an attack, the Merfolk Guardian takes all Summoning Relic tokens. Go to step 4.

4. SPECIAL ACTION

What is the Merfolk Guardian's Objective?

a. Taking Summoning Relic tokens to Tetzahuitl.

Is Tetzahuitl in this region and no hostile player and/or hostile NPC remains?

i. Yes. Give Tetzahuitl all Summoning Relic tokens. End turn.

ii. No. End turn.

b. Taking Summoning Relic tokens to Tortuga.

Is the Merfolk Guardian in Tortuga and no hostile player and/or hostile NPC remains?

i. Yes. Place Tetzahuitl in Tortuga and give her the Summoning Relic token. End turn.

ii. No. End turn.

c. Obtaining the nearest Summoning Relic token not held by a Children of Tlaloc NPC.

Are there any hostile players and/or hostile NPCs occupying this region?

i. Yes. End turn.

ii. No. Is there a Summoning Relic token in this region?

Yes. Pick up the Summoning Relic. End turn.

No. End turn.

SPECIAL RULES

Summoning Relics: Summoning Relic tokens are Faction Objective tokens and will be placed on the board during setup.

Summoning Relic tokens may only be picked up from a region by Merfolk Guardians according to the rules for Faction Objective tokens.

When a Merfolk Guardian holding a Summoning Relic token is defeated, they will give up the token to the player or NPC as part of their reward.

If an NPC carrying a Summoning Relic token is removed from play outside of a Challenge or attack, the Summoning Relic token is placed in the region from which the NPC was removed.

When a player gains a Summoning Relic token, they should also take a Summoning Relic card from the Children of Tlaloc Faction deck.

1 Summoning Relic token and the corresponding Summoning Relic card may be taken by the winning player in a player vs. player Challenge instead of other rewards.

If a player loses their Summoning Relic token, they also return the Summoning Relic card to the Children of Tlaloc Faction deck, or give it to the player taking the Summoning Relic token.

Players may only discard a Summoning Relic token by following the special rules on the Summoning Relic card.

TETZAHUITL

Rewards: 1 Notoriety + 1 Notoriety for each Relic held

Objective: Tetzahuitl will target the nearest player or NPC that holds a Relic or Summoning Relic token as her Objective. If there is more than one, the one with the most Relics, including Summoning Relic tokens, is her Objective.

Tetzahuitl
LEADER

STR / KILL / MOVE
10°0 / 1

Region Attack: Defeat all weaker NPCs. Take all Summoning Relics held. Attacked player with the most Relics gives Tetzahuitl a Relic. Then all attacked players flee.

*Ancient Power: +1 Strength for each Relic held.

REWARDS: 1 +1 FOR EACH RELIC TETZAHUITL HOLDS

1. EVALUATE OBJECTIVE

Tetzahuitl will target the nearest player or NPC that holds a Relic or Summoning Relic token as her Objective. If there is more than one, the one with the most Relics and/or Summoning Relic tokens is her Objective. Go to step 2.

2. MOVE

Is Tetzahuitl's Objective in this region?

a. Yes. Tetzahuitl will not move. Go to step 3.

b. No. Tetzahuitl will move **Recklessly** toward her Objective.

- **Reckless:** Tetzahuitl will always take the shortest path to her Objective, even if it means entering a region occupied by a stronger hostile NPC. Go to step 3.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. Tetzahuitl makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All players give all Summoning Relic tokens to Tetzahuitl. The player with the most Relics gives Tetzahuitl a Relic. Then all attacked hostile players flee to an adjacent region. Go to step 4.

b. No. Is there a neutral or allied player with one or more Relics or Summoning Relic tokens? If so, instead of making an attack, Tetzahuitl takes all Summoning Relic tokens. The player with the most Relics gives Tetzahuitl a Relic. Go to step 4.

4. SPECIAL ACTION

Tetzahuitl takes all Summoning Relic tokens from any Merfolk Guardian in the same region. End turn.

SPECIAL RULES

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

THE 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. **Win Condition:** When the Dread Tide Infests five Ports, they win the game.

COMPONENTS AND SETUP

MINIATURES

TOKENS

5 × INFESTATION TOKEN

1 × FLAG

1 × SKELETAL COLOSSUS

6 × UNDEAD SOLDIER

1 × FORT

Faction Cards: 2 NPC Stat, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Undead Soldier Stat card (w/ Strength token), Skeletal Colossus Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Infestation tokens nearby.

