# Sleeping Gods

## Rule Book

1-4 players, ages 13+, 1-20 hours

## Overview

*"This is the Wandering Sea. The gods have brought you here, and you must wake them if you wish to return home."*

In *Sleeping Gods*, you and up to three friends become Captain Sofi Odessa and her crew, lost in a strange world in 1929 on your steamship, the *Manticore*. You must work together to survive, exploring exotic islands, meeting new characters, and seeking out the totems of the gods so that you can return home.

*Sleeping Gods* is a campaign game. Each session can last as long as you want. When you are ready to take a break, you mark your progress on a journey log sheet, making it easy to return to the same place in the game the next time you play. You can play alone or with friends throughout your campaign— it's easy to swap players in and out at will. Your goal is to find as many totems as possible, which are hidden throughout the world. Like reading a book, you'll complete this journey one or two hours at a time, discovering new lands, stories, and challenges along the way.

*Sleeping Gods* is an atlas game. Each page of the atlas represents only a small portion of the world you can explore. When you reach the edge of a page and you want to continue in the same direction, you simply turn to a new page and sail onward.

*Sleeping Gods* is a storybook game. Each new location holds wild adventure, hidden treasures, and vivid characters. Your choices affect the characters and the plot of the game, and may help or hinder your chances of getting home!

Welcome to a vast world. Your journey starts now.



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# How To Store Components

### Storage Box 1:
- Crew boards and crew items (stored in bags)
- Enemy card deck

### Used Quest Box
- All used quests

### Magnetic Card Box:
- Unused adventure cards and quest cards (in order, see below)
- Unused event cards



### Campaign Box:
Store components specific to current campaign:
- Acquired adventure cards
- Ability cards in hand
- Command tokens in hand
- Coins and resources you own.
- Current event deck
- Current quest cards

### Storage Box 2:
- Market cards
- Level cards
- Ability cards
- Other components

### Magnetic Card Box Setup
Place the adventure cards and quest cards, in numerical order, in the magnetic card box, as shown in this diagram. Place the quest cards first (starting with 1). Then place the adventure cards behind them (starting with 1). Do not look through these cards unless instructed. Also, use this box to store unused event cards.



Card backs, with numbers in the top right corner.

Use foam blocks to fill up empty spaces.

# Component List



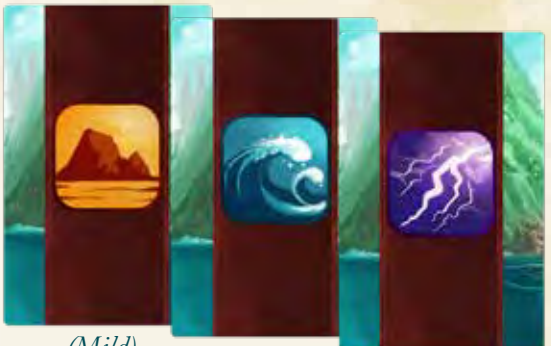

*90 Adventure Cards (Ordered numerically, do not shuffle.)*



*32 Market Cards*




*180 Quest Cards (Ordered numerically, do not shuffle.)*



*(Mild)* *(Perilous)* *(Deadly)*

*54 Event Cards*



*9 Search Tokens*



*11 Ship Damage Cubes*



*60 Ability Cards*



*78 Enemy Cards (Ordered numerically, do not shuffle.)*



*9 Crew Boards*



*7 Five-Damage Tokens (cardboard)*



*35 Damage Tokens (wooden)*



*14 Command Tokens*




*8 Explore Tokens*



*Status Tokens*
*(8 low morale, 4 each of venom, madness, frightened, and weakened)*




*Ship Board*




*Captain Token*



*Dinosaur Egg Token*



*Sea Serpent Token*



*Journey Log Sheets*



*Diving Suit Token*



*Pollen Potion Token*



*Port Board*



*4 Combat Action Tokens*



*Ship Action Figure*



*Resource Tokens*
*(6 each of Meat, Vegetables, Grain, Materials, Artifacts; 40 Coins.)*



*24 Level Cards*



*18 Fatigue Tokens*

*Not Pictured:*

- This Rule Book
- Quick Start Guide
- Rules Reference Sheet
- Storybook
- Atlas
- Achievement Sheet
- Plastic Bags



*Ship*



*9 Synergy Tokens*

# Setup

*Follow these instructions if you are starting a new campaign. If this is your first campaign, we recommend using the quick start guide first. If you are setting up the game to continue a campaign, turn to pg. 32.*

**1.** Place the atlas in the center of the table and turn to pg. 2. Place the ship in the sea region that contains the number 2 location.

**2.** Place the ship board near the atlas. Place the correct side face up depending on number of players, 1-2 or 3-4, listed in the top right corner of the ship board. Place the ship action token on the ship board. Place 3 coins and 1 grain on the ship board. You start the game with these resources.

**3.** Place the Captain Sofi Odessa crew board near the ship board, in the center of the table. Distribute the remaining 8 crew boards among the players as evenly as possible. Each player places their crew boards in front of them. Place the synergy tokens nearby.

**4.** Shuffle the ability deck and place it near the ship board. Decide who will be the first player and give them the captain token.

**5.** Shuffle the market deck and place it nearby.

**6.** Separate the event cards by type (mild, perilous, deadly). Shuffle each pile separately. Draw 6 deadly cards and place them face down in a new deck. Draw 6 perilous cards and place them face down on top of the deadly. Draw 6 mild cards and place them face down on top of the perilous. You should now have a deck of 18 event cards. Place this deck face down on its slot on the ship board. Place the unused cards in the box.





**7.** Place the starting adventure cards near the ship board. These cards are: Gloria, Soup, Gear, and Flapjacks (you can find these cards in the **market deck**). Place the magnetic card box that contains adventure and quest cards nearby **IMPORTANT: Do not change the order of cards in the quest card and adventure card decks, and do not look through the cards unless instructed.**
















**8.** Place the deck of enemy cards near the board, face down. **IMPORTANT: Do not change the order of cards in this deck and do not look through this deck unless instructed.**

**9.** Place the storybook near the board.




**10.** Shuffle the search tokens and place them in a stack, face down, near the ship board.

**11.** Give each player (not each crew member) 1 command and 1 ability card.




**12.** Place the level cards near the ship board. You may look through these at any time. Place all remaining tokens near the board.




**13.** Retrieve a new journey log sheet for your campaign. Decide if you will be playing normal or brutal mode and check the appropriate box (see "Defeat" on pg. 28). Write the date at the top of the sheet and write in all players' names at the bottom of the sheet.

