



RISE OF THE ANCIENTS:
CAPTAIN & FACTION GUIDES



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The Sea of Legends is in grave peril as ancient foes stir and stake their claim upon the Caribbean, all while four new Captains take to the seas in order to turn their names into legends.



The Aztecs, enraged by the actions of the Spanish, have returned to reclaim their stolen wealth.



The Ordo Nocturnus, a shadowy group of cultists, aims to bring eternal night to the world with the power of a terrible demon.



The Sea Coven, led by the spirit of a witch drowned by the Spanish Inquisitors, seeks to wash away the sins of the guilty—and all who stand in their way.



The Sentinels of Mukul, their hidden city recently plundered, race against the Spanish to recover their precious fruit.



The Skystalkers, descendants of an ancient Harpy-worshipping Greek cult, have hidden the Harpy's eggs throughout the Caribbean.

GAME COMPONENTS

CAPTAINS

4 × CAPTAIN MINIATURES



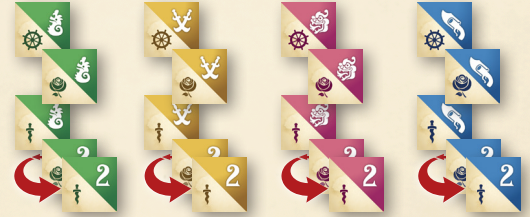
ADVENTURE TOKENS

CAPTAIN

LOVER

NEMESIS

SECONDARY



20 × CAPTAIN FLAGS



4 × CAPTAIN RINGS



4 × CAPTAIN CARDS



TOKENS

10 × PLAYER ICON TOKENS



10 × NOTORIETY TOKENS



5 × FACTION OBJECTIVE AIDS

1 × PLAYER AID

ZUMA
THE JADE CHAMPION

REGRIDGING ALLY
For every 2 assigned, pay 2 gold to gain 2 Strength.

THIEF CATCHER
Gain 1 Bonus die for every 2 Area Gold held by non-allies of the Aztecs.

FIERCE FRIEND
For every 2 assigned, gain 2 Strength.

TRUE LOVE
Gain 1 while unlocked.

8X FACTION L/N CARDS
1X QUETZALCOATL NEMESIS

POPOCHTLI
LEGENDARY CREW

TOLTECA EFFIGY
RELIC
Gain 1 movement. When you capture a port, gain 1 additional gold.

21 X FACTION DECK
(LEGENDARY CREW & RELICS)

QUETZALCOATL
LEADER

CHAMPION
FOLLOWER

SPANISH GALLEON
FOLLOWER

3 X NPC STAT CARDS

AZTECS

AZTECS

AZTECS

6 X EVENT CARDS

1 X FLAG

1 X FORT

AZTECS

1 X QUETZALCOATL

9 X AZTEC GOLD

6 X CHAMPION

AVON
THE SILVY DEVIL

INTERNAL BARGAIN
For every 2 assigned, pay 2 gold to gain 2 Strength.

TWO FOR ONE
When you take a fitting full action and hire a Crew, hire another Crew of equal or lower cost for free.

CONSULT NOCTURNE
For every 2 assigned, change the face of any die.

TRUE LOVE
Gain 1 while unlocked.

3 X FACTION LOVER / NEMESIS CARDS

IGNATIUS
LEGENDARY CREW

HORN OF COMPLICATION
RELIC
When you take any Port action in a region with a Temple, draw 1 Crew card. Hire the drawn Crew for free.

21 X FACTION DECK
(LEGENDARY CREW & RELICS)

NOCTURNE
LEADER

INITIATE
FOLLOWER

2 X NPC STAT CARDS

ORDO NOCTURNUS

ORDO NOCTURNUS

6 X EVENT CARDS

5 X TEMPLE

1 X FORT

ORDO NOCTURNUS

1 X FLAG

6 X INITIATE

1 X NOCTURNE

GEDDEN
THE GIFTED

FAVORABLE WINDS
For every 2 assigned, pay 2 gold.

STORMSON'S MIGHT
Gain 2 additional Bonus die while in, or adjacent to, a region with Alura.

COLLECT THE MYSTIS
For every 2 assigned, draw 1 Taverns card. Choose 1 of the drawn items or Bonus to keep.

TRUE LOVE
Gain 1 while unlocked.