UNDEAD SOLDIER

Rewards: 5 gold

Objective: Undead Soldiers will move toward other Undead Soldiers to form a Horde as their Objective. Hordes will target Ports to Infest as their Objective.

UNDEAD SOLDIER
FOLLOWER

STR / KILL / MOVE
3 2 1
3 2 1
4 2 1
5 2 1

Attack: Defeat weaker NPCs. Attacked player loses 5 gold and flees.

Infest: If a Horde wins combat or moves into an unoccupied and uninfested Port, place an Infestation token.

REWARDS: 5 GOLD

1. EVALUATE OBJECTIVE

Is the Undead Soldier part of a Horde?

a. Yes. The Horde of Undead Soldiers will target the nearest Port without an Infestation token as their Objective. Go to step 2.

b. No. The Undead Soldier will move toward the nearest Undead Soldier as their Objective. Go to step 2.

2. MOVE

Is the Undead Soldier's Objective in this region?

a. Yes. The Undead Soldier will not move. Go to step 3.

b. No. The Undead Soldier will move Recklessly toward their Objective. Go to step 3.

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

- If they're in a region with another Undead Soldier, they join to become a single NPC for all purposes: activation, Objective evaluation, move, attack, and special.

3.ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Undead Soldier makes an **Attack** (p. 19).

- **Attack Result:** Defeat weaker hostile NPC. An attacked hostile player loses 5 gold and flees to an adjacent region.

Is the Undead Soldier part of a Horde and in a Port without an Infestation token?

i. Yes. Are there any hostile players and/or hostile NPCs occupying this region?

> **Yes.** End turn.   **No.** Go to step 4.

ii. No. End turn.

b. No. Go to step 4.

4. SPECIAL ACTION

Is the Undead Soldier part of a Horde and in a Port without an Infestation token?

a. Yes. Place an Infestation token. End turn.

b. No. End turn.

SPECIAL RULES

United: When an Undead Soldier occupies a region with another Undead Soldier, they immediately join together to become a single NPC for all purposes: activation, Objective evaluation, move, and attack. If Undead Soldiers become United during a turn, they complete their turn as if all joined Undead Soldiers were part of the initial activation. When three or more Undead Soldiers occupy a region, a Horde is immediately formed.

Horde: A Horde is a United group of three Undead Soldiers. A Horde uses the Undead Soldier attack, and Hordes also Infest Port regions. A Horde replaces the Undead Soldier Objective with a new Objective to move toward and Infest Uninfested Ports. If the Skeletal Colossus is not on the board, a Horde will immediately be replaced with the Skeletal Colossus (remove the Undead Soldiers from play). If the Skeletal Colossus is placed on the board during a turn, the Skeletal Colossus will complete any remaining portions of the turn of the Horde it replaced, either moving, attacking, or both. Any remaining Undead Soldiers in excess of the three needed to create the Skeletal Colossus will move to form new Hordes instead of joining an existing Horde.

[+ +]
HORDE

↓

Infest: When entering or starting their turn in an Uninfested Port region with no hostile NPCs or hostile players, a Horde will place an Infestation token and end their turn. If a Horde wins combat in an Uninfested Port and there are no hostile NPCs or hostile players remaining in the region, place an Infestation token and

end their turn. Infestation tokens cannot be placed in a region with a Fort token. When a Fort is placed, remove all Flag and Infestation tokens.

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Infested Port: Players may not Take a Port Action at an Infested Port, but they may still Go on an Adventure or Declare a Challenge. NPCs may still make attacks. 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.

SKELETAL COLOSSUS

Rewards: 2 Notoriety

Objective: The Skeletal Colossus will target the nearest Uninfested Port as his Objective.

SKELETAL COLOSSUS
LEADER
STR ALT MOVE
12 0 1

Region Attack: Defeat all weaker NPCs. All attacked players discard 1 Crew and flee. If in a Port region, Infest.

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

REWARDS: 2

1. EVALUATE OBJECTIVE

The Skeletal Colossus will target the nearest Port without an Infestation token as his Objective. Go to step 2.

2. MOVE

Is the Skeletal Colossus' Objective in this region?

a. Yes. The Skeletal Colossus will not move. Go to step 3.

b. No. The Skeletal Colossus will move Recklessly toward his Objective.

- **Reckless:** The Skeletal Colossus will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger hostile NPC. Go to step 3.

3.ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Skeletal Colossus makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

b. No. Go to step 4.