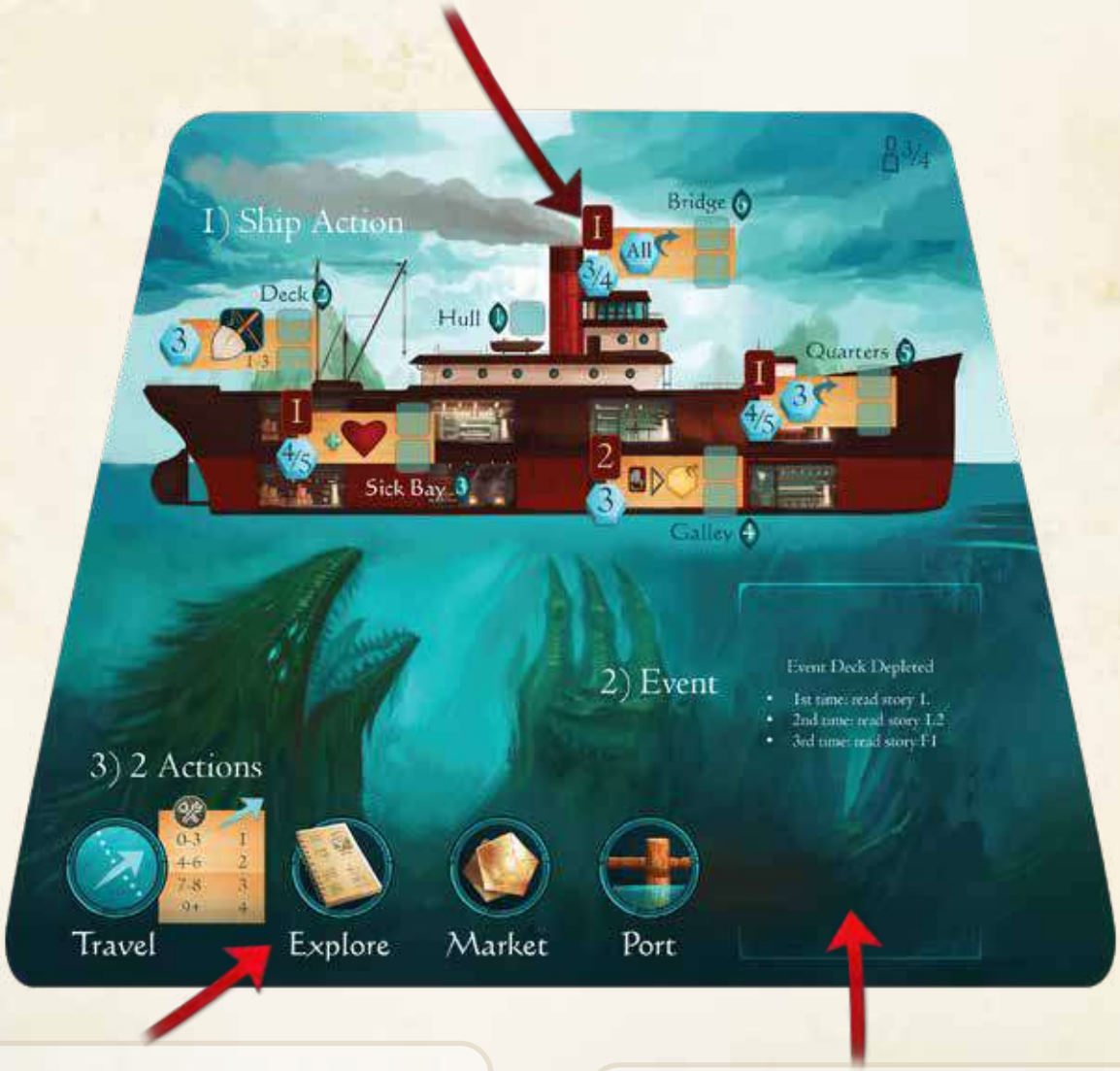
# Basics

Pgs. 6-9 introduce some basics of *Sleeping Gods* to help you get your sea legs. Turn structure and actions are explained starting on pg. 10.

# Ship Board

### Ship Room

There are five rooms on the ship. Each room contains an action that you can take at the start of your turn. Each room also contains spaces for ship damage. A room with all damage spaces filled may not be used for a ship action. Once the ship has 11 damage, you are defeated!




After taking a ship action and drawing an event card, perform two of these actions.

Each turn draw and resolve an event card from the event deck, placed here.

# Crew Board

Each player controls **2 or more crew.** Crew take damage and fatigue throughout the game.

Each crew member has a unique set of skills.




You may pay command to use unique crew member abilities.

Name and Origin

When you equip ability cards to a crew member, place them beneath these 2 slots.

Health: A crew member may only take damage up to their maximum health.

Weapon Stats: accuracy, damage, block.

# Ability Card

This card has a fate number of 5. When you "draw fate," you draw an ability card and use this number.




To equip this card to a crew member, you must pay 2 command.

This card has a savvy skill symbol. When equipped, it gives a crew member +1 savvy.

When this card is equipped, it gives the crew member the "Triage" ability. *It costs no command to use once equipped.*

**Secret:** Players must keep their abilities cards in hand secret until they are played. They may not show them or give them to other players.

**Hand Limit:** Each player has a hand limit of **3 ability cards**. If after drawing new Ability Cards your hand size has exceeded the limit, you must immediately discard down to 3 cards. You may select the card(s) to discard.

# Game Concepts and Terms

## Active Player
When it is your turn, you are the **active player**.

## Damage
Damage is physical and mental injury to a crew member or an enemy, represented by **damage tokens** (the blood drop). If the storybook or a card says **"-1 health,"** it means take 1 damage. When a crew member takes damage, place the indicated amount of damage tokens on the **crew board**.

When you are instructed to **"Restore health"** to a crew member, remove the specified number of damage tokens.

This symbol represents the amount of damage dealt by a crew member or enemy card in an attack.

## Health
Health is the amount of damage a crew member can take and still function normally. If a crew member has damage equal to their health (known as having 0 health), they can no longer **attack**, **participate in challenges**, or **activate any of their crew board abilities or ability cards** until they regain at least 1 health. *Thematically, at 0 health they are nearly unconscious, able to speak and move, but badly hurt.*

If all crew members have 0 health, you are defeated (see "Defeat" on pg. 28).

A crew member's damage cannot exceed their health—any excess must be placed on another crew member.

## Command
**Command** represents your crew's readiness and ability to work together. You must pay command to activate **crew abilities** and **adventure cards**, to equip **ability cards** to crew members, and to help other players on their turn by using your crew members.

## Draw Fate
Draw a card from the **ability card deck** and check the number in the top left corner. Immediately discard this card. You draw fate for skill challenges, attacks, and more. *Designer's Note: In this deck, 1s and 6s are half as common as the other numbers.*



*Fate Number*

## Challenge
You may be faced with challenges you must overcome, usually when reading from the storybook but also when you draw event cards. It involves **selecting crew members to participate** and **drawing fate** in an effort to reach or exceed a specified **challenge number** (see pg. 19).

## Fatigue
When crew members participate in challenges, they gain fatigue, represented by a fatigue token. Each crew member can hold up to **2 fatigue tokens**.

Each fatigue token is double-sided. If a crew member has only 1 token, place the blank side face up. If a crew member has a 2nd fatigue token, it should have the "-1 damage" side face up. This causes the crew member to deal -1 damage in combat.

A crew member with 2 fatigue tokens cannot participate in **challenges** (pg. 19), but can continue to participate in **combat** (pg. 21).

You can remove fatigue mainly by **cooking recipes** or performing a **port action**.

## Limited Components
All components are limited, which means that if you run out, you cannot gain or use more, with one exception: damage tokens. If you run out of damage tokens, use something else to keep track.

## Region
A region of the sea on the **atlas**. Regions are separated by dotted lines, land, the spiral binding of the atlas, and the edge of the page. The ship cannot reside on or move through land, only sea regions.

## Ship Damage

When instructed to take ship damage, draw 1 ability card per damage, then place a cube on the room(s) with a matching fate number. Each ship room can only take 2 damage and the hull can take 1 damage. If a room already has 2 damage, you may choose where to place the damage. If a room has 2 damage, it cannot be used during the ship action phase. If the ship ever has 11 damage cubes, you are defeated (see "Defeat" on pg. 28).

**Repair** refers to removing ship damage. If you **"repair 2,"** you remove any 2 damage from the ship.

## Skills
There are 5 types of crew skills in the game. Most crew members start with 2 to 4 skills.

**Strength:** Used when anything requires physical effort or endurance.

**Perception:** Used to search, use hand-eye coordination, detect, or use senses. Also used to hide and sneak.

**Savvy:** Used when anything requires knowledge, either from study or experience.

**Craft:** Used when something must be built, repaired, taken apart, maintained, or refined. Also used to run the ship's engines and to travel.

**Cunning:** Used when you must convince, lead, speak, deceive, devise, or plot.

## Supply
When the game refers to "the supply," it means the components that you currently do not own. For example, if you are instructed to "return a meat token to the supply," you take the token from your ship board and return it to the pile of components off to the side of the board. When you are told to "pay," "discard," or "remove" something, it means to return it to the supply.

## Status
There are five types of status tokens in the game. When a crew member gains a status, place the appropriate token on their crew board. Each crew member can have multiple status tokens, **but may not have more than one copy of each status.** Crew members gain status tokens in stories and combat. Crew members can remove status tokens through character and adventure card abilities.

- **Venom:** The crew member takes 1 damage at the start of **each player's** turn.
- **Frightened:** The crew member cannot be used for attack actions.
- **Weakened:** -2 to each of the crew member's skills.
- **Madness:** The crew member takes 1 damage when they participate in skill challenges.
- **Low Morale:** You must pay 1 extra command to use the crew member in skill challenges.

## Journey Log
When you start a new campaign, write your name and date on a new journey log sheet. You use this sheet to track certain information when you save your game during the campaign (and also as a memento of your journey). You can also keep notes on the world map to help you remember important information. **You can use world map notes from previous campaigns when you play a new campaign.**

## World Map and *The Tides of Ruin* Expansion
In *Sleeping Gods,* the atlas includes 9 maps to explore, but if you examine the map on your journey log, you can see that this is only part of the game world. These extra maps and locations are included in the *Tides of Ruin* expansion.

# Turn Overview

*This is a summary of the steps you take on your turn. The steps are explained in detail on pgs. 10-16.*

Starting with the first player, players take turns in clockwise order. Follow these steps on your turn:

## 1. Ship Action

Choose a **ship action**. Move the **ship action figure** to one of the five ship rooms and apply the effect. You must move the ship action figure to a new room each turn (you cannot repeat the same room two turns in a row). (See pg. 10-11.)