3 X FACTION LOVER / NEMESIS CARDS

MAMA DLO
LEGENDARY CREW

OCEAN'S TEAR
RELIC
If you have 1 Ocean Fruit, the Sea Coven are allied. Discard all Ocean's Tears you hold if you Challenge a Sea Coven NPC, but gain 1 for each card discarded this way.

21 X FACTION DECK
(LEGENDARY CREW & RELICS)

AURA
LEADER

SEA ELEMENTAL
FOLLOWER

2 X NPC STAT CARDS

SEA COVEN

SEA COVEN

6 X EVENT CARDS

4 X SOUL SHARD

1 X FORT

SEA COVEN

1 X FLAG

6 X SEA ELEMENTAL

1 X ALURA

IXCHELLI
THE GUARDIAN

SAFEGUARD
For every 2 assigned, gain 1 Strength.

DAUNTLESS DEFENDER
Gain 1 Bonus die. Gain 1 additional Bonus die for every 2 Golden Fruit under the Merchant's control.

SENTINEL'S FIDELITY
For every 2 assigned, gain 3 Strength.

TRUE LOVE
Gain 1 while unlocked.

3 X FACTION LOVER / NEMESIS CARDS

PEK
LEGENDARY CREW

JADE NECKLACE
RELIC
If you have 1 Jade Necklace, the Sentinels of Mukul are allied. Discard all Jade Necklaces you hold if you Challenge a Sentinel of Mukul NPC, but gain 1 for each card discarded this way.

21 X FACTION DECK
(LEGENDARY CREW & RELICS)

BATZ
LEADER

SENTINEL
FOLLOWER

SPANISH GALLEON
FOLLOWER

3 X NPC STAT CARDS

SENTINELS OF MUKUL

SENTINELS OF MUKUL

6 X EVENT CARDS

1 X FLAG

1 X FORT

1 X HIDDEN CITY

1 X MERCHANT

9 X GOLDEN FRUIT

6 X SENTINEL

1 X BATZ

MINOS
THE GOLDEN CHILD

ONE FOR TWO
For every 2 assigned, gain 1 gold and place 1 gold on Minas.

FAVOR FOR FAVOR
Gain 1 Bonus die for every 3 gold on Minas.

EVERYBODY WINS
For every 2 assigned, Refresh 1 Crew and place 2 gold on Minas.

TRUE LOVE
Gain 1 while unlocked.

3 X FACTION LOVER / NEMESIS CARDS

GIJSE
LEGENDARY CREW

NIGHT TALONS CLOAK
RELIC
At the end of your turn use the Egg Tracker. Taken on the next turn to track additional rewards. Discard the Harpy Egg to claim from the tracker. If the Harpy Egg is taken from you, do not gain any.

27 X FACTION DECK
(LEGENDARY CREW & RELICS)

CALM HARRY
LEADER

CALM HARRY
FOLLOWER

1 X NPC STAT CARD

SKYSTALKERS

SKYSTALKERS

6 X EVENT CARDS

1 X FORT

1 X FLAG

9 X HARPY EGG

5 X EGG TRACKER

1 X HARRY



CAPTAIN GRIMWALD



Starting Location: Cartagena


Weapon: Enchanted Sword


Posse: Eldritch Necromancers

BACKGROUND

When Grimwald's first mate died in battle, he sought out the most skilled necromancer in Cartagena to save him. The magician resurrected his right-hand man, who immediately confessed to planning a mutiny. Grimwald traded his now twice-dead first mate to the necromancer for an enchanted sword, and persuaded some students to abandon their studies in favor of piracy. Grimwald's new friends taught him magic, and now his crew find that death doesn't keep them from following their captain's orders.

CAPTAIN ABILITY

Grave Robbery: Before a Challenge, discard the top card from the Crew deck. For every  assigned, activate an ability from 1 of the last 3 discarded Crew.

Grave Peril: Before a Challenge, discard the top card from the Crew deck. For every  assigned, activate an ability from any discarded Crew.



CAPTAIN JACK



Starting Location: St. John


Weapon: Scimitars


Posse: Cunning Corsairs

BACKGROUND

After being captured in St John, Jack was to be hanged for piracy, along with her cunning corsairs. Jack was resigned to her fate, until a guard started heckling her. Enraged, Jack broke through her bonds and kicked in the heckler's teeth, stealing his scimitar for herself. Freeing her friends, the group fought their way back to her ship. Friend and foe alike now know: you do not want to make Jack angry.