4. SPECIAL ACTION

Is the Skeletal Colossus in a Port without an Infestation token?

a. Yes. Place an Infestation token. End turn.

b. No. End turn.

SPECIAL RULES

Infest: See Undead Soldier Special Rules. Replace Horde with the Skeletal Colossus.

Infested Port: See Undead Soldier Special Rules

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 non-Aztecs 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. **Win Condition:** When Quetzalcoatl holds four Aztec Gold, the Aztecs win the game.

COMPONENTS AND SETUP

MINIATURES | **TOKENS**

1 × QUETZALCOATL

6 × CHAMPION

9 × AZTEC GOLD

1 × FLAG

1 × FORT

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

Place the Champion Stat card (w/ Strength token), Aztecs Spanish Galleon card, Quetzalcoatl Stat and tarot cards, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Aztec Gold tokens nearby.

SPECIAL FACTION RULES

Aztec Gold: Aztec Gold will be placed on the board whenever a Spanish Galleon is placed, including during setup. When a Spanish Galleon is placed, put 1 Aztec Gold beneath its base.

Aztec Gold is a Faction Objective token.

Aztec Gold is worth 1 Notoriety while held.

Aztec Gold may be picked up by Aztec NPCs and players according to the rules for Faction Objective tokens.

Players may drop Aztec Gold tokens according to the rules for Faction Objective tokens.

If an NPC holding an Aztec Gold token is removed from play outside of a Challenge or attack, the Aztec Gold token is placed in the region from which the NPC was removed.

1 Aztec Gold may be taken by the winning player in a player vs. player Challenge instead of other rewards.

CHAMPION

Rewards: 7 gold

Objective: Champions will target Aztec Gold tokens and bring them to Quetzalcoatl if he's in play. If not, they will bring the Aztec Gold tokens to Claw Bay to summon Quetzalcoatl.

CHAMPION
FOLLOWER

STR	ALLY	MOVE	
5	1	1	
5	1	1	
6	1	1	
7	1	1	

Attack: Defeat weaker NPCs. Take all Aztec Gold held. The attacked player loses 5 gold and flees.

REWARDS: 7 GOLD

1. EVALUATE OBJECTIVE

Does the Champion hold one or more Aztec Gold tokens?

a. **Yes.** Is Quetzalcoatl in play?

   i. **Yes.** The Champion will take the Aztec Gold tokens to Quetzalcoatl as their Objective. Go to step 2.

   ii. **No.** The Champion will take the Aztec Gold tokens to Claw Bay and Summon Quetzalcoatl as their Objective. Go to step 2.

b. **No.** The Champion will target the nearest Aztec Gold token not held by an Aztec NPC as their Objective. Go to step 2.

2. MOVE

Is the Champion's Objective in this region?

a. **Yes.** The Champion will not move. Go to step 3.

b. No. The Champion will move Recklessly toward their Objective. Go to step 3.

- **Reckless:** Champions will always take the shortest path to their Objective, even if it means entering a region occupied by a stronger hostile NPC.
- A Champion will not move into the same region as another Champion.
- If a Champion is in a region with another Champion, they must move out of that region, unless they can complete their Objective in the region.

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Champion makes an **Attack** (p. 19).

- **Attack Result:** Defeat weaker hostile NPC. If an attacked hostile player holds 1 or more Aztec Gold tokens, take all Aztec Gold tokens. In addition, an attacked hostile player loses 5 gold and flees to an adjacent region. Go to step 4.

b. No. Is there a neutral or allied player with one or more Aztec Gold tokens? If yes, instead of making an attack, the Champion takes all Aztec Gold tokens. Go to step 4.

4. SPECIAL ACTION

What is the Champion's Objective?

a. Taking Aztec Gold tokens to Quetzalcoatl.

Is Quetzalcoatl in this region and no hostile player and/or hostile NPC remains?

i. Yes. Give Quetzalcoatl all Aztec Gold tokens. End turn.

ii. No. End turn.

b. Taking Aztec Gold tokens to Claw Bay.

Is the Champion in Claw Bay and no hostile player and/or hostile NPC remains?

i. Yes. Place Quetzalcoatl in Claw Bay and give him the Aztec Gold token. End turn.

ii. No. End turn.

c. Getting the nearest Aztec Gold token not held by an Aztec NPC.

Are there any hostile players and/or hostile NPCs occupying this region?

i. Yes. End turn.

No. Is there an Aztec Gold token in this region?