## 2. Event

Draw an **event card** and read the effect. Events may present a choice, a challenge, consequence, or other effect. (For challenges, see pg. 19.) Resolve the event card before continuing your turn. (For event card rules, see pg. 12.)



## 3. Two Actions

Perform **two actions**. Available actions are listed on the bottom of the ship board. You may perform the same action twice in one turn. These actions are explained starting on pg. 13.

## 4. End of Turn

After you have performed your two actions, pass the captain token to the player on the left. That player now starts their turn.

# Player Turn

## 1. Ship Action

**Move the ship action figure to one of the five ship rooms and apply the effect.**

- The five ship rooms include: Bridge, Galley, Deck, Quarters, & Sick Bay. (The Hull has no action.)
- Ship action effects can be applied in any order.
- You may never give command tokens/ ability cards to other players. If the supply of command tokens runs out, you cannot gain any until more tokens are returned to the supply. If the ability deck runs out, shuffle the discard pile to make a new ability deck.
- If you cannot take an action because all rooms have 2 damage, move the ship action figure to one of the rooms, but take no ship action.



**Ship room effects vary depending on the number of players in the game.** When a room shows two numbers over the command token symbol, check the player count symbol at the top right corner of the ship board. This tells you what amount of command to take (depending on the number of players).



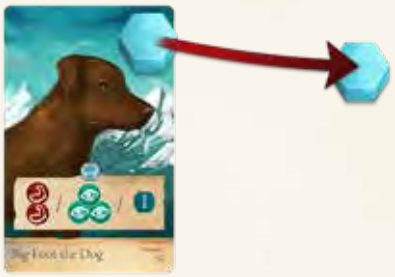

*When playing with 3-4 players, use the side of the ship board that has this symbol.*




*On this side of the ship board, the Quarters room gives 4/5 command tokens. If playing with 3 players, you gain 4 command when you use this room, and 5 command if playing with 4 players. Also, you return 3 command on cards to the supply.*




**Bridge:** Draw 1 ability card and gain the specified number of command tokens. Also remove any command tokens placed on **all crew members** (even those controlled by other players) and adventure cards and return them to the supply.





*Ability Cards*




**Galley:** Draw 2 ability cards (1 ability card if playing with 1 or 2 players) and gain the specified number of command tokens. Also, you may discard exactly 1 ability card from your hand to remove 1 fatigue from any crew member.




**Deck:** Gain the specified number of command tokens. Also, you may draw up to 3 search tokens. Draw each token one at a time before deciding to continue drawing or stop. Apply any damage shown on all tokens, but keep the rewards from only one token. After applying the effects, place the search tokens in a discard pile. If you run out, shuffle the search tokens and make a new draw pile.

*Search Tokens*



Gain 1 vegetable and 1 meat.



Gain 1 meat, 1 vegetable, and take 1 ship damage.




Gain 1 coin OR 2 materials.




**Quarters:** Draw 1 ability card and gain the specified number of command tokens. Also, remove any 3 command tokens (2 if playing with 1 or 2 players) placed on crew members (even crew members controlled by other players) and adventure cards and return them to the supply.




**Sick Bay:** Draw 1 ability card and gain the specified number of command tokens. Also, restore 1 health to any crew member.

# 2. Event

**Draw the top card of the event deck and read it aloud. Apply the effect or complete the challenge.**

- Some event cards have multiple choices. In this case, choose one and apply the effect.
- If you draw an event card with the word **"ongoing,"** place it face up near the ship board. Apply the effects until you're able to discard the card. (The way to discard the card is described on each card.)
- You cannot ignore an event card. If it only has 1 challenge listed, you must complete it.

Over the course of each campaign, you will go through the event deck 3 times. Each time you reach the end of the event deck, follow these instructions:

**First Time**
After you have drawn all cards from the event deck, finish the current player's turn. On the next turn, read paragraph 1 in the storybook instead of drawing an event card.

**Second Time**
After you have drawn all cards from the event deck, finish the current player's turn. On the next turn, read paragraph 1.2 instead of drawing an event card.

**Third Time**
After you have drawn all cards from the event deck, finish the current player's turn. On the next turn, read paragraph F1 instead of drawing an event card.

When you draw this event, place it face up near the ship board. The effect applies until you are directed to discard the card. At the end of each player's turn, that player may attempt a **CRAFT 6 challenge**. If the challenge is successful, discard this card.




When you draw this event, choose to **take 1 ship damage** or attempt a **STRENGTH 6 challenge**.

When you draw this event, place it face up near the ship board. The "turn end" effect applies until you are directed to discard the card. As an action, you may attempt a **STRENGTH 7 challenge** to discard this card and the serpent token.
**Hunting Serpent Special Rule:** For this event, if you turn to a new page of the atlas, place the serpent on the region your ship starts in.

# 3. Two Actions

**Perform 2 of the following actions: travel, explore, market, or port.**

- You may choose the same action twice.
- You may **choose to skip an action to gain 1 command**. You may do this for one or both actions.

## Action: Travel

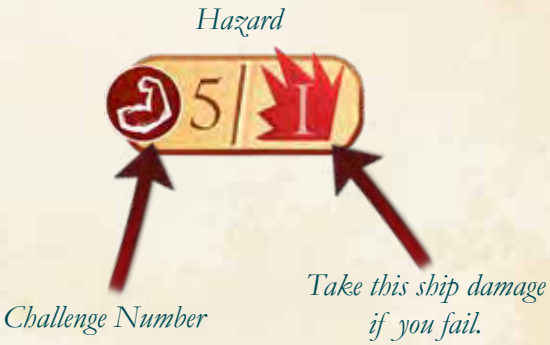
This action allows you to move the ship to a new region. Regions are separated by dotted lines, land, the spiral binding of the atlas, and the edge of the page. Whenever you travel, you perform a CRAFT challenge:

First decide if you want **one** of your crew members (with a craft skill) to participate. If so, place 1 fatigue token on their crew board. (You may travel without using a crew member.)

Next, **draw fate.** If you used a crew member, add 1 for each craft symbol they have. You may also discard ability cards with craft symbols from your hand to add 1 per card to the total. Check the result on the travel table on the ship board (see right) for the distance you may travel. For each distance you may move to 1 adjacent region. *For example, a result of 8 would allow you to travel up to 3 distance.*




Hazards: If you move into a region with a hazard, you must successfully complete the hazard's **challenge** or take negative consequences. The challenge type and difficulty are on the left of the icon, and the consequence for failure is on the right. If it is a damage icon, take **ship damage. If you are successful in the challenge, do not take the consequences.**




Edge of the Map: If you reach the edge of the map and want to keep going in the same direction, you may do so as long as there is an icon indicating which page to turn to (although some pages are unavailable unless you have the *Tides of Ruin* expansion). Follow these steps:

- First, remove the ship token from the map.
- Turn to the page in the atlas as specified on the edge you are crossing and place your ship token on that page.
- You always enter the map on the opposite side of where you left. For example, if you cross the northern edge of the atlas, you enter on the southern edge on the new page, etc. If there are multiple regions on the new edge, you choose which to start on. See the diagrams on the next page.

*Designer's Note on Travel: The* Manticore *has enough coal in its stores to last you the entire trip, so you do not need to worry about fuel.*



## *Travel Example 1*

Zoey moves the ship to a region with a hazard of ghostly fog. She must attempt a challenge of CUNNING 5. She places a fatigue token on Captain Odessa to add her cunning. She draws a fate of 1. Captain Odessa has 1 cunning, so 1+1=2, a failure (she needed 5 or more). Zoey takes 1 low morale token and places it on Captain Odessa.

## *Travel Example 2*

Zoey moves the ship to a region with a hazard of rocky shores. She attempts a SAVVY 5 challenge. She chooses Gregory and Kannan to participate, giving her 2 savvy. She draws 2, so the total is 2+2=4, so she must take 1 ship damage. If she had obtained at least 5, she would have ignored the ship damage.





## *Travel Example 3*

Zoey wants to travel to a new map. She decides to move across the western edge of the current map. This leads to pg. 13 (as indicated by the blue arrow), so she turns to pg. 13. She must enter on the opposite side of this new map, so she starts on a region bordering the eastern edge. She can choose to start on either region, and she chooses the northern region.

## Action: Explore

Explore one of the locations with a red circle outline on the region where the ship is located. When you explore, you make choices, complete challenges, and/or participate in combat.

**First,** choose a location to explore and open the storybook to the paragraph number listed on the location on the map.

Read the first box of text in the story (read aloud unless you are playing solo). At the end of each story paragraph, one of the following will occur:

- Make a choice. This may include a challenge or combat (detailed on pgs. 19 and 21, respectively). After completing the challenge or combat (if any), turn to the listed story number.
- Gain rewards or suffer negative effects. *These are listed in italics.*
- The end of each explore action is indicated by the phrase, *"Return to the ship."* The active player continues their turn as normal (or ends it, if they have taken two actions).