CAPTAIN ABILITY

Fiery Temper: For every  assigned, gain 1 Vengeance token. You may discard 2 Vengeance tokens to gain 1 Strength.

Burning Vengeance: For every  assigned, gain 1 Vengeance token. You may discard 1 Vengeance token to gain 1 Strength.

CAPTAIN LIU



Starting Location: Port Royal


Weapon: Shoulder Cannon


Posse: Weathered Explorers

BACKGROUND

After being ambushed in Port Royal, Liu's crew was captured. Instead of cutting her losses and finding new recruits, Liu planned a jailbreak. She convinced some weathered explorers to help her break into an armory. While the explorers grabbed swords, Liu found a shoulder cannon. With her small-but-fierce group she freed her crew. Her actions inspired fanatical loyalty, and now her crew fights harder and longer for her than the crew of any other captain.

CAPTAIN ABILITY

Inspire: For every  assigned, Refresh 1 Crew.

Glorious Barrage: For every  assigned, Refresh 1 Crew and gain 1 Strength.



CAPTAIN MATCHLOCK



Starting Location: Nassau

Weapon: Gun-Sword


Posse: Brash Brigands

BACKGROUND

Matchlock can't help tweaking or upgrading things. While waiting for his ship to get repaired in Nassau, he fixed the shipwright's calipers, mended the blacksmith's bellows, and repaired the pistols of several stranded brigands. The end result was that he left with a posse of brash brigands and more money than he came with. He used the extra funds to buy a flintlock to attach to his sword and a saber to affix to his dueling pistol.

CAPTAIN ABILITY

Lead to Gold: For every  assigned, gain 2 gold.

Gold Rush: For every  assigned, gain 2 gold and gain 1 Strength.





FACTION GUIDE

AZTECS

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

SETUP

MINIATURES



1 × QUETZALCOATL



6 × CHAMPION

TOKENS



9 × AZTEC GOLD



1 × FLAG



1 × FORT

Faction Cards: 1 Champion Stat, 1 Quetzalcoatl Stat, 1 Objective Aid, 1 Aztecs 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, Objective Aid, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, and Faction tokens (Flag, Fort and Aztec Gold) as instructed in Setup on SoL pg 8.

When the last player places a Spanish Galleon, place 1 Aztec Gold token under its base.

KEY CONCEPTS

- Spanish Galleons are placed with Aztec Gold under them.
- Champions will hunt down anyone with Aztec Gold.
- When a Champion holds Aztec Gold, they bring it to Quetzalcoatl.
- Quetzalcoatl becomes more powerful with each piece of Aztec Gold.
- Quetzalcoatl is an additional Nemesis to players based on the region type he is in.
- Win Condition:** If Quetzalcoatl holds 4 or more Aztec Gold, the Aztecs win the game.

FACTION RULES

AZTEC GOLD: Aztec Gold is a Faction Objective token.

- Including during setup, when placing a Spanish Galleon from the supply, place 1 Aztec Gold under its base.
- Aztec Gold is worth 1 Notoriety while held.
- Aztec Gold may be picked up or dropped by a player as a Free Action.
- If an NPC holding Aztec Gold is removed from play outside of a Challenge or attack, the Aztec Gold 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

Solitary: Champions are Solitary.

When evaluating their Objective and moving, a Champion will ignore any region with another Champion unless they have no other valid Objective.

Rewards: 7 gold

Objective: A Solitary Champion will Recklessly target Aztec Gold to **Recover** it. If they hold Aztec Gold, they will **Return** it to Quetzalcoatl, **Summoning** him in Claw Bay if necessary.



1. EVALUATE OBJECTIVE

Does the Champion hold one or more Aztec Gold?

Yes—Is Quetzalcoatl in play?

Yes—Recklessly target Quetzalcoatl to **Return**. Go to step 2.

No—Recklessly target Claw Bay to **Summon**. Go to step 2.

No—Recklessly target the nearest Aztec Gold not held by an Aztec NPC to **Recover**. Ignore any regions with a Champion unless they have no other valid Objective. Go to step 2.



2. MOVE

Is the Champion's Objective in this region?

Yes—The Champion will not move. Go to step 3.

No—The Champion will move Recklessly toward their Objective, but must ignore regions with another Champion, unless there is no other path to their Objective. Go to step 3.

3. ATTACK

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

Yes—The Champion makes an Attack.