Yes. Pick up the Aztec Gold token. End turn.

ii. No. End turn.

QUETZALCOATL

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

Objective: Quetzalcoatl will target the nearest player or NPC that holds an Aztec Gold token as his Objective. If there is more than one, the one with the most Aztec Gold tokens is his Objective.

1. EVALUATE OBJECTIVE

Quetzalcoatl will target the nearest player or NPC that holds an Aztec Gold token as his Objective. If there is more than one, the one with the most Aztec Gold tokens is his Objective. Go to step 2.

2. MOVE

Is Quetzalcoatl's Objective in this region?

a. Yes. Quetzalcoatl will not move. Go to step 3.

b. No. Quetzalcoatl will move Recklessly toward his Objective. Go to step 3.

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

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. Quetzalcoatl makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All players give all Aztec Gold tokens to Quetzalcoatl. Then all attacked hostile players lose 5 gold and flee to an adjacent region. Go to step 4.

b. No. Is there a neutral or allied player with one or more Aztec Gold tokens? If yes, instead of making an attack, Quetzalcoatl takes all Aztec Gold tokens. Go to step 4.

4. SPECIAL ACTION

Quetzalcoatl takes all Aztec Gold tokens from any Champion in the same region. End turn.

SPECIAL RULES

Quetzalcoatl acts like an additional Nemesis when a player, regardless of alignment, 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.

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. **Win Condition:** When Nocturne Consumes four Temples, the Ordo Nocturnus wins the game.

COMPONENTS AND SETUP

MINIATURES

1 × NOCTURNE

6 × INITIATE

TOKENS

5 × TEMPLE

1 × FLAG

1 × FORT

Faction Cards: 2 NPC Stat, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Initiate Stat card (w/ Strength token), Nocturne Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Temple tokens nearby.

INITIATE

Rewards: 5 gold

Objective: Initiates will target the nearest Port without a Temple as their Objective. If there is more than one, the weakest Port is their Objective. They will maintain their Temples for the Ordo Nocturnus.

1. EVALUATE OBJECTIVE

Is the Initiate in a Port with a Temple token and the only Initiate in this region?

a. Yes. The Initiate will not move. Go to step 4.

b. No. The Initiate will target the nearest Port without a Temple token, whose Strength they equal or exceed, as their Objective. If there is more than one, the weakest Port is their Objective. Go to step 2.

2. MOVE

Is the Initiate's Objective in this region?

a. Yes. The Initiate will not move. Go to step 3.

b. No. The Initiate will move toward their Objective. Go to step 3.

• Initiates are neither Cautious nor Reckless. They ignore hostile players and hostile NPCs when they evaluate their Objectives and move. An Initiate will not move into the same region as another Initiate. If an Initiate is in a region with another Initiate, they must move out of that region.
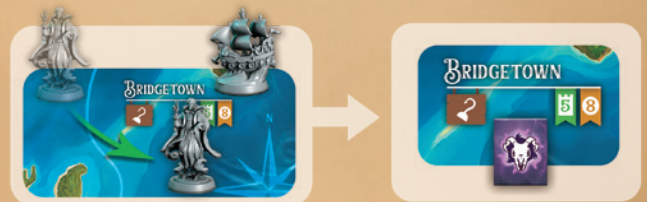

3. ATTACK

None. When an Initiate moves into a region with players and/or hostile NPCs, they will not attack. Go to step 4.

4. SPECIAL ACTION

Did the Initiate start their turn as the only Initiate in a Port with a Temple token?

a. Yes. Place a new Initiate in this region. The new Initiate will not activate this turn. End Turn.

b. No. Is there a Port without a Temple token in this region?

ii. Yes. Place a Temple token, then end turn.

ii. No. End turn.

Reminder: Temple tokens cannot be placed in a region with a Fort token. When a Fort is placed, remove all Flag and Temple tokens.

SPECIAL RULES

Concealed: Initiates cannot be Challenged or attacked while in a Port region. Initiates are ignored by players and NPCs while in a Port. To remove them, a player must successfully Challenge the Port. If successful, the player removes any Initiates, removes any Temple token, and captures 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.
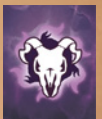
NOCTURNE

Rewards: 1 Notoriety + 1 Notoriety for each Temple Consumed

Objective: Nocturne will target the nearest Port with an Ordo Nocturnus Temple as his Objective. He will Consume Temples and their Initiates.

