



GREAT GAMING CONTENT FOR
10 YEARS!

ORDEROFGAMERS.COM



Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord – go to the website and click the link to join!



FOLLOW EOG UPDATES ON ALL THESE PLATFORMS

All the links are at www.orderofgamers.com



DONATE

orderofgamers.com/shop/singleoffering



PATREON

patreon.com/esotericorder

v1.2

Dec 2023

Game: **SLEEPING GODS**
Publisher: **Red Raven Games (2021)**

Page 1: **Rules summary front**
Page 2: **Rules summary back**
Page 3: **Play reference front x2**
Page 4: **Play reference back x2**

These sheets are intended only for the personal use of existing owners of the game for additional reference. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. **This PDF may not be re-posted online, sold or used in any way except for personal use.**

Sleeping Gods

SETUP (NEW CAMPAIGN)

Place the **atlas** in the center of the table and turn to page 2. Place the **ship token** in the sea region containing the number 2 location. Place the **ship board** near the atlas with the side faceup that corresponds to the number of players. Place the **ship action token** nearby. Place 3 **coins** and 1 **grain** on the ship board.

Place the *Captain Sofi Odessa* crew board near the ship board. Distribute the remaining crew boards among the players as evenly as possible. Each player places their board(s) in front of them.

Shuffle the **ability deck** and place it near the atlas. Decide on a first player and give them the **captain token**. Shuffle the **market deck** and place it near the atlas.

Separate the **event cards** by type (**mild**, **perilous**, and **deadly**) and shuffle each pile separately. Draw 6 of each of the deadly, perilous, and mild cards. Place the deadly cards facedown, then stack the facedown perilous cards on top, followed by the facedown mild cards. Place this final deck of 18 event cards on the space on the ship board and return the unused cards to the box.

Place the **starting adventure cards** (*Gloria*, *Soup*, *Gear*, and *Flapjacks*) near the ship board. Place the magnetic card box that contains **adventure** and **quest cards** nearby (do not look at them or change their order). Place the deck of **enemy cards** near the board, facedown (do not look at them or change their order).

Place the **synergy tokens** nearby. Shuffle the **search tokens** and place them in a facedown stack. Place the remaining tokens and the **storybook** near the board, and the **level cards** near the ship board. Each crew member has specific level cards and you can look through yours at any time. Give each player 1 **command token** and 1 **ability card**.

Take a new **journey log sheet** for your campaign. Choose to play **normal** or **brutal** mode and check the appropriate box. Write the date at the top of the sheet and all player names at the bottom.

PLAYING THE GAME

During the game, if you must **draw fate**, draw a card from the ability card deck, check the number in the top left, then immediately discard the card.

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 1 of the 5 ship rooms and apply its effect. You must move the ship action figure to a new room each turn.

You may never give command tokens or ability cards to other players. If the command tokens run out, you cannot gain any until some are returned to the supply. If the ability deck or search tokens run out, shuffle the discards to make a new deck or draw pile.

A room cannot be used if it has 2 damage. If you cannot use any room, move the ship action figure to one of them, but take no action.

BRIDGE: Draw 1 ability card and gain the specified command. Also return any command tokens from all crew members and adventure cards to the supply.

GALLEY: Draw 1/2 ability cards (depending on the number of players) and gain the specified command. You may discard 1 ability card from your hand to remove 1 fatigue from any crew member.

DECK: Gain the specified command. Also, you may draw up to 3 search tokens, one at a time. Apply any damage shown on all tokens, but keep the rewards from only 1 token. After applying the effects, place the search tokens in a discard pile.

QUARTERS: Draw 1 ability card and gain the specified command. Remove any 2/3 command tokens (depending on the number of players) from crew members and adventure cards and return them to the supply.

SICK BAY: Draw 1 ability card and gain the specified command. Also, restore 1 health to any crew member.

2. EVENT

Draw an event card and resolve the effect. Cards may present you with a choice, or have you complete a challenge.

3. TWO ACTIONS


On your turn you are the **active player: perform 2 actions** (you may perform an action twice in a turn). You may choose to **skip an action to gain 1 command** (you may do this for one or both actions).

At the end of your turn, pass the **captain token** to the player on your left, who then starts their turn.

ACTION: TRAVEL

You may **move the ship to a new region**. Regions are separated by dotted lines, land, and the edge of the page. The ship cannot move through land.

If you want a crew member to participate (this is optional) they gain 1 fatigue after you move the ship.