• **Attack Result:** An attacked player gives the Champion all held Aztec Gold, loses 5 gold and flees to an adjacent region. Go to step 4.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

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

Yes—End turn.

No—**Recover** Aztec Gold.

1. Take all Aztec Gold from neutral/allied players in the region.
2. Pick up all Aztec Gold in the region.

Is the Champion holding Aztec Gold?

Yes—In Quetzalcoatl's region? **Return** Aztec Gold.

1. Give Quetzalcoatl all held Aztec Gold.
2. End turn.



Yes—In Claw Bay and Quetzalcoatl not in play? **Summon** Quetzalcoatl.

1. Place Quetzalcoatl in Claw Bay.
2. Give Quetzalcoatl all held Aztec Gold.
3. End turn.

No—End turn.

QUETZALCOATL

*Quetzalcoatl is placed by the Champion's special action, **Summon**, and by the Aztec Event cards.*

Curse: Any player, regardless of alignment, who shares Quetzalcoatl's region type (Port or Sea) suffers his curse and treats him as an additional Nemesis.

Nemesis: Place Quetzalcoatl's held Aztec Gold on his Nemesis card. Each Aztec Gold unlocks a new ability in descending order.

Example: If Quetzalcoatl is in Smuggler's Cove and you Declare a Challenge against Port Royal, you would apply each of Quetzalcoatl's unlocked Nemesis abilities.

Rewards: 1 Notoriety

Note: If Quetzalcoatl is defeated, the NPC/Player who defeated him gains all Aztec Gold from his Nemesis card.

Objective: Quetzalcoatl will Recklessly target the NPC or player that holds the most Aztec Gold.



1. EVALUATE OBJECTIVE

Quetzalcoatl will Recklessly target the nearest NPC or player who holds the most Aztec Gold. Go to step 2.

2. MOVE

Is Quetzalcoatl's Objective in this region?

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

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

3. ATTACK

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

Yes—Quetzalcoatl makes a Region Attack.

• **Region Attack Result:** All attacked players give Quetzalcoatl all of their Aztec Gold, discard 1 Crew and flee to an adjacent region. Go to step 4.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

Reclaim Aztec Gold.

1. Take all Aztec gold from neutral/allied players in his region.
2. Take all Aztec gold from Champions in his region.
3. End turn.



FACTION GUIDE

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.

SETUP



Faction Cards: 1 Initiate Stat, 1 Nocturne Stat, 1 Objective Aid, 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, Objective Aid, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, and Faction tokens (Flag, Fort, and Temples) as instructed in Setup on SoL pg 8.

KEY CONCEPTS

- Initiates seek Ports to **Build** Temples and **Summon** Nocturne.
- After building a Temple, an Initiate will **Tend** the Temple to create more Initiates.
- Nocturne seeks Temples to **Consume**.
- **Win Condition:** If Nocturne has 4 Temples on his Stat card, the Ordo Nocturnus wins the game.

FACTION RULES

CONCEALED:

- Initiates cannot be Challenged or attacked while in a Port region.
- Initiates are ignored by hostile NPCs while in a Port region.
- To remove an Initiate, a player must Challenge the Port. If successful, the player removes any Initiates and Temple tokens from the region, then Captures the Port as normal.
- A player does **not** gain the Rewards for removing an Initiate from a Port region, only for defeating the Initiate in a Sea region.

TEMPLE: Temple tokens are placed by the Initiate special action, **Build**.

- Initiates will **Build** Temples to **Summon** Nocturne.
- One Initiate will remain behind to **Tend** to each Temple and place additional Initiates.
- A Temple cannot be placed in a region with an opposing Faction's Fort.
- When an opposing Faction's Fort is placed, remove any Temples from the region.
- Initiates ignore regions with an opposing Faction's Fort.
- When the fifth Temple is built, **Summon** Nocturne. If Nocturne is not in play, place Nocturne in that region. He will immediately activate and take his turn.



INITIATE

Subtle: Initiates ignore hostile NPCs and hostile players when they evaluate their Objective, move, and perform their special action. Initiates do not attack ignored NPCs or players.

Note: An Initiate will still defend themselves if attacked by an NPC or Challenged by a player.

Solitary: Initiates are Solitary.

When evaluating their Objective and moving, an Initiate will ignore any region with another Initiate, unless they have no other valid Objective.