**NOTE: Do not read ahead or turn to any further paragraphs until you have made your choice/ completed your challenge. You are not meant to know what comes in a future paragraph before you make your choice.**




*Story Example*

**A**

You wake in the cold dirt. Dew drips from your clothes and your hands ache, bound with crude rope.

You take in your surroundings: a wooden hut with an open doorway. Most of the crew lies next to you.

**A.** Cut the rope bindings on some nearby rocks.
CUNNING 5
*Fail: -3 health*
(Turn to A1)

**B.** Wriggle free of the rope bindings.
STRENGTH 6
*Fail: -3 health*
(Turn to A1)

## Action: Visit a Market Location

The ship must be in the same region as a market location.

Draw 7 cards from the market deck (market cards are adventure cards that you can purchase). You may purchase any number of them according to their cost listed in coins on the card near the card name. Place any that you purchase near the ship board, next to your other adventure cards, face up. Place any cards that you do not purchase from the market at the bottom of the market deck.

**Exception:** If you purchase a weapon, equip it to one of your crew. Each crew member may equip any number of weapons.






*Market Cards*




*Market Location*

### Action: Visit a Port

The ship must be in the same region as a port. You may then perform any or all of the following actions once. (Port actions are listed on the port board.)

**Inn:** Pay 4 coins. Each crew member restores 2 health and removes 1 fatigue.

**Shipyard:** Pay any number of materials resource tokens or coins to the supply to repair 1 ship damage per materials token/coin you pay (in any combination).

**Healer:** Pay 1 coin to restore all health to a crew member. You can do this for any number of crew members at a cost of 1 coin per crew member.

**Spend XP:** You may spend XP to purchase level cards for any crew members. See below.

When you take a "visit a port" action, you may pay **XP** (experience points) to buy level cards for your crew members. Each crew member has specific level cards. You may look through these cards at any time.

Keep track of XP you gain on your journey log sheet. Cross off or mark when you spend these points buying level cards.

When you buy a level card, immediately equip it to the associated crew member. You can equip an ability by tucking the card beneath the crew board so that the character image on the card is hidden. This card remains equipped for the remainder of the campaign. (Do not shuffle it into the ability deck at any time.) Level cards do not count toward the 2-card limit for equipped ability cards (see pg. 17). **Once equipped, you may not discard them to use other abilities or to add to an attack.**







*Port*

*XP Cost*




## 4. End of Turn

**Pass the captain token to the player on the left. It is now that player's turn.**

# Spending Command

Command represents the crew's mental and physical readiness and their ability to work together.

You may spend command at any time, even on other players' turns (with some exceptions, as explained below). You may spend command to do the following:

## Equip an Ability Card

Play an ability card from your hand to one of your crew members. This is known as "equipping an ability." This represents time that the crew member spends training and readying for adventure. Pay the command cost listed at the top right of the ability card **to the supply**. Then tuck the ability card beneath the bottom edge of the crew board so that the skill icon and any ability is showing.

- Equip ability cards to any crew member, including the captain and other players' crew members.
- Each crew member can have a **total of 2** equipped ability cards at once (not including any level cards or weapons the crew member has). The player who controls the crew member may discard equipped ability cards at any time.
- Each equipped card increases the crew member's skill number by 1 in the type shown on the card.
- Some equipped cards also give the crew member (or player that controls that crew member) an ability. **Most of these abilities do not require you to spend command to use them once they are equipped.**
- **You may not equip an ability card in the middle of combat or in the middle of a challenge.**



*Command Tokens*




*Pay 2 command to equip this ability card from your hand to Laurent.*

## Activate Crew Ability

You may pay command to activate one of your crew member's abilities. **Place the required command on their crew board** to indicate that they have used an ability, then gain the effects. You may not use another ability on this crew member until all command tokens have been removed from their crew board. (See pg. 34 for ability clarifications.)

## Activate Adventure Cards

You may pay command to activate an adventure card ability. **Place the required command on the adventure card** to indicate you have used its ability, then gain the effects. You may not use this ability again until all command tokens have been removed from this adventure card. All players share ownership of adventure cards. **ANY** player can use adventure cards you own at any time, even to help another player in a challenge or combat.

- While in combat, you cannot cook recipes or activate adventure cards that allow you to move the ship.
- While performing the explore action, you cannot activate adventure cards that allow you to move the ship. You can, however, cook recipes in the middle of an explore action.

## Activate Ability Card Abilities

Some ability cards require you to spend command to activate their ability after they have been equipped to a crew member. You do not need to place this command on the ability card (just return it to the supply). **You may not spend command that has been placed on a crew board or adventure card.**

## Other Command Uses

You may also spend command to:

- Give another player your unused combat action token during combat (pg. 21).
- Have your crew members participate in a challenge on another player's turn (pg. 19).

**Important:** Any time you must "pay" or "spend" command, return it to the supply *unless* you are using it to **activate an ability** on an **adventure card** or **crew board**. When activating an ability on an adventure card or crew board, place the command on the card/crew board.




*Place 2 command on Laurent to gain 1 meat or to add 1 to his accuracy.*



*Place 1 command on this card to gain 2 strength, 3 perception, or 1 block.*

# Challenges

A challenge is a test of skill that you must overcome. Each challenge is associated with one of the five crew skills: strength, cunning, savvy, perception, or craft.

A basic challenge looks like this:

STRENGTH 5
*Fail: -3 health*

In this example, you must achieve a total of 5 strength or higher. If you fail you will take the failure consequence.

To overcome a challenge, follow these steps:

**1.** Decide which of your crew members participate (from crew members that you control and Captain Sofi Odessa). Crew members with 2 fatigue cannot participate. You cannot use a crew member more than once per challenge. Place 1 fatigue token on each crew member that participates.

If **another player** wants to use the crew members they control to participate in the challenge, they must pay 1 command. This cost is the same no matter how many crew members they use. They must also give each of their participating crew members 1 fatigue.

*Example: Tom is the active player and chooses Captain Sofi Odessa to participate. Zoey decides to participate with two of her crew members, and she pays 1 command to do so.*

Determine the sum of the specified skills on participating crew members (which is usually 1 per crew member plus any relevant equipped ability cards they have) and move to the next step.

**2. Draw Fate:** Draw a card from the ability deck and check the fate number in the top left corner of the card. Add the participating crew skill to this number. The resulting number is your total skill.

**3.** You may now use crew abilities, adventure cards, and equipped ability cards to alter the outcomes of the fate draw by spending command to activate their abilities. **Any player** may also discard ability cards **in hand** to give +1 skill of the type specified on the card. Players may discard any number of ability cards.

**4.** If the final skill number is equal to or greater than the required challenge number, you succeed. Otherwise, you fail and must take consequences.

**5.** Discard the ability card used for "drawing fate."

## Pass the Challenge

If you obtain a high enough skill number, ignore any listed failure consequences. Read the next line and follow the instructions.



## Failure

If you fail, apply the consequences listed after the word "fail." These are some of the possible consequences:

- -X health: You must take crew damage. Damage must be applied to any crew members that participated first. The active player decides where to place damage. *Example: Cid, Jamey, and Zoey achieve 8 skill, but they needed 9 to pass the challenge. The fail consequence is -9 health. They each participated with one of their crew members and decide to split the damage between them. Each crew member takes 3 damage.*
- Ship Damage: You must take the listed ship damage. Remember to draw fate for each damage cube so that you know in which room to place it.
- Turn to X: Some fail consequences require you to turn to a different story number than if you had succeeded. You must turn to the specified "fail" story number *(in italics)*, **instead of** the number listed on the next line (if any).
- Gain Venom/Weakened/Frightened/Madness/Low Morale: Place the appropriate token on one of your crew members. Place it on participating crew members first, if they don't already have the same status. (Remember that a crew member cannot have 2 of the same status token.)
- If a consequence lists a specific crew member, apply the effects to that crew board.

Sometimes there will be a "Failure Description" listed to describe what happened in the story. Read this only if you fail.

After applying the consequences for failing, if you were not instructed to turn to a different story number, apply any effects on the next line and continue reading as if you had succeeded.