When the fifth Temple is built, place Nocturne in that region. Nocturne will immediately Consume the Temple and any Initiates in the region, but will not be activated to move until the next Faction Turn.

1. EVALUATE OBJECTIVE

Nocturne will target the nearest Port with an Ordo Nocturnus Temple as his Objective. If there is more than one, the strongest Port is his Objective. Go to step 2.

2. MOVE

Is Nocturne's Objective in this region?

a. Yes. Nocturne will not move. Go to step 3.

b. No. Nocturne will move Recklessly toward his Objective. Go to step 3.

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

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. Nocturne makes a Region Attack (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

b. No. Go to step 4.

4. SPECIAL ACTION

Is there a Port with an Ordo Nocturnus Temple in this region?

a. Yes. Consume the Temple and any Initiates in the region, then end turn.

- **Consume:** Remove the Temple and any Initiates from this region. Place the removed Temple token on the Nocturne NPC Stat card and return any Initiates to the supply. Nocturne gains 2 Strength for each Temple he Consumes. If Nocturne is defeated, all Consumed Temple tokens on his card are returned to the supply.

b. No. End turn.

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. **Win Condition:** When Alura holds four Soul Shards, the Sea Coven wins the game.

COMPONENTS AND SETUP

MINIATURES

TOKENS

6 × SEA ELEMENTAL

4 × SOUL SHARD

1 × FLAG

1 × FORT

1 × ALURA, FURY OF THE SEA

Faction Cards: 2 NPC Stat, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Sea Elemental Stat card (w/ Strength token), Alura Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Soul Shard tokens nearby.
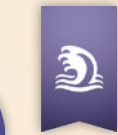
SEA ELEMENTAL

Rewards: 6 Gold + move 1 region in any direction

Objective: Sea Elementals will target hostile players and Spanish Galleons as their Objective. They will drag attacked hostile players and Spanish Galleons to Alura, Fury of the Sea.

1. EVALUATE OBJECTIVE

The Sea Elemental will target the nearest hostile player or Spanish Galleon (regardless of its Strength) as their Objective. Go to step 2.

2. MOVE

Is the Sea Elemental's Objective in this region?

a. Yes. The Sea Elemental will not move. Go to step 3.

b. No. The Sea Elemental will move Recklessly toward his Objective. Go to step 3.

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

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Sea Elemental makes an **Attack** (p. 19).

- **Attack Result:** Defeat weaker NPC except a Spanish Galleon. After a successful attack against a hostile player or Spanish Galleon (regardless of its Strength), both miniatures are moved together one region closer to Alura. If she isn't in play, they can move in any direction, chosen by the first player. In addition, an attacked hostile player Exhausts 1 Crew. Go to step 4.

b. No. Go to step 4.

4. SPECIAL ACTION

End turn.

SPECIAL RULES

Mesmerize: Spanish Galleons can't defeat Sea Elementals, but they consider them valid targets when evaluating their Objectives. If a Spanish Galleon uses its region attack in a region with one or more Sea Elementals, the Elementals are unaffected.

ALURA, FURY OF THE SEA

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

Objective: Alura will target the nearest hostile player or Spanish Galleon as her Objective. She will Devour Souls of the hostile players and Spanish Galleons she attacks.

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

1. EVALUATE OBJECTIVE

Alura will target the nearest hostile player or Spanish Galleon as her Objective. Go to step 2.

2. MOVE

Is Alura's Objective in this region?

a. Yes. Alura will not move. Go to step 3.

b. No. Alura will move Recklessly toward her Objective. Go to step 3.

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

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. Alura makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. If attacking 1 or more hostile players and/or Spanish Galleons, she gains a Soul Shard token for each. All attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

- **Devour Souls:** When Alura gains a Soul Shard token from a hostile player or Spanish Galleon, place the Soul Shard token onto Alura's NPC Stat card. She gains 1 Strength for each Soul Shard on her card. If Alura is defeated, all Soul Shard tokens on her card are returned to the supply.

b. No. Go to step 4.

4. SPECIAL ACTION

End turn.

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. **Win Condition:** When the Hidden City holds four or more Golden Fruit, the Sentinels of Mukul win the game.