Rewards: 5 gold

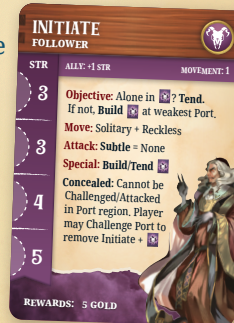
Objective: A Solitary Initiate will Recklessly target a Port to **Build** a Temple. If they are alone in a Port region with a Temple, they will **Tend** the Temple.

1. EVALUATE OBJECTIVE

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

Yes—The Initiate will Recklessly target this region to **Tend** the Temple. Go to step 2.

No—The Initiate will Recklessly target the nearest, weakest Port without a Temple to **Build**. Ignore any regions with an Initiate unless they have no other valid Objective. Go to step 2.





2. MOVE

Is the Initiate's Objective in this region?

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

No—The Initiate will move Recklessly toward their Objective, but must ignore regions with another Initiate unless there is no other path to their Objective. Go to step 3.



3. ATTACK

None. The Initiate ignores hostile NPCs and/or hostile players and will not Attack. Go to step 4.

4. SPECIAL ACTION

What was the Initiates Objective?

Tend—

1. Place an Initiate in this region. The new Initiate will not activate this Faction Turn.
2. End turn.

Build. Is the Initiate in a Port region without a Temple?

Yes—Place a Temple in this region.

Is this the fifth Temple in play?

Yes—**Summon** Nocturne.

1. If Nocturne is not in play, place Nocturne in this region.
2. End turn.
3. Nocturne activates immediately.

No—End turn.

No—End turn.

NOCTURNE

Nocturne is summoned when the fifth Temple has been built.

Night Heart: Nocturne gains 2 Strength for each Temple on his Stat card.

Rewards: 1 Notoriety + 1 Notoriety for each Temple on Nocturne's Stat card

Note: If Nocturne is defeated, return all Temples on his Stat card to the supply.

Objective: Nocturne will Recklessly target the strongest Port with a Temple to **Consume**.



1. EVALUATE OBJECTIVE

Nocturne will Recklessly target the nearest, strongest Port with a Temple to **Consume**. Go to step 2.

2. MOVE

Is Nocturne's Objective in this region?

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

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

3. ATTACK

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

Yes—Nocturne makes a Region Attack.

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

No—No Attack. Go to step 4.

4. SPECIAL ACTION

Is there a Temple in this region?

Yes—**Consume**.

1. Remove the Temple and place it on Nocturne's Stat card.
2. Remove any Initiates and return them to the supply. Nocturne does not gain their Rewards.

No—End turn.





FACTION GUIDE

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.

SETUP

MINIATURES



1 × ALURA



6 × SEA ELEMENTAL

TOKENS



4 × SOUL SHARD



1 × FLAG



1 × FORT

Faction Cards: 1 Sea Elemental Stat, 1 Alura Stat, 1 Objective Aid, 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, Objective Aid, 3 Event cards, Faction Stat deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, and Faction tokens (Flag, Fort, and Soul Shard) as instructed in Setup on SoL pg 8.

KEY CONCEPTS

- Sea Elementals seek Spanish Galleons and hostile players to **Drag** to Alura.
- Alura is placed by the Sea Coven Event cards.
- Alura gains a Soul Shard for each Spanish Galleon or hostile player she defeats.
- **Win Condition:** If Alura has 4 or more Soul Shards on her Stat card, the Sea Coven wins the game.

FACTION RULES

MESMERIZE:

- A Spanish Galleon ignores any region with a Sea Elemental.
- A Spanish Galleon cannot attack or defeat a Sea Elemental.

Drag:

- A Sea Elemental automatically wins when they Attack a Spanish Galleon.
- A Sea Elemental does not defeat a Spanish Galleon.
- A Sea Elemental does not force a player to flee.
- As their special action, a Sea Elemental will place themselves, all Spanish Galleons, and all hostile players 1 region closer to Alura.
- All dragged miniatures must be placed in the same region.
- If Alura is not in play, the first player may instead place all dragged miniatures in an adjacent region.





SEA ELEMENTAL

Rewards: 6 gold & may place Captain in an adjacent region

Objective: A Sea Elemental will Recklessly target Spanish Galleons and hostile players to **Drag** to Alura.

1. EVALUATE OBJECTIVE

The Sea Elemental Recklessly targets the nearest Spanish Galleon or hostile player. Go to step 2.