*Designer's Note: Failure doesn't always mean that you aren't able to complete your task. Occasionally it does, but often it just means that you suffer injury or negative consequences in your effort to complete the task.*

### *Failure Example*

*In the choice below, Tom achieves 7 skill, so he must apply the listed failure effects. He takes 7 damage. He also must place a venom token on one of his crew members. He reads the failure description and then turns to 54.6, continuing as normal.*

A. Search for their trail and follow it into the desert.
PERCEPTION 10
*Fail: -7 health & gain 1 venom. (The crew runs into and steps on a pack of sand-colored cobras.)*
(Turn to 54.6)

### *Challenge Example*

*Cid must complete this challenge:*

A. Climb the vine-covered cliff.
STRENGTH 7
*Fail: -8 health*
(Turn to 16.9)

*First Cid chooses to have Laurent and Captain Odessa participate. He places a fatigue token on each of their player boards. They each have 1 strength skill, for a total of 2. Cid draws fate 4. 2+4=6, not enough to succeed.*

*He may activate one of his adventure cards that lets him redraw fate. He places 1 command on the "Gear" card which allows him to redraw. He draws fate 5. 2+5=7, enough for a success.*

*Cid succeeds, so he can ignore the consequences of -8 health. He continues reading, turning to paragraph 16.9.*

# Combat

## Combat Setup

When a story section ends with the word COMBAT, followed by a list of numbers, you must start a combat and defeat enemies before you can continue your story. Follow these steps to set up combat.

- Retrieve the listed enemy cards from the enemy deck. The deck should be in order, face down. Look through the cards until you find the listed numbers. (Do not look at the fronts of the other cards in the deck, only the backs.) Shuffle the cards you just retrieved and place them face up in a row in the center of the table, without any space between cards. (You may place these on the atlas if there isn't room on the table.)

- Retrieve the 4 combat action tokens and distribute them among players.
  - Four players: each player gets 1 token.
  - Three players: the active player gets 2 tokens, the other players each get 1.
  - Two players: each player gets 2 tokens.
  - One player: the player gets all 4 tokens.

- Place each crew member's synergy token on their crew board.

## Combat Rounds

Start the first combat round and continue with combat rounds until either all enemy cards are defeated or all crew members have 0 health. A combat round consists of the following:

**ATTACK AND COUNTERATTACK:** Players may use their combat action tokens in any order. Each attack action is (often) followed by a counterattack from a targeted enemy. Attacking is explained in further detail below (pg. 23).

**END OF ROUND:** After all players have used their combat action tokens, all enemies that have not yet been defeated **attack** the crew and activate their **end of round abilities** (see pg. 24).

**CHECK FOR VICTORY / START NEW ROUND:** If any enemies remain, reclaim your combat action tokens and start a new round of combat. If all enemies are defeated, place them back in order in the enemy deck and remove all combat action tokens and synergy tokens from crew boards. Then complete your story in the storybook.




**Giving Combat Action Tokens:** Players can give each other unused combat action tokens, but each time a combat action token is given, one of the players (giving or receiving the combat action token) must pay 1 command.

# Combat Icons

## *Enemy Cards*

Enemy Name, Level, and Number

Enemy Basic Attack Damage: This enemy deals 2 damage plus 1 or more for every uncovered attack symbol on their card.




Enemy Health: Each heart must be covered to defeat the enemy.

Enemy Defense Number

Synergy Point: Cover squares with synergy points to gain bonuses. See pg. 25.

The hourglass indicates an end of round ability. The "madness" symbol indicates a status token given to the crew during end of round damage.

Uncovered extra enemy attack damage.

## *Accuracy and Enemy Defense*

Accuracy: Listed on crew weapons. Add to fate draw to attack an enemy's defense.

Enemy Defense: On enemy cards. Crew members must meet or exceed this number in order to hit an enemy.

## *Crew Weapon Layout*




Block: used only during enemy counterattack. Ignore 1 damage per block.

Accuracy

Damage: This weapon deals 2 damage when it hits. **Extra damage:** You may discard 1 equipped savvy card (but not a level card) from this crew member to deal +1 damage when you attack with this weapon. You may not discard a card from hand to deal the extra damage. *The ability card must be equipped to discard it.*

# Attack and Counterattack

## ATTACK and COUNTERATTACK

1. First, place a **combat action token** on a crew member *you control* and choose **one** of their **weapons** to use. If a crew member already has 2 combat action tokens, they cannot attack again until the next combat round. *(Remember: If you are the active player, you control Captain Odessa.)*
2. Choose an **enemy card** to be the target of the attack.
3. Draw fate and add that number to the weapon's **accuracy number**. This total must meet or exceed the targeted **enemy defense number** in order to hit. Otherwise, you miss. *After you draw*, you may use adventure card and crew board abilities that add to accuracy.
4. If you hit, place a number of **damage tokens** on the enemy card equal to the damage on the weapon you used. **When placing damage on an enemy card, you must place all damage from the same attack adjacently (think of it as one slash or hit).** You cannot place damage diagonally, and each square can only hold one damage token. You cannot place damage on or skip a square that already has a damage token. The damage does not need to be placed in a straight line (you can change directions, make "T" shapes, etc.). If every square containing a heart symbol is covered, the enemy is defeated. Return the defeated card to the enemy deck and slide any remaining enemy cards together so that they are adjacent.
5. **COUNTERATTACK:** If the enemy card you attacked **was not defeated**, it **counterattacks** immediately. It deals damage equal to its basic attack damage plus any uncovered damage symbols on its card. Place this damage on the crew member who attacked. Apply any **block** from the weapon you used, which lets you ignore 1 damage per 1 block. You may also use block from adventure cards and crew abilities at this time. If the crew member runs out of health, choose another crew member to take any remaining damage, and so on.

**1.** Place combat action token.



**2.** Choose enemy target.



**3.** Draw fate and add the accuracy of your weapon. Compare to enemy defence.




**4.** If you hit, place damage on enemy squares adjacently.



**5.** Enemy counterattacks.



# End of Round

## END OF ROUND

Any enemies that remain after all players have used their combat action tokens now **attack** the crew and activate their **end of round abilities** (indicated by the hourglass symbol). *Note: Players can choose to skip to the end of round phase even if they haven't used all of their combat action tokens in a round.*

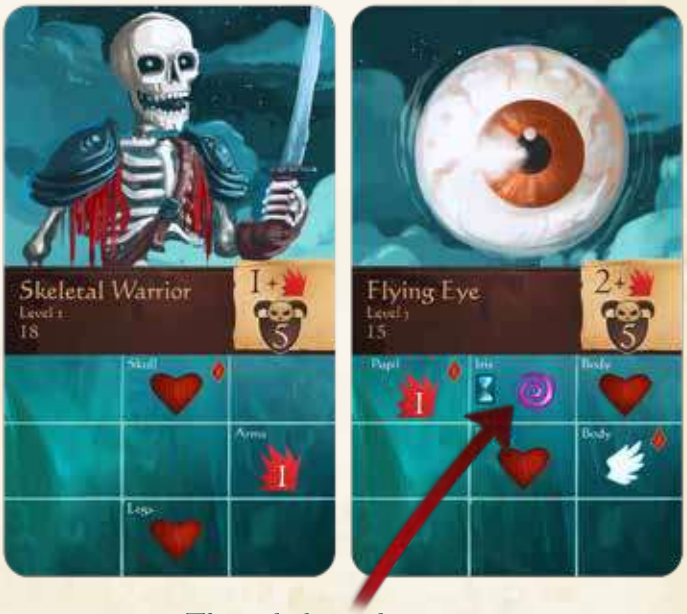
Each enemy attacks one at a time and in order from left to right, dealing damage to crew members.

- The active player decides which crew members are attacked by each enemy card.
- **Damage** from one enemy card must all go to one crew member. **Status tokens** can go to any crew member.
- Do not apply any weapon's **block** at this time. You can, however, apply block from adventure cards, crew abilities, or block that applies to **"end of round enemy attack."**
- If a crew member runs out of health while taking damage, any remaining damage must be dealt to another crew member, and so on.

## *End of Round Example*

The Skeletal Warrior and the Flying Eye enemy cards remain after the players have placed all 4 attack tokens. They have taken no damage, so all of their attacks are active. The Skeletal Warrior now attacks, dealing 2 damage to Mac. Next, the Flying Eye attacks, dealing 3 damage to Laurent and giving Marco a madness token.

Now players reclaim their combat action tokens and a new combat round begins.




*This end of round enemy ability causes a crew member to gain 1 madness.*

# Other Combat Rules

**Missing:** If you miss, you still get to deal 1 damage, *after* the enemy counterattack (you deal 0 damage in this case if you have 2 fatigue). Apply weapon block as normal to this counterattack. Abilities that increase attack damage can be used even if you miss.

**Enemy Damage:** Enemies deal damage equal to their basic damage PLUS any bonus damage on squares. If a square with enemy damage is covered by a damage token, this bonus damage is disabled.