COMPONENTS AND SETUP

MINIATURES

TOKENS

1 × MERCHANT

1 × FLAG

1 × HIDDEN CITY

1 × FORT

1 × BATZ, THE GREAT PROTECTOR

6 × SENTINEL

9 × GOLDEN FRUIT

Faction Cards: 2 NPC Stat, 1 Spanish Galleon, 3 Legendary Crew, 18 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Sentinel Stat card (w/ Strength token), Sentinels of Mukul Spanish Galleon card, Batz Stat card, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Golden Fruit tokens nearby. Place the Hidden City token in Cartagena and the Merchant token in Nassau.

SPECIAL FACTION RULES

Golden Fruit: Golden Fruit tokens are Faction Objective tokens and will be placed on the board by the Sentinels of Mukul Event cards.

Golden Fruit tokens may be picked up by Sentinels of Mukul NPCs, Spanish Galleons, and players according to the rules for Faction Objective tokens (p. 11).

Players may drop Golden Fruit tokens according to the rules for Faction Objective tokens.

If an NPC carrying a Golden Fruit token is removed from play outside of a Challenge or attack, the Golden Fruit tokens are placed in the region from which the NPC was removed.

1 Golden Fruit token may be taken by the winning player in a player vs. player Challenge instead of other rewards.

Spanish Galleon Objectives and Golden Fruit: Spanish Galleons will move toward a Golden Fruit token as an Objective. This is equal in importance to targeting captured Ports. They will take a Golden Fruit token 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, either a Golden Fruit token or a captured Port. If a Spanish Galleon holds a Golden Fruit token, 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 tokens for 5 gold each.

Trade: When a player or Spanish Galleon with 1 or more Golden Fruit tokens begins their turn in or enters the region with the Merchant token, they may trade Golden Fruit tokens as a free action, if there are no hostile NPCs (or hostile players if a Spanish Galleon is activating) in the region. Each Golden Fruit token traded is worth 5 gold. In addition, the player gains 1 Notoriety for each Golden Fruit 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.

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

SENTINEL

Rewards: 7 gold

Objective: Sentinels will target the nearest Golden Fruit token and bring it to the Hidden City in Cartagena as their Objective.

1. EVALUATE OBJECTIVE

Does the Sentinel hold one or more Golden Fruit tokens?

a. Yes. The Sentinel will take the Golden Fruit tokens to the Hidden City as their Objective. Go to step 2.

b. No. The Sentinel will target the nearest Golden Fruit token not held by a Sentinels of Mukul NPC as their Objective. Go to step 2.

2. MOVE

Is the Sentinel's Objective in this region?

a. Yes. The Sentinel will not move. Go to step 3.

b. No. The Sentinel will move Cautiously toward their Objective. Go to step 3.

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

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. The Sentinel makes an **Attack** (p. 19).

- **Attack Result:** Defeat weaker hostile NPC. If an attacked hostile player holds 1 or more Golden Fruit tokens, take all Golden Fruit tokens. In addition, an attacked hostile player Exhausts 1 Crew and flees to an adjacent region. Go to step 4.

b. No. Is there a neutral or allied player with one or more Golden Fruit tokens? If yes, instead of making an attack, the Sentinel takes all Golden Fruit tokens. Go to step 4.

4. SPECIAL ACTION

What is the Sentinel's Objective?

a. Taking Golden Fruit tokens to the Hidden City in Cartagena.

Is the Sentinel in Cartagena and no hostile player and/or hostile NPC remains?

i. Yes. Place all Golden Fruit tokens in the Hidden City. End turn.

ii. No. End turn.

b. Getting the nearest Golden Fruit token not held by a Sentinels of Mukul NPC.

Are there any hostile players and/or hostile NPCs occupying this region?

i. Yes. End turn.

ii. No. Is there a Golden Fruit token in this region?

Yes. Pick up the Golden Fruit token. End turn.

No. End turn.

BATZ, THE GREAT PROTECTOR

Rewards: 2 Notoriety

Objective: As his Objective, Batz will target the player, NPC, or region, including the Merchant, with the most Golden Fruit tokens. Batz will continue to target the most Golden Fruit tokens as his Objective until there is no player, NPC, or region, including the Merchant, with more Golden Fruit tokens than him. If no player, NPC, or region, including the Merchant, has more Golden Fruit tokens than Batz, his new Objective becomes taking his Golden Fruit tokens to the Hidden City in Cartagena.

If Batz is not in play, he is placed in Cartagena when, at the end of a Trade, there is 1 or more Golden Fruit tokens in the Merchant's region (in a 1–2 player game), or when, at the end of a Trade, there are 3 or more Golden Fruit tokens in the Merchant's region (in a 3 or more player game).