2. MOVE

Is the Sea Elemental's Objective in this region?

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

No—The Sea Elemental will move Recklessly toward their Objective. Go to step 3.

3. ATTACK

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

Yes—The Sea Elemental makes a Region Attack.

• **Region Attack Result:** All attacked players Exhaust 1 Crew. Go to step 4.

Note: The Sea Elemental automatically wins against Spanish Galleons, which they do not defeat.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

Did the Sea Elemental Attack a Spanish Galleon or hostile player this turn?

Yes—**Drag.**

1. Place the Sea Elemental and all Spanish Galleons and/or hostile players in their region 1 region closer to Alura.

2. End turn.

No—End turn.



ALURA

Alura is placed by the Sea Coven's Event cards.

Sea Elementals must be activated before Alura during the Sea Coven Faction Turn.

Sea's Fury: Alura gains 1 Strength for each Soul Shard on her Stat card.

Rewards: 1 Notoriety + 1 Notoriety for each Soul Shard on Alura's Stat card

Note: If Alura is defeated, return all Soul Shards on her Stat card to the supply.

Objective: Alura will Recklessly target Spanish Galleons and hostile players to **Devour Souls**.



1. EVALUATE OBJECTIVE

Alura Recklessly targets the nearest Spanish Galleon or hostile player to defeat and **Devour Souls**. Go to step 2.

2. MOVE

Is Alura's Objective in this region?

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

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

3. ATTACK

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

Yes—Alura makes a Region Attack.

• **Region Attack Result:** All attacked players discard 1 Crew and flee to an adjacent region. Go to step 4.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

Did Alura defeat a Spanish Galleon or hostile player this turn?

Yes—**Devour Souls.**

1. For each Spanish Galleon or hostile player Alura defeated, place 1 Soul Shard on her Stat card.

2. End turn.

No—End turn.





FACTION GUIDE

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.

SETUP

MINIATURES



1 × BATZ

6 × SENTINEL



TOKENS



1 × MERCHANT



1 × FLAG



1 × HIDDEN CITY



1 × FORT



9 × GOLDEN FRUIT

Faction Cards: 1 Sentinel Stat, 1 Batz Stat, 1 Objective Aid, 1 Sentinels of Mukul 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, Objective Aid, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, and Faction tokens (Flag, Fort, and Golden Fruit) as instructed in Setup on SoL pg 8.

Place the Hidden City token in Cartagena. Place the Merchant token in Nassau.

KEY CONCEPTS

- Spanish Galleons and players can collect and bring Golden Fruit to the Merchant for gold.
- Sentinels seek Golden Fruit to **Recover**, then **Return** it to the Hidden City.
- Batz is placed when Golden Fruit is traded to the Merchant.
- Batz seeks whoever has the most Golden Fruit.
- Win Condition:** If the Hidden City has 4 or more Golden Fruit under it, the Sentinels of Mukul win the game.

FACTION RULES

GOLDEN FRUIT: Golden Fruit is a Faction Objective token.



- Golden Fruit is placed by Sentinels of Mukul Event cards.
- Golden Fruit may be picked up or dropped by a player as a Free Action.
- If an NPC carrying Golden Fruit is removed from play outside of a Challenge or attack, the Golden Fruit is placed in the region from which the NPC was removed.
- 1 Golden Fruit may be taken by the winning player in a player vs. player Challenge instead of other rewards.

SPANISH GALLEON OBJECTIVES: The Spanish Galleon Objectives are modified in a game with the Sentinels of Mukul.

If a Spanish Galleon holds Golden Fruit, they will Cautiously target the Merchant to **Trade**. If they do not, they will Cautiously target the nearest Captured Port or Golden Fruit.

A Spanish Galleon takes Golden Fruit when they attack a hostile NPC/Player.

If a Spanish Galleon holds Golden Fruit and is in Nassau, they will **Trade** as a special action.

TRADE: Players and Spanish Galleons may exchange Golden Fruit with the Merchant if they are in Nassau.

- When a Spanish Galleon **Trades** with the Merchant, they exchange each held Golden Fruit for 5 gold. Place this gold under the Galleon's base.
- Players may **Trade** with the Merchant as a Free Action, exchanging 1 Golden Fruit for 5 gold and 1 Notoriety.
- Traded Golden Fruit is placed under the Merchant.
- After a **Trade** causes there to be 3 or more Golden Fruit under the Merchant, if Batz is not in play, place Batz in Cartagena. Batz cannot be placed again until he claims the Golden Fruit under the Merchant. If he does, reset this process.