**Splash Damage:** When placing damage on an enemy card, you may place some of it on adjacent enemy cards as long as it follows the damage-adjacency rule and at least half of the damage (rounded up) is dealt to the enemy card that you originally targeted. *Designer's Note: This is a great way to deal damage to enemies that have a high defense number. Thematically, it represents using the chaos of battle against your enemies. You hit a minion, who falls back, causing a greater enemy to stumble while you make a quick stab. Or your hit throws the enemy minion and they flail backwards to catch their balance, accidentally hitting a comrade.*

**Flying:** Enemies with a wing symbol have the flying ability, which means they have +1 defense against any weapons that do not have the "ranged" attribute.

**Covering Enemy Squares:** Each enemy square can only hold 1 damage token. When you place a damage token on a square, all abilities in the square are disabled. *Example: Zoey covers a 1-damage ability, a "madness" ability, and a "flying" ability on the Flying Eye. Now it deals 1 less damage, does not give a crew member "madness" at the end of the combat round, and has normal defense against all weapons.*

**Double or Triple Hearts:** Some enemy hearts have a number 2 or 3 on them. These hearts require a hit of 2 or 3 damage to cover (although you still only place one damage token on the square). See the example on the next page.

**Crew Member at 0 Health:** If a crew member who misses reaches 0 health during the enemy counterattack, they still get to deal 1 damage. *The crew member can continue to use their abilities until the end of their combat action.* After this, the crew member cannot participate in challenges or combat until at least 1 health has been restored.

# Synergy Tokens

## Synergy Tokens

- At the start of each battle, make sure that each crew member's synergy token is on the matching crew board. **Note: when not in combat, these tokens do not need to be on the crew boards and you may place them to the side to save space.**
- If a crew member ever places damage on a square with a synergy point (the red diamond), they place their synergy token on **a different** crew board.
- If a crew member has a synergy token from **a different** crew member on their board, they may return it to the matching board in order to use the ability listed on the token (this is called "activating" the synergy token). Synergy tokens can be activated *after* drawing fate.
- Crew members cannot use the ability of their own synergy tokens.
- A synergy token can be returned at any time to the matching crew member without activating it.

**Synergy token abilities are explained in the box to the right.**




**Audrie:** When activated, the crew member deals +1 damage during their attack.

**Captain Odessa:** When activated, the crew member may place damage diagonally.

**Gregory:** You may activate this token when the crew member reaches 0 health. Restore 2 health to the crew member.

**Kannan:** When activated, the crew member redraws fate during an attack.

**Kasumi:** When activated, the crew member deals +1 damage during their attack.

**Laurent:** When activated, the crew member deals +1 damage during their attack.

**Mac:** When activated, the crew member gains +2 accuracy during their attack. You may activate this after drawing fate.

**Marco:** When activated, the crew member can deal an extra 2 damage during an attack. This damage may not be placed on enemy heart symbols (but can be placed on enemy abilities and attack damage). This damage must be placed adjacently to the other damage in the same attack, as normal.

**Rafael:** When activated, gain 2 block.

# Combat Examples




## *Attack Example 1*

Jamey attacks the Scorpion Squid with Laurent using the Club. He places a combat action token on Laurent, then he draws fate. The result is 5. He has +0 accuracy, so 5+0=5, equal to the Scorpion Squid's defense of 5. The attack hits. The club deals 2 damage. Jamey decides to discard his equipped Triage card to gain 1 extra damage, for a total of 3. He must place all of the damage from this attack on adjacent squares. He chooses to use 2 of the damage to cover the bottom left square (he must use 2 because it is a double heart). He uses the third damage to cover the middle-left square.

The Scorpion Squid then counterattacks. It deals 2 basic damage plus the 1 uncovered damage ability on the bottom right square. 2+1=3 damage. Laurent's club gives 2 block, reducing the damage by 2, so Laurent takes 1 damage. Jamey places 1 damage token on Laurent's crew board.

## *Attack Example 2*

Jamey places a second attack action token on Laurent so he can attack the Scorpion Squid a second time. He draws fate 6. He has +0 accuracy, so the total is 6, higher than the Scorpion Squid's defense of 5. The attack hits, dealing 2 damage. Jamey places the damage on the bottom right square and the middle right square. Covering the middle right square means that the Scorpion Squid's end of round ability, "Weaken," will not activate at the end of the combat round. There is also a synergy point on that square, which means that Laurent's synergy token can be placed on another crew board. Jamey places the synergy token on Audrie's crew board.

The Scorpion Squid now counterattacks. Because a damage token covers the bottom right square, the Squid deals only 2 damage. Laurent's club gives 2 block, so he takes 0 damage.

*Laurent's 1st Attack*




*Laurent's 2nd Attack*



## *Combat Round Example*

Cid and Zoey are attacked by a Skeletal Warrior, a Flying Eye, and an Infernal Jackal. They start the first combat round. They each have two combat action tokens.

Cid goes first. He places his combat action token on Gregory and chooses to attack the Skeletal Warrior. He draws fate 5 and adds the number to Gregory's accuracy of +2, for a total of 7, equal to or greater than the skeleton's defense of 5. He then places 2 damage tokens on the skeleton, covering a heart and a blank square. The skeleton then immediately counterattacks, dealing 2 damage (1 basic +1 uncovered bonus damage).

Zoey attacks next. She places her combat action token on Captain Odessa and chooses to attack the skeleton. She draws fate 1 and adds the number to Captain Odessa's accuracy of +1 for a total of 2, less than the skeleton's defense of 5. She misses, so the skeleton counterattacks immediately, hitting her first. The skeleton deals 2 damage, but Captain Odessa's weapon has 1 block, so she only takes 1 damage from the skeleton (2-1=1). Captain Odessa then deals only 1 damage to the skeleton (because she missed), but it covers the skeleton's last heart, enough to defeat it. It also covers a synergy point, so Zoey places Captain Odessa's synergy token on another crew board. Zoey removes the defeated skeleton card from combat and returns it to the enemy deck. **Note: Had Zoey hit the skeleton, she would have defeated it before it could have counterattacked, and she would have taken no damage.**

After Cid and Zoey use their remaining combat action tokens to defeat the Infernal Jackal, the Flying Eye enemy remains and the **end of round** enemy attack phase begins. The Flying Eye attacks for 3 damage (2 base +1 uncovered bonus). Zoey is the active player, so she decides to place the damage on Mac. The eyeball also activates its end of round ability, "madness." Zoey places a madness token on Rafael.

Cid and Zoey then reclaim their combat action tokens and a new combat round begins.

For more details about specific combat and enemy abilities, see pg. 35.




**Remember:** Return enemy cards to the enemy deck in order.




## *Synergy Token Example*

Rafael places damage on the top right square and the middle right square on the Flying Eye. Because the middle right square has a synergy point icon, Rafael places his synergy token on a different crew board, this time on Gregory's board.

Gregory now attacks the flying eye. He misses, so the flying eye counterattacks first, dealing 3 damage. Gregory activates Rafael's synergy token and gains +2 block so that he can ignore 2 of the damage. He returns the token to Rafael's crew board.

# Other Rules

## Quest Cards

When the storybook says "Gain quest x," retrieve the matching **quest card** from the deck and place it face up near the atlas. *(Keep all other quests secret and in order.)*

When the storybook says "Lose quest x," or "Complete quest x," place the specified card in the **used quest box**. Once quests are in this box, you cannot retrieve them (unless you are reseting the game for a new campaign).

## Keywords

Sometimes, a story will require you to have a **keyword** in order to read it, or you will need a specific keyword to make a choice.

Keywords are located on quest cards that you own. If you own the quest card, you have the keyword.

If a story paragraph starts with, *If keyword X, turn to X,* then you must follow these instructions if you have the listed keyword. If there are multiple keyword instructions at the start of a story, resolve them in order.

If a choice says *Requires keyword X,* it means that you must have a specific keyword to choose it. Even if you have the specified keyword, you are not forced to select that choice. You may select another choice.

**Active Quest Symbol:** This means that this quest is an active quest and you can travel somewhere to complete it. Quest cards without this symbol generally only need to be referenced when you check to see if you have a specific keyword.




Quest Description

Keyword

Quest Card Number

## Defeat

Your main goals in *Sleeping Gods* are to find totems and survive the dangers of the Wandering Sea. As you journey, there are a number of ways that you can meet defeat. Defeat means something different depending on the mode you are playing (normal or brutal). There are two ways you can be defeated:

- All crew member health is reduced to 0.
- The ship has 11 damage.

If playing **normal mode**, the game is more forgiving when you are defeated. In story terms, if crew members' health is reduced to 0, the crew somehow escapes, wandering back to port, but it takes days. If the ship takes 11 damage, the crew barely keeps her afloat, limping back to port for repairs, but they lose quite a bit of time doing so.