Batz is only placed in Cartagena the first time this threshold is passed, unless he is able to recover the Golden Fruit tokens from the Merchant. If he recovers the Golden Fruit tokens from the Merchant, the threshold is reset; Batz may be placed in Cartagena again if the threshold is met again.

1. EVALUATE OBJECTIVE

Does any player, NPC, or region, including the Merchant, hold more Golden Fruit tokens than Batz?

a. Yes. As his Objective, Batz will target the player, NPC, or region, including the Merchant, with the most Golden Fruit tokens. Go to step 2.

b. No. Batz will take his Golden Fruit tokens to the Hidden City in Cartagena as his Objective. Go to step 2.

2. MOVE

Is Batz's Objective in this region?

a. Yes. Batz will not move. Go to step 3.

b. No. Batz will move Recklessly toward his Objective. Go to step 3.

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

3. ATTACK

Is there a hostile player and/or hostile NPC in this region?

a. Yes. Batz makes a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All players give all Golden Fruit tokens to Batz. Then all attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

b. No. Is there a neutral or allied player with one or more Golden Fruit tokens? If yes, instead of making an attack, Batz takes all Golden Fruit tokens. Go to step 4.

4. SPECIAL ACTION

a. Batz takes all Golden Fruit tokens from any Sentinel in the same region.

b. If Batz is in a region with Golden Fruit tokens, including the Merchant, but not including the Hidden City, he takes all Golden Fruit tokens. End turn.

c. If Batz's Objective is to take Golden Fruit tokens to the Hidden City in Cartagena.

Is Batz in Cartagena?

i. Yes. Place all Golden Fruit tokens Batz holds in the Hidden City. End turn.

ii. No. End turn.

ꙅKYSTALKERS

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 the 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 Harpy Eggs from the board.
5. **Win Condition:** When the Harpy collects four Harpy Eggs, the Skystalkers win the game.

COMPONENTS AND SETUP

MINIATURES

1 × HARPY

TOKENS

5 × EGG TRACKER

1 × FLAG

9 × HARPY EGG

1 × FORT

Faction Cards: 1 NPC Stat (double-sided), 4 Legendary Crew, 23 Relic, 3 Event (1-2P), 3 Event (3P+), 3 Lover/Nemesis

Place the Harpy Stat card (Calm side face up), 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, Flag, and the Fort token in their respective places around the board. Place the Harpy Eggs and Egg Tracker tokens nearby.

Place 1 Harpy Egg token in each player's starting region.

SPECIAL FACTION RULES

Harpy Egg: Harpy Egg tokens are Faction Objective tokens and will be placed on the board during setup, and by the Skystalkers Event cards.

Harpy Egg tokens may be picked up by the Harpy and players according to the rules for Faction Objective tokens (p. 11).

Players may drop Harpy Egg tokens according to the rules for Faction Objective tokens.

If an NPC carrying a Harpy Egg token is removed from play outside of a Challenge or attack, the Harpy Egg token is placed in the region from which the NPC was removed.

1 Harpy Egg token may be taken by the winning player in a player vs. player Challenge instead of other rewards.

When a player picks up a Harpy Egg token and doesn't have a Harpy Egg card, they take a card. 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 Turn 1 position or advance the Egg Tracker one Turn position if it's already present.

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

If a player's last Harpy Egg token is dropped or taken, then the Harpy Egg card and the Egg Tracker token are both discarded.

HARPY

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

Objective: The Enraged Harpy will target Harpy Egg tokens held by any player or NPC as her Objective. If no player or NPC holds a Harpy Egg token, the Calm Harpy will target the nearest Harpy Egg token in play as her Objective.

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

1. EVALUATE OBJECTIVE

Is the Harpy Calm or Enraged?

a. Calm: The Harpy will target the nearest Harpy Egg token in play as her Objective. Go to step 2.

b. Enraged: The Harpy will target the nearest Harpy Egg token held by any player or NPC as her Objective. Go to step 2.

2. MOVE

Is the Harpy Calm or Enraged?

a. Calm: Is the Harpy's Objective in this region?

i. Yes. The Harpy will not move. Go to step 3.

ii. No. The Harpy will move toward her Objective, but is neutral and ignores all players and NPCs. Go to step 3.

b. Enraged: The Harpy moves Recklessly toward the nearest Harpy Egg token held by any player or NPC. Go to step 3.