MERCHANT: The Merchant cannot be removed from Nassau.

- Only Batz can target or take Golden Fruit under the Merchant.

HIDDEN CITY: The Hidden City cannot be removed from Cartagena.

- Golden Fruit under the Hidden City cannot be targeted or taken.



SENTINEL

Rewards: 7 gold

Objective: A Sentinel will Cautiously target Golden Fruit to **Recover** it. If they hold Golden Fruit, they will **Return** it to the Hidden City.



1. EVALUATE OBJECTIVE

Does the Sentinel hold one or more Golden Fruit?

Yes—Cautiously target the Hidden City to **Return**. Go to step 2.

No—Cautiously target the nearest Golden Fruit not held by a Sentinels of Mukul NPC to **Recover**. Go to step 2.

2. MOVE

Is the Sentinel's Objective in this region?

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

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

3. ATTACK

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

Yes—The Sentinel makes an Attack.

- **Attack Result:** An attacked player gives the Sentinel all held Golden Fruit, Exhausts 1 Crew and flees to an adjacent region. Go to step 4.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

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

Yes—End turn.

No—**Recover** Golden Fruit.

1. Take all Golden Fruit held by neutral/allied players in this region.
2. Pick up all Golden Fruit in the region.

Is the Sentinel holding Golden Fruit and in Cartagena?

Yes—**Return**.

1. Place held Golden Fruit under the Hidden City.
2. End turn.

No—End turn.

BATZ

Batz is placed after an NPC or player completes a Trade.

Rewards: 2 Notoriety

Objective: Batz will Recklessly target the region with the most Golden Fruit unless no region contains more Golden Fruit than Batz holds.



In which case, Batz will **Return** Golden Fruit to the Hidden City in Cartagena.

1. EVALUATE OBJECTIVE

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

Yes—Recklessly target the Hidden City. Go to step 2.

No—Recklessly target the NPC, player, or Merchant with the most Golden Fruit. Go to step 2.

2. MOVE

Is Batz's Objective in this region?

Yes—Batz will not move. Go to step 3.

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

3. ATTACK

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

Yes—Batz makes a Region Attack.

- **Region Attack Result:** All attacked players give Batz all of their Golden Fruit, discard 1 Crew and flee to an adjacent region. Go to step 4.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

Recover Golden Fruit.

1. Take all Golden Fruit from neutral/allied players in his region.
2. Take all Golden Fruit from Sentinels in his region.

Is Batz in Nassau?

Yes—Take all Golden Fruit under the Merchant. End turn.

Is Batz holding Golden Fruit and in Cartagena?

Yes—**Return**.

1. Place held Golden Fruit under the Hidden City.
2. End turn.

No—End turn.



FACTION GUIDE

SKYSTALKERS

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

SETUP

MINIATURES



1 × HARPY

TOKENS



5 × EGG TRACKER



1 × FLAG



9 × HARPY EGG



1 × FORT

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

Place the Harpy Stat card (Calm side face up), Objective Aid, 3 Event cards, Faction deck (Legendary Crew and Relics, unshuffled), 3 Lover/Nemesis cards, and Faction tokens (Flag, Fort, Harpy Egg, and Egg Tracker) as instructed in Setup on SoL pg 8.

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

KEY CONCEPTS

- Players earn Notoriety if they pick up a Harpy Egg, earning more the longer they hold it.
- The Harpy pursues players who hold her Harpy Eggs.
- If no one holds a Harpy Egg, the Harpy will collect Harpy Eggs from the board.
- The Harpy is placed when a Player picks up a Harpy Egg, or when a Skystalker Event card is drawn.
- **Win Condition:** If the Harpy holds 4 or more Harpy Eggs, the Skystalkers win the game.



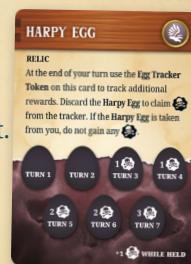
FACTION RULES

HARPY EGG TOKEN: A Harpy Egg token is a Faction Objective token.



- Harpy Eggs are placed during setup and by Skystalker Event cards.
- A Harpy Egg may be picked up or dropped by a player as a Free Action.
- If an NPC holding a Harpy Egg is removed from play outside of a Challenge or attack, the Harpy Egg 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.