After checking a "defeat" box on your journey log, follow these instructions when you are defeated in normal mode:

- **All crew reduced to 0 health:** Move to the nearest port and remove all crew damage and fatigue. Discard 6 event cards from the top of the event deck. Start a new turn.
- **Ship has 11 damage:** Move to the nearest port and remove all ship damage. Discard 6 event cards from the top of the event deck. Start a new turn.

If playing **brutal mode**, the game is more realistic, ending in complete failure when you are defeated. The campaign ends and you must reset the game and start a new campaign to play again.

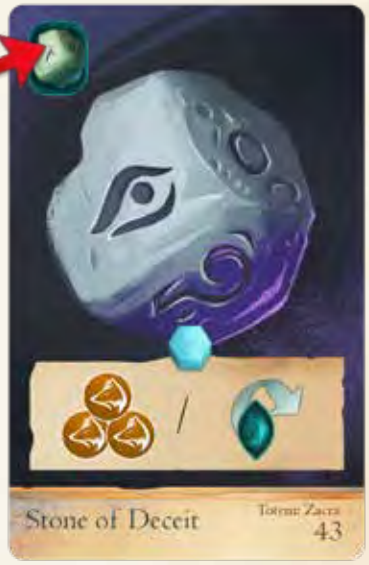
Make sure to mark any totems you found on your journey on the game achievement sheet. Write down your final score on your journey log (see pg. 34).

# Adventure Cards

**Adventure cards** represent the people, equipment, knowledge, and totems you find on your journey. When you gain an adventure card, place it near the other adventure cards you own, face up near the ship board. You can use the **abilities** on these cards by **placing command tokens on them** (except weapons, which are explained below). You gain adventure cards by **exploring** or by **purchasing market cards** (market cards are a type of adventure card). **ANY** player can use adventure cards you own at any time, even to help another player in a challenge or combat.

## Totems

You must find as many **totems** as possible. The number of totems you find will determine the story finale at the end of the campaign. Totems have a special "totem" symbol in the top left corner of the card. All totems are adventure cards.







**Command cost** to activate the card. Place the command on the card when you use it.

You can activate this card to either gain 3 savvy during a challenge (*after* drawing fate) **OR** gain 2 block during combat. This card also has a "passive" ability, which means that it is always active and you do not need to spend a command to use it.

Card type and adventure card number.



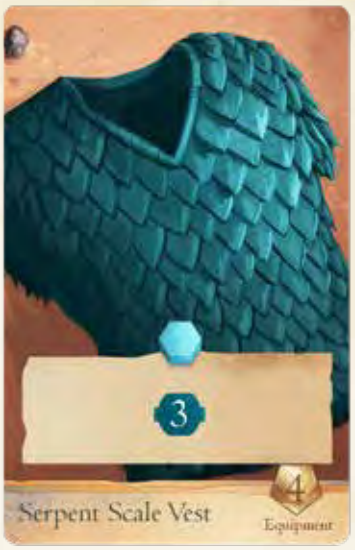

This adventure card lets you redraw fate and keep the highest result.




This is a **weapon**. You can equip this to a crew member (or give it to a different crew member) at any time outside of combat. Slide it underneath their crew board so that only the weapon info is showing.




This is a **recipe**. When you activate this card, you can pay 3 of any type of food (meat, grain, vegetables) to remove 3 fatigue from crew members and remove 1 low morale status token.




When you activate this card, it gives a crew member +3 temporary block. You can only use block in combat. Block allows you to ignore damage.




With this recipe, you must pay 3 grain. You may remove 3 fatigue and restore 3 health. You may divide these benefits among different crew members.




Market cards have a cost in the bottom right corner. Market cards are adventure cards that you can purchase using a "Visit a Market Location" action.




When you activate this card, you may remove 1 madness from any crew member OR gain 3 savvy during a challenge.

*Designer's Note: In the later stages of your campaign, it is likely that you will have twenty or more adventure cards. To keep the play area organized, you may wish to place some of the cards that you don't plan to use in a pile to the side. For example, you might own two recipes that are very similar except one of them is obviously better. In this case, you likely won't need the inferior recipe and can place it to the side, to clean up the play area.*

# Campaign

When you start a new campaign, write the players' names on a new journey log sheet. Also mark if you are playing **normal or brutal mode**. Use this sheet throughout the campaign to write down when you gain experience points (XP) and when you need to save the game.

On the back of the journey log is a map of the Wandering Seas. It is HIGHLY RECOMMENDED to write notes on this map to help you remember things, such as where you've been, where you want to return, and more. If you know that a certain location requires a keyword, you can write this down as well so you know where to return when you gain the keyword later.

*Journey Log*







*Sleeping Gods* can only support one campaign at a time. This is because you need to keep track of which quest cards you have completed, current crew health and status effects, adventure cards you own, and more.

You may reset the campaign at any time by following the steps on pg. 33.

**Saving the Game**

At the start of any player's turn, you can decide to stop playing and save your game. You only need to do this if you want to pack up the game. This is simply a way to keep track of your progress so you can continue another time. A campaign takes around 10-20 hours to complete, so if you have a dedicated space to keep the game set up, you do not need to save the game.

To save the game and pack up mid-campaign, follow these steps:

**1.** On the next available line on your journey sheet, write down your ship's location, the ship's current damage, and the last ship action that was used. Also write down which ability cards each player has in their hand, and how many unspent command tokens they have.

**2.** Place each crew board and all associated damage, status tokens, ability cards, level cards, and equipped weapons in a separate crew plastic bag. Place these in storage box 1 (see pg. 2).

**3.** Place all of your resources, coins, adventure cards, ability cards in hand, unused command tokens you own, and quest cards in the campaign box. When placing adventure cards in this box, put them in their own bag, and put any that have command tokens on them face down in the pile. Place the current event deck in this box as well.

**4.** Place the ability card draw deck in a plastic bag. Place the ability card discard pile face up in the bag (keep the draw deck face down). Indicate the bottom of this pile by placing a synergy token at the bottom.

**5.** Clean up the rest of the game components.

**Setting Up a Saved Game**

**1.** Place the atlas in the center of the table and turn to the page of the location indicated on the most recent save line on the journey log sheet. Place the ship token in the listed region.

**2.** Place the ship board near the atlas. Place the ship damage markers as indicated on the most recent save line of the journey log. Place any resources and coins from the campaign box on the ship board.

**3.** One by one, remove the crew members and all associated tokens and cards from the crew bags. Keep all associated tokens and cards with each respective crew member. Place the Captain Sofi Odessa crew board near the ship board, in the center of the table. Distribute the remaining crew boards among the players as evenly as possible. Each player places their crew boards in front of them.

**4.** When you last saved, the ability card draw deck was placed face down, while the discard pile was placed face up. Now place these two decks near the atlas, but keep them separate.

**5.** Shuffle the market deck and place it nearby.

**6.** Place the event deck from the campaign box on the ship board.

**7.** Place your adventure cards near the ship board, face up. Place a command token from the supply on all adventure cards in the campaign box that were face down in the deck (indicating they had been used).

**8.** Place the deck of enemy cards near the board, face down (IMPORTANT: Do not change the order of cards in this deck and do not look through this deck unless instructed).

**9.** Place all of your current quest cards near the ship board. Place the magnetic card box nearby (IMPORTANT: Do not change the order of cards in the box, and do not look through the cards unless instructed).

**10.** Place all remaining tokens and the storybook near the board.

**11.** Shuffle the search tokens and place them in a stack, face down, near the board.

**12.** Decide who will be the first player. Give the starting player the captain token. Give each player their hand of ability cards and command tokens according to the most recent save line on the journey log (player 1, player 2, etc).

# Adding & Removing Players

You can add or remove players at the end of any turn.

Follow these steps to add a player:

**1.** After the current turn ends, split up crew boards and assign them to each player as evenly as possible (except Captain Odessa, who is always controlled by the active player).

Follow these steps to remove a player:

**1.** After the current turn ends, reassign crew members to players as evenly as possible (except Captain Odessa, who is always controlled by the active player).

**2.** The player that is leaving must discard 1 ability card and all of their command but 1. The active player decides how to distribute the remaining cards and command token to the other players.

**NOTE: Remember to turn the ship board to the correct side depending on the number of players in the game.**

# Resetting the Game for a New Campaign

To reset the game for a new campaign, follow these steps:

1. Return all adventure cards to the adventure deck. Make sure all cards in this deck are in numerical order (starting with 1 when face down).

2. Return all quest cards to the quest deck (including quest cards from the used quest box). Make sure the cards are in numerical order (starting with 1 when face down).

3. Return all level cards to the supply.

4. Return all tokens to the supply.



# Variant: Dice

If playing with this variant, you may roll a six-sided die any time you must draw fate, instead of drawing fate.