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

3. ATTACK

Is the Harpy Calm or Enraged?

a. Calm: The Harpy is neutral to all players and Faction NPCs. She will not attack. Go to step 4.

b. Enraged: If the Harpy is in a region occupied by hostile players and/or hostile NPCs, make a **Region Attack** (p. 19).

- **Region Attack Result:** Defeat all weaker hostile NPCs. All players give all Harpy Egg tokens to the Harpy. Then all attacked hostile players discard 1 Crew and flee to an adjacent region. Go to step 4.

If there are no hostile players and/or hostile NPCs, go to step 4.

4. SPECIAL ACTION

Is the Harpy Calm or Enraged?

a. Calm: Is there a Harpy Egg token placed in this region?

i. Yes. The Harpy picks up all Harpy Egg tokens in this region. End turn.

ii. No. End turn.

b. Enraged: Is there a Harpy Egg token held by a neutral or allied player in this region?

i. Yes. The Harpy takes all Harpy Egg tokens from any neutral and/or allied players in this region. End turn.

ii. No. End turn.

SPECIAL RULES

Harpy Mood: The Harpy Stat card will be flipped to her Calm side when no player or NPC, other than the Harpy, holds a Harpy Egg token. If a player or NPC other than the Harpy holds a Harpy Egg token, 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 is neutral to all players and Factions. The Harpy will move toward the nearest Harpy Egg token and will not attack players or Faction NPCs.

Enraged: The Harpy is hostile to all players and Factions. The Harpy will target players or NPCs with Harpy Egg tokens and attack any hostile player or hostile NPC that gets in her way.

Reminder: A player with one or more Skystalkers Ally Relics, the Hunter's Trophy, will be neutral or allied with the Enraged Harpy. She will not attack a neutral or allied player, but she will still target their Harpy Egg token and take it from them.

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

1 = 1 movement ⚓ or 🌹 = 2 movement 🗡 = 3 movement

Base Game Contents

1 RULEBOOK

1 GAME BOARD

4 CAPTAIN RINGS

18 DICE

4 × Captain dice (blue)

14 × Bonus dice (white)

216 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*

5 × Fort tokens: *Spanish Armada, Atlantean Usurpers, British Empire, Children of Tlaloc, Dread Tide*

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*

9 × Atlantean Trophy tokens

3 × Atlantean Wound 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 Galleons*

ATLANTEAN USURPERS: *4 × Atlantean Seekers, 1 × King Alaran*

BRITISH EMPIRE: *6 × Naval Officers, 1 × British Admiral*

CHILDREN OF TLALOC: *6 × Merfolk Guardians, 1 × Tetzahuitl*

DREAD TIDE: *6 × Undead Soldiers, 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 Merchant token

1 × Sentinels of Mukul Hidden Temple token

9 × Sentinels of Mukul Golden Fruit tokens

9 × Harpy Egg token

5 × 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

156 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

34 × Skystalkers cards

5 FACTION GUIDES

Aztecs, Ordo Nocturnus, Sea Coven, Sentinels of Mukul, Skystalkers

33 MINIATURES

CAPTAINS: *4 × Captain Minis: Grimwald, Jack, Liu, Matchlock*

AZTECS: *6 × Champions, 1 × Quetzalcoatl*

ORDO NOCTURNUS: *6 × Initiates, 1 × Nocturne*

SEA COVEN: *6 × Sea Elementals, 1 × Alura, Fury of the Sea*

SENTINELS OF MUKUL: *6 × Sentinels, 1 × Batz, the Great Protector*

SKYSTALKERS: 1 × Harpy

Sea of Legends™

PLAYER GUIDE

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. 13)
Use the *Sea of Legends*™ app to reveal unique rewards and stories.

2. TAKE A PORT ACTION (p. 14)
First, Refresh Crew and then take a Port action at one of the following locations:

🍺 **TAVERN** – earn gold, find Rumors and Items (p. 14)

⚓ **SHIPYARD** – buy a ship (p. 15)

🪝 **HIRING HALL** – hire Crew (p. 15)

✗ **HIDEOUT** – bury gold (p. 16)

3. DECLARE A CHALLENGE (p. 16)
- Highest Strength wins, attackers win ties.
- Challenge players, NPCs, and Ports

FACTION TURN

Controlled By First Player

1. ACTIVATE FACTION (p. 18)

  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. 20)

  A. RESOLVE NPC SPECIAL RULES

  B. DRAW AN EVENT CARD

  C. PASS THE FIRST PLAYER TOKEN

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).