Then **draw fate**. Add the crew member's **CRAFT**  skill to the fate draw. Check the result on the table on the ship board for the distance you may travel; each distance allows you to move to an adjacent region.

If you move into a region with a **hazard**, its effects are activated. The challenge type and difficulty are on the left side of the icon, and the consequence for failure is on the right. A damage icon indicates ship damage.

If you reach the edge of the map and want to keep going in the same direction, you may as long as there is an icon indicating which page to turn to. Remove the ship token from the map, then turn to the specified page in the atlas and place your ship token on that page. You always enter the map on the opposite side of where you left; if there are multiple regions on the new edge, choose which to start on.

ACTION: EXPLORE

Explore a location with a red circle outline in the same region as the ship. Open the storybook to the paragraph number on the location. Read the first text box in the story (aloud, unless you are playing solo). After each text box, one of the following occurs:

- Make a choice, and possibly overcome a **challenge** or **combat**. After completing this, turn to the listed story number.
- You gain rewards or suffer negative effects (listed in *italics*).
- The phrase *Return to the ship* means the story ends; close the storybook and return all explore tokens to the supply. Continue your turn as normal (or end it, if you have taken 2 actions).

If a story starts with a town or city name, 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.

ACTION: VISIT A MARKET LOCATION



The ship must be in the same region as a **market location**. Draw 7 cards from the market deck. You may purchase any of them at the cost listed near the name.

Place purchased cards facedup near the ship board, next to your other adventure cards. Place any cards you do not purchase at the bottom of the market deck.

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:

INN: Pay 4 coins to the supply. Restore 1 health and remove 1 fatigue from each crew member.

SHIPYARD: Pay any number of materials resource tokens and/ or coins to the supply to repair 1 ship damage per spent materials token/coin.

HEALER: Pay 1 coin to the supply to fully restore the health of 1 crew member. You may do this for any number of crew members.

SPEND XP: You may spend XP to purchase level cards for any crew members. Keep track of XP on the journey log sheet, and cross off or mark when you spend them to buy level cards (the cost is on the scroll in the top right). When you buy a level card, immediately equip it to the associated crew member, where it remains for the rest of the campaign. Level cards do not count towards a crew member's limit of 2 equipped ability cards.

SPENDING COMMAND



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

TRAIN (EQUIP AN ABILITY CARD)

Each player has a hand limit of 3 ability cards. After drawing new ability cards, if you have more than 3 in hand, you must immediately discard cards of your choice until you have 3 in hand. Ability cards are kept secret until they are used.

Equip an ability by assigning an ability card from your hand to any crew member (even those controlled by other players), tucking the card beneath the bottom edge of the crew board so the skill icon and the ability is showing. Then, pay the listed command cost on the card to the supply.

Each tucked card increases the crew member's skill in the type on the card by 1.

Each crew member can have up to 2 tucked ability cards at once (not including level cards or weapons). At any time, you can discard equipped ability cards from a crew member you control. Some tucked cards also give the crew member an **ability**.

ACTIVATE CREW ABILITY

You may **activate a crew ability** on one of the crew members you control by placing the specified amount of command on the crew board. If there are already command tokens on a crew board, you cannot activate any of the listed crew abilities on it until the tokens have been removed.

ACTIVATE ADVENTURE CARDS






Any player may **activate any adventure cards** the players collectively own by placing the specified amount of command on the card. If there are already command tokens on the card, it cannot be activated until the tokens have been removed.

ACTIVATE ABILITY CARD ABILITIES

Some ability cards require you to spend command to **activate** their ability. In this case, return the command to the supply.

CHALLENGES

Each **challenge** is associated with one of the 5 crew skills:

Strength  **Cunning**  **Savvy**  **Perception**  **Craft** 

A basic challenge specifies the skill to use and the required number, followed by a list of consequences if you fail to obtain the required number.

To overcome a challenge:

- Decide which (if any) of your crew members participate** (from among those you control and *Captain Sofi Odessa*). **Crew members with 2 fatigue cannot participate.**

You cannot use a crew member more than once per challenge. Give each crew member that participates 1 fatigue.

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.

Determine the sum of the appropriate skills on participating crew members.

- 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.

- You may now use crew abilities, adventure cards, and equipped ability cards** to alter the fate draw outcomes by spending command to activate their abilities.

Any player may also discard ability cards from their hand to give +1 skill to any of your crew members in the type specified on the card.

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

- Discard the ability card** used for the fate draw.

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

FAILURE: If you fail, apply the consequences and read the failure description, if any.

Damage (- health): Take the specified crew damage. It must be applied to any crew members that participated first. The active player decides where to place damage.

Ship damage: Take the listed ship damage. For each damage, draw fate and place the damage cube on that numbered room. If the room has full damage, you may choose where to place it.

Turn to X: Turn to the specified story number, instead of the number listed on the next line (if any).

Gain venom / weakened / frightened / madess / low morale: Place the appropriate token on one of your crew members.

After applying consequences, 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.

COMBAT

When a story section ends with the word **COMBAT** followed by a list of numbers, you must defeat the enemies in combat:

Take the listed enemy cards from the enemy deck without looking at the front of any cards. Shuffle them, then place them faceup in a row, without any space between the cards.

Distribute the 4 combat action tokens. 4 players: each player gets 1 token. 3 players: active player gets 2 tokens, each other player gets 1 token. 2 players: each player gets 2 tokens. 1 player: gets all 4 tokens. Place the **synergy tokens** on their matching crew boards.

COMBAT ROUNDS

Start the first combat round and continue with combat rounds until all enemy cards are defeated or all crew members have 0 health. Complete a combat round as follows:

ATTACK AND COUNTERATTACK

First, players use their combat action tokens in any order. Place a token on one of your crew members and perform an **attack** with one of their weapons.

Each attack is immediately followed by an enemy **counterattack** (unless the targeted enemy is defeated). A crew member that already has 2 combat action tokens cannot attack again until the next combat round. Each crew member has a basic starting weapon and can also equip any number of weapon cards.

END OF ROUND

After all players have used their tokens, any remaining enemies attack the crew and activate their end of round abilities. The active player decides which crew are attacked by each enemy card. Damage from 1 enemy card must all go to 1 crew member. If a crew member runs out of health, any remaining damage must be dealt to another crew member, and so on. Do not apply weapon defense at this point, only defense that applies during 'the end of round enemy attack'.

If any enemies remain, players reclaim their combat action tokens and start a new round of combat.

When all enemies are defeated, you win the combat. Return the enemy cards to the stack of facedown enemy cards (in the correct order) and continue reading in the storybook.

Players can give each other unused combat action tokens, but each time a combat action token is given, one of the players must pay 1 command.

ATTACKING

Choose an enemy card to be the target of the attack.

Draw fate and add that number to the weapon's accuracy. Compare the total to the enemy's defense number. If equal to or greater than the defense, the attack hits. Otherwise, it misses.



If you hit, place **damage tokens** on the enemy card equal to the weapon's damage. You must place all damage from the same attack adjacently (not diagonally), and each square can only hold 1 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. **If all squares containing a heart symbol are 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.

When you place a damage token on a square, all abilities in the square are disabled.

If the enemy card you attacked was not defeated, it **counterattacks** immediately, dealing its damage to the crew member who attacked it. Enemies deal damage equal to their basic damage *plus* any bonus damage on their squares (if a square with enemy damage is covered by a damage token, that damage is disabled). Apply any **block** from the weapon you used. If the crew member runs out of health, choose another crew member to take any remaining damage, and so on.

If you missed, you still get to deal 1 damage, *after* the enemy counterattacks (even if you were reduced to 0 health). Apply weapon block as normal to this counterattack.

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.

DOUBLE OR TRIPLE HEARTS: Some enemy hearts have a 2 or 3 on them. These hearts require 2 or 3 damage to cover (you still only place 1 damage token on the square).

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

SYNERGY TOKENS



If a crew member ever places damage on a square with a synergy point (the red diamond), they place their synergy tokens 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 on the synergy token.

Captain Odessa: The crew member may place damage diagonally.

Gregory: When the crew member reaches 0 health, restore 2.

Kannan: The crew member may redraw fate during an attack.

Audrie, Kasumi, and Laurent: The crew member deals +1 damage during their attack.

Mac: The crew member gains +2 accuracy during their attack.

Marco: The crew member can deal an extra 2 damage during an attack. This damage may not be placed on enemy heart symbols.

Rafael: The crew member gains 2 block.

DAMAGE & HEALTH



This symbol shows the amount of damage dealt by a crew member or enemy card in an attack. A crew member cannot hold more damage than their health.

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

If a crew member has damage equal to their health, they can no longer participate in combat or challenges or activate any of their abilities until they regain at least 1 health.

FATIGUE



When crew members participate in challenges, they gain **fatigue**. A second fatigue token means the crew member deals -1 damage when attacking.

If a crew member has only 1 token, place the blank side faceup. A second fatigue token should have the **-1 damage** side faceup.

Each crew member can hold up to 2 fatigue tokens. A crew member with 2 fatigue tokens cannot participate in challenges, but can participate in combat.

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

STATUS

When a crew member gains a status, place the appropriate token on the crew board. The crew member must apply the effect.

VENOM: Take 1 damage at the start of each player's turn.

FRIGHTENED: Cannot be used for attack actions.

WEAKENED: Skills are at -2.

MADNESS: Take 1 damage when participating in challenges.

LOW MORALE: Pay 1 extra command when participating in challenges.

QUEST CARDS

When the storybook says *Gain quest X*, retrieve the quest card from the quest deck and place it faceup near the atlas.

When the storybook says *Lose quest X* or *Complete quest X*, place the specified card in the used quest box. Once there it cannot be retrieved (unless you are starting a new campaign).



This symbol means that this quest is an **active quest**: you can travel somewhere to complete it. Cards without this symbol generally only need to be referenced when you check for a specific keyword.

EVENT DECKS

Each campaign, you go through the **event deck** 3 times. Each time you reach the end of the 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 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.

Ongoing: If you draw an event card with this attribute, place it faceup near the ship board. Apply the effects until you're able to discard the card, as described on each card.

KEYWORDS

A story may require you to have a **keyword** to read it, or have a specific keyword to make a choice. Keywords are located on quest cards: if you own the card, you have the keyword.

If a story says, *If keyword X, turn to X*, then you must follow these instructions if you have the listed keyword. If a choice says *Requires keyword X*, then you cannot choose it unless you have the keyword (although you are not forced to choose it if you do).

TOTEMS



You must find as many **totems** as possible. The number of totems you find determines the story finale at the end of the campaign. All totems are adventure cards.

Whenever you find a totem, mark the appropriate box on the achievement sheet. When you complete alternate endings, you also mark certain boxes on the achievement sheet. As you complete certain achievements, you gain **unlocked** cards, which can be used in future campaigns.

DEFEAT

There are 2 ways you can be **defeated** and lose the game: all crew member health is reduced to 0, or the ship has 11 damage.

If playing **normal mode**, after checking a defeat box on your journey log, follow these instructions:

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 and start a new turn. If the event deck runs out, count the remaining cards you need to discard and place that number of damage on the event deck slot, to remind you how many cards you must discard the next time the storybook instructs you to make a new event deck. (If this is your third time through the deck, you don't need to keep track.)

CAMPAIGN

The game only supports 1 campaign at a time. Use your **journey log sheet** to write down when you gain experience points (XP), feared/revered points, and when you need to save the game.

You can write notes on the map on the back of the sheet. If you know that a location requires a **keyword**, write this down so you know where to return when you gain the keyword later.

SAVING THE GAME

At the start of any player's turn, you can decide to stop playing and save your game. On the next available line on your journey sheet, write down your ship's location, its current damage, the last ship action that was used, which ability cards each player has in their hand, and how many unspent command tokens they have.

Place each crew board and all associated damage, status tokens, ability cards, level cards, and equipped weapons in a separate crew plastic bag.

Place all of your resources, coins, adventure cards, ability cards in hand, unused command tokens, quest cards, and the current event deck in the campaign box. Adventure cards should be in their own bag, and put any that have command tokens on them facedown in the pile in the bag.

Place the ability card draw deck in a plastic bag with the ability card discard pile faceup and the draw deck facedown. Indicate the bottom of the pile by placing a synergy token at the bottom.

Clean up the rest of the game components.

SETTING UP A SAVED GAME

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 region.

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.

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.

Place the ability card draw and discard piles near the ship board. Shuffle the market deck and place it nearby. Place the event deck from the campaign box on the ship board. Place your adventure cards near the ship board, faceup. Place a command token from the supply on all adventure cards in the campaign box that were facedown in the deck. Place the deck of enemy cards near the board, facedown. Place all of your current quest cards near the ship board. Place the magnetic card box nearby.

Place all remaining tokens near the board. Place the storybook near the board.

Decide who will be first player and give them 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.

To add a player, 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).

To remove a player, 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). The player that is leaving must discard 1 ability card and all but 1 of their command.

The active player decides how to distribute the remaining cards and command token to the other players. Turn the ship board to the correct side according to the number of players in the game.

RESETTING THE GAME FOR A NEW CAMPAIGN

Return all adventure and quest cards to their respective deck in numerical order. Return all level cards and tokens to the supply.

FINAL SCORE

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

- 2 points per adventure card (+2 points if the card is a totem).
- 1 point per quest card (include cards in the used quest box).
- 2 points per level card.
- 1 point per feared point or revered point. If your combined total of feared/ revered points is above 10, gain +10 points.
- 1 point per 2 remaining coins.
- 1 point per remaining artifact.
- +10 points if you reached a campaign ending.
- -10 points per defeat if playing normal mode.
- +25 extra points if playing brutal mode.

Sleeping Gods

1. SHIP ACTION

Choose a ship action. Move the ship action figure to a different ship room and apply its effect. **A room cannot be used if it has 2 damage.** If you cannot use any room, move the figure to one of them, but take no action.

BRIDGE: Draw 1 ability card and gain the specified command. Return command tokens from all crew and adventure cards to the supply.

GALLEY: Draw 1/2 ability cards and gain the specified command. You may discard 1 ability card from your hand to remove 1 fatigue from any crew member.

DECK: Gain the specified command. You may draw up to 3 search tokens, one at a time. Apply any damage from all, but keep the rewards from only 1 token. Then discard the tokens.

QUARTERS: Draw 1 ability card and gain the specified command. Return any 2/3 command tokens from crew and adventure cards to the supply.

SICK BAY: Draw 1 ability card and gain the specified command. Restore 1 health to any crew member.

2. EVENT


Draw an event card and resolve the effect.

3. TWO ACTIONS

Perform 2 actions (or one twice). You may **skip an action to gain 1 command** (you may do this for one or both actions). Then pass the **captain token** to the player on your left, who starts their turn.

ACTION: TRAVEL

You may **move the ship to a new region**. If you want a crew member to participate, they gain 1 fatigue after the move.

Draw fate. Add the crew member's **CRAFT**  to the fate draw. Check the result on the table on the ship board for the distance you can travel. If you move into a region with a **hazard**, its effects activate. The challenge type and difficulty are on the left side of the icon, and the consequence for failure is on the right. A damage icon indicates ship damage.

ACTION: EXPLORE

Explore a location with a red circle outline in the same region as the ship. Find the location's paragraph number in the storybook and read the first text box. After making a choice and overcoming **challenges** or **combat**, turn to the listed story number. Gain rewards or suffer negative effects (listed in *italics*).

Return to the ship means the story ends; return all explore tokens to the supply. Continue your turn as normal.

ACTION: VISIT A MARKET LOCATION



The ship must be in the same region as a **market location**. Draw 7 cards from the market deck and purchase any of them.

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:

INN: Pay 4 coins; restore 1 health and remove 1 fatigue from each crew member.

SHIPYARD: Pay any number of materials resource tokens and/ or coins to repair 1 ship damage per spent materials token/coin.

HEALER: Pay 1 coin to fully restore the health of 1 crew member. You may do this for any number of crew members.

SPEND XP: Spend XP to purchase level cards for any crew.

SPENDING COMMAND

You may spend **command** to do the following at any time:

TRAIN (EQUIP AN ABILITY CARD)

Equip an ability by assigning an ability card from your hand to any crew member, tucking the card beneath the bottom edge of the crew board. Pay the listed command cost on the card.

Each tucked card increases the crew member's skill in the type on the card by 1.

Each player has a hand limit of 3 ability cards. Each crew member can have up to 2 tucked ability cards at once (not including level cards or weapons).

ACTIVATE CREW ABILITY

You may **activate a crew ability** by placing the specified amount of command on the crew board (if there are no command tokens already on it).

ACTIVATE ADVENTURE CARDS

Any player may **activate any adventure cards** the players collectively own by placing the specified amount of command on the card (if there are no command tokens already on it).

ACTIVATE ABILITY CARD ABILITIES

Some ability cards may require you to spend command.

STATUS

A crew member with **damage equal to their health** can no longer participate in combat or challenges or activate any of their abilities until they regain at least 1 health.

A crew member with **2 fatigue tokens** cannot participate in challenges, but can participate in combat.

VENOM: Take 1 damage at the start of each player's turn.






FRIGHTENED: Cannot be used for attack actions.

WEAKENED: Skills are at -2.

MADNESS: Take 1 damage when participating in challenges.

LOW MORALE: Pay 1 extra command when participating in challenges.

CHALLENGES

Strength  Cunning  Savvy  Perception  Craft 

1. **Decide which (if any) of your crew members participate** (from among those you control and *Captain Sofi Odessa*). **Crew members with 2 fatigue cannot participate.**

Give each crew member that participates 1 fatigue.

If another player wants to use the crew members they control to participate in the challenge, they must pay 1 command.

Determine the sum of the appropriate skills on participating crew members.

2. **Draw fate: draw a card from the ability deck** and check the fate number. Add the participating crew skill to this number.

3. **You may now use crew abilities, adventure cards, and equipped ability cards.**

Any player may also discard ability cards to give +1 skill to any of your crew members in the type specified on the card.

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

5. **Discard the ability card used for the fate draw.**

After applying consequences, 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.

Sleeping Gods

1. SHIP ACTION

Choose a ship action. Move the ship action figure to a different ship room and apply its effect. **A room cannot be used if it has 2 damage.** If you cannot use any room, move the figure to one of them, but take no action.

BRIDGE: Draw 1 ability card and gain the specified command. Return command tokens from all crew and adventure cards to the supply.

GALLEY: Draw 1/2 ability cards and gain the specified command. You may discard 1 ability card from your hand to remove 1 fatigue from any crew member.

DECK: Gain the specified command. You may draw up to 3 search tokens, one at a time. Apply any damage from all, but keep the rewards from only 1 token. Then discard the tokens.

QUARTERS: Draw 1 ability card and gain the specified command. Return any 2/3 command tokens from crew and adventure cards to the supply.

SICK BAY: Draw 1 ability card and gain the specified command. Restore 1 health to any crew member.

2. EVENT


Draw an event card and resolve the effect.

3. TWO ACTIONS

Perform 2 actions (or one twice). You may **skip an action to gain 1 command** (you may do this for one or both actions). Then pass the **captain token** to the player on your left, who starts their turn.

ACTION: TRAVEL

You may **move the ship to a new region**. If you want a crew member to participate, they gain 1 fatigue after the move.

Draw fate. Add the crew member's **CRAFT**  to the fate draw. Check the result on the table on the ship board for the distance you can travel. If you move into a region with a **hazard**, its effects activate. The challenge type and difficulty are on the left side of the icon, and the consequence for failure is on the right. A damage icon indicates ship damage.

ACTION: EXPLORE

Explore a location with a red circle outline in the same region as the ship. Find the location's paragraph number in the storybook and read the first text box. After making a choice and overcoming **challenges** or **combat**, turn to the listed story number. Gain rewards or suffer negative effects (listed in *italics*).

Return to the ship means the story ends; return all explore tokens to the supply. Continue your turn as normal.

ACTION: VISIT A MARKET LOCATION



The ship must be in the same region as a **market location**. Draw 7 cards from the market deck and purchase any of them.

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:

INN: Pay 4 coins; restore 1 health and remove 1 fatigue from each crew member.

SHIPYARD: Pay any number of materials resource tokens and/ or coins to repair 1 ship damage per spent materials token/coin.

HEALER: Pay 1 coin to fully restore the health of 1 crew member. You may do this for any number of crew members.

SPEND XP: Spend XP to purchase level cards for any crew.

SPENDING COMMAND

You may spend **command** to do the following at any time:

TRAIN (EQUIP AN ABILITY CARD)

Equip an ability by assigning an ability card from your hand to any crew member, tucking the card beneath the bottom edge of the crew board. Pay the listed command cost on the card.

Each tucked card increases the crew member's skill in the type on the card by 1.

Each player has a hand limit of 3 ability cards. Each crew member can have up to 2 tucked ability cards at once (not including level cards or weapons).

ACTIVATE CREW ABILITY

You may **activate a crew ability** by placing the specified amount of command on the crew board (if there are no command tokens already on it).

ACTIVATE ADVENTURE CARDS

Any player may **activate any adventure cards** the players collectively own by placing the specified amount of command on the card (if there are no command tokens already on it).

ACTIVATE ABILITY CARD ABILITIES

Some ability cards may require you to spend command.

STATUS

A crew member with **damage equal to their health** can no longer participate in combat or challenges or activate any of their abilities until they regain at least 1 health.

A crew member with **2 fatigue tokens** cannot participate in challenges, but can participate in combat.

VENOM: Take 1 damage at the start of each player's turn.






FRIGHTENED: Cannot be used for attack actions.

WEAKENED: Skills are at -2.

MADNESS: Take 1 damage when participating in challenges.

LOW MORALE: Pay 1 extra command when participating in challenges.

CHALLENGES

Strength  Cunning  Savvy  Perception  Craft 

1. **Decide which (if any) of your crew members participate** (from among those you control and *Captain Sofi Odessa*