*Designer's Note: Some groups may prefer this, but the downside is that it adds more chaos to the game. In the current system, you can manipulate your ability deck somewhat by holding onto low numbers in hand, or equipping low numbers to crew members so they are not in the deck. You can also make rough calculations based on how many 1s and 6s you've seen drawn (because 1s and 6s are half as common as other numbers). When using dice, you lose these benefits.*

# Final Score

At the end of the campaign, write down your final score on your journey log sheet.

- Gain 2 points per adventure card. Gain an extra 2 points if the card is a totem.
- Gain 1 point per quest card (include cards in the used quest box).
- Gain 2 points per level card.
- Gain 1 point per 2 remaining coins.
- Gain 1 point per remaining artifact.
- Gain 10 extra points if you reached an ending in the campaign.
- Lose 10 points per defeat (if playing normal mode).
- Gain 25 extra points if playing brutal mode.

# Ability Clarifications

## General Crew Board Ability Rules

**+1 Damage:** This can only be added to an attack the crew member performs. The damage cannot be dealt by itself, and it cannot be added to another crew member's attack.

**Block:** You cannot use this to block damage dealt to another crew member.

**+1 Accuracy:** You cannot use this on another crew member's attack.

**Remove Status:** This can be used to remove status from any crew member.

**+1 to Fate:** This can be used on any fate card draw, even if drawn by another player.

**Repair 1:** Remove 1 damage from the ship when you use this ability.

**Redraw Fate if 1:** If you draw fate 1, you may use this ability to redraw fate.



## General Ability Card Rules

Abilities on ability cards generally only apply to the crew member to which they are equipped unless otherwise specified on the card.

If an ability description says "you," it means the player that controls the crew member to which the card is equipped.

**Instant Effect:** Apply the effect the moment that you equip the ability card.

### Specific Cards

Surprise Strike: Discard the card to deal 1 damage (no enemy counterattack). You do not need to draw fate or use a combat action token to deal this damage.

# Enemy Abilities Clarifications

**Adjacent deal +1/+2 damage:** This activates at the end of each combat round. Any enemy cards adjacent to this card deal +1/+2 damage during their end of round attack.

**Adjacent Regen 1:** This activates at the end of each combat round. Remove 1 damage token from each enemy card that is directly adjacent to this enemy card (the active player chooses which).

**Discard Ability:** This activates at the end of each combat round. Discard 1 equipped ability card from a crew member (the active player chooses which).

**Venom:** This activates at the end of each combat round. A crew member gains 1 venom status token (the active player chooses who).



**First Strike:** This ability is active until disabled. Any time a crew member attacks this enemy, the enemy counterattacks first.

**Frighten:** This activates at the end of each combat round. A crew member gains 1 frightened status token (the active player chooses who).



**Lose 1 Resource:** This activates at the end of each combat round. Return 1 resource to the supply.

**Madness:** This activates at the end of each combat round. A crew member gains 1 madness status token (the active player chooses who).



**Low Morale:** This activates at the end of each combat round. A crew member gains 1 low morale token (the active player chooses who).



**Regen 1/3:** This activates at the end of each combat round. Remove 1 or more damage token(s) from this enemy card (the active player chooses who).

**Disarm:** This activates at the end of each combat round. Remove 1 equipped weapon card from a crew member (the active player chooses which). You can equip this again after combat ends.

**Resist 1:** This enemy blocks 1 damage each time a crew member deals damage to it, until this ability is disabled.

**Weaken:** This activates at the end of each combat round. A crew member gains 1 weakened status token (the active player chooses who).



**1 Ship Damage:** This activates at the end of each combat round. The ship takes 1 damage. Draw fate to determine which rooms are hit.

# Achievements

Whenever you find a totem, mark the appropriate box on the achievement sheet. When you complete various campaign endings, mark the specified endings boxes on the achievement sheet. As you discover totems and endings, you gain "unlocked cards".




## Unlocked Cards

Unlocked cards are specific cards in the quest deck. Mark the unlocked cards you achieve when you have the specified number of totems/endings.

*Examples: To gain the unlocked cards "quests 169-170," you would need to have discovered a minimum of 4 totems/endings. To gain the "quests 167-168" unlocked cards, you would need to have discovered a* minimum total *of 7 totems/endings.*

Each time you start a new campaign, check the achievement sheet to see which unlocked cards you start with. You do not gain these cards during a campaign, only when you start a new campaign.

Once you have gained an unlocked card, it forever remains "unlocked" and you can use it in all future campaigns. You may choose which unlocked cards to use at the start of each campaign.

## Enemy Level Difficulty

Often before combat starts, you can see the level of the combined enemies. Here is a helpful chart to give you a general idea of how difficult the combat will be.

| **Combat Level** | **Difficulty** |
|---|---|
| 3-8 | Very Easy |
| 9-11 | Easy |
| 12-13 | Medium |
| 14-17 | Dangerous |
| 18-22 | Deadly |

## Exploring a Town/City

Some stories start with a town or city name in bold. In this case, the story structure often allows you to select all of the various choices in the same visit, one by one. You *may not*, however, select the same choice more than once during each explore action at the town/city.




When you explore this location (40), the story starts with the town name "City of Ashes."

## Explore Tokens

Sometimes a story will say "gain explore A," or another letter. In this case, gain the explore token with the appropriate letter. Follow the instructions if a paragraph mentions a specific explore token.

When you return to the ship, return all explore tokens to the supply.




## A Note on Rewards

The words "materials" and "vegetables" are short for "materials token" and "vegetables token." Each token represents a variety of building materials or vegetables. "Gain 1 materials" means "Gain 1 materials token."

## Strategy Tips

- Remember to equip ability cards early on in each event deck. They drastically improve your ability to succeed at challenges, but it's easy to forget to equip them. Also, at the end of each event deck, you'll have to discard all equipped ability cards, so it's a good idea to equip them early on in each event deck.
- If you find yourself constantly running out of health or have too much fatigue, use the ship's deck action more often so you can get food. Use your recipes, and go to the market to get better recipes that more efficiently replenish health and remove fatigue.
- The further you venture from the starting region, the harder things get. If you are having trouble surviving, try to obtain a few useful adventure cards and buy one or two level cards before venturing to a new map.

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# Crew Board Suggested Layout




Place equipped ability cards in the top two slots. (This is to remind you that you may not equip more than 2 ability cards per crew member.)

Equipped Weapon Cards

Place level cards below equipped ability cards, like this (unless there are no equipped ability cards, in which case you can place them directly beneath the crew board). An easy way to tell ability and level cards apart at a glace: level cards have a yellow strip on the bottom and ability cards have a turquoise strip.

# Rule Reminder: What Players Share

**Resources that each player does not share:**

- Their Crew Boards
- Ability Cards in Hand
- Their Command Tokens
- Their Own Combat Action Token(s)

*Players cannot give each other ability cards in hand, but there are some exceptions: Players can equip their ability cards in hand to other players' crew members. Also, any player can discard ability cards from hand to add skill to a challenge on another players' turn.*

**Resources that all players share:**

- Food
- Coins
- Materials
- Adventure Cards

# Icons



**Attack Damage:** The amount of damage tokens dealt by a crew member or enemy.



**Block:** Ignore this amount of damage from an attack.



**Accuracy:** Add this number to your "draw fate" when you attack.



**Health: On enemies**, cover each heart symbol with damage to defeat it. **On crew**, this is the amount of damage tokens they can hold. If a crew member's damage is equal to their health, they cannot participate in combat or challenges, or use their abilities until you restore at least 1 health.



**Discard Ability Card from Hand**



**XP Cost:** Experience points you must pay to buy this card. **(Pg. 16)**



**Flying:** While uncovered, this enemy has +1 defense vs. weapons without the "ranged" attribute.



**Remove 1 Frightened**



**Remove 1 Madness**



**Remove 1 Venom**



**Remove 1 Weakened**



**Remove 1 Low Morale**



**End of Round Enemy Ability:** At the end of each combat round, the ability in the same square as this symbol activates.



**Synergy Point:** If a crew member places damage on this, place their synergy token on another crew member.




**Redraw Fate if 1:** If you draw 1 fate, you may use this ability to redraw fate.



**Totem**



**Fate**



**Redraw Fate**



**Craft Skill**



**Cunning Skill**



**Savvy Skill**



**Perception Skill**



**Strength Skill**



**Remove Fatigue (1 unless specified)**



**Command Cost to Activate**



**Ranged Weapon Attribute**



**Coin Cost**



**Grain (Food)**



**Vegetables (Food)**



**Meat (Food)**



**Food (Any type)**



**Materials**



**Mild Event**



**Perilous Event**



**Deadly Event**