HARPY EGG CARD: When a player gains a Harpy Egg token, if they do not have a Harpy Egg card, they gain a Harpy Egg card and place it in their Player Tableau, then place an Egg Tracker Token beside it.



- A player may only ever hold one Harpy Egg card and Egg Tracker Token.
- A Harpy Egg card cannot be taken by a player in a player vs. player Challenge.
- If, at any time, a player's last Harpy Egg token is dropped or taken, that player discards their Harpy Egg card and Egg Tracker Token.

EGG TRACKER TOKEN: An Egg Tracker Token is not a Faction Objective token.

- It is used to denote the Notoriety a player may gain when dropping their Harpy Egg card as a Free Action.

NOTORIETY FROM HARPY EGGS: Each Harpy Egg is worth 1 Notoriety while held. The card serves as a reminder.

- At the end of your turn, if you have a Harpy Egg card and an Egg Tracker Token:
 - If the Egg Tracker Token is not on your Harpy Egg card, place the Egg Tracker Token over the Turn 1 Position.
 - If the Egg Tracker Token is on your Harpy Egg card, advance it to the next Turn position.
- As a Free Action, a player may drop **all** of their Harpy Egg tokens to gain Notoriety equal to the amount shown on the position covered by the Egg Tracker Token on their Harpy Egg card.

Note: After a player drops their last Harpy Egg token, they must discard their Harpy Egg card and Egg Tracker Token.

- A player does not gain any Notoriety if their last Harpy Egg is taken from them.



HARPY MOOD: The Harpy's mood changes depending on if an NPC or player holds one of her Harpy Eggs.

- If no NPC or player, other than the Harpy, holds a Harpy Egg, the Harpy is **Calm**.
- If any NPC or player, other than the Harpy, holds a Harpy Egg, the Harpy is **Enraged**.
 - **Calm:** The Harpy is neutral to all players and Factions. Use the Calm Harpy Stat card and Objectives.
 - **Enraged:** The Harpy is hostile to all players and Factions. Use the Enraged Harpy Stat card and Objectives.
- The Harpy's mood even impacts Skystalker Event cards.
- Skystalker Event cards are not resolved from top to bottom. Instead, the top section will always be resolved. Then, the first player resolves the section that matches the Harpy's Mood.

Note: A player with one or more Skystalker 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 and take it from them.

HARPY

The Harpy is placed by Skystalker Event cards and whenever a player picks up a Harpy Egg.

Rewards: 1 Notoriety

CALM HARPY

Calm: The Calm Harpy is neutral to all players and Factions.

Objective: The Calm Harpy will Recklessly target Harpy Eggs to **Recover**.

1. EVALUATE OBJECTIVE

The Calm Harpy Recklessly targets the nearest Harpy Egg. Go to step 2.

2. MOVE

Is the Calm Harpy's Objective in this region?

Yes—The Calm Harpy will not move. Go to step 3.

No—The Calm Harpy will move Recklessly toward her Objective. Go to step 3.

3. ATTACK

The Calm Harpy does not Attack. Go to step 4.

4. SPECIAL ACTION

Recover Harpy Eggs.

1. Pick up all Harpy Egg tokens in her region.
2. End turn.



ENRAGED HARPY

Enraged: The Enraged Harpy is hostile to all players and Factions.

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

1 = 1 movement

or = 2 movement

= 3 movement

Objective: The Enraged Harpy will Recklessly target Harpy Eggs held by NPCs and players to **Reclaim**.



1. EVALUATE OBJECTIVE

The Enraged Harpy Recklessly targets the nearest NPC or player who holds a Harpy Egg. Go to step 2.

2. MOVE

Is the Enraged Harpy's Objective in this region?

Yes—The Enraged Harpy will not move. Go to step 3.

No—**Wind Speed.** The Enraged Harpy will move Recklessly toward her Objective. Go to step 3.

3. ATTACK

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

Yes—The Enraged Harpy makes a Region Attack.

• **Region Attack Result:** All attacked players give the Enraged Harpy all of their Harpy Eggs, discard 1 Crew and flee to an adjacent region. Go to step 4.

No—No Attack. Go to step 4.

4. SPECIAL ACTION

Reclaim Harpy Eggs.

1. Take all Harpy Eggs from neutral/allied players in her region.
2. End turn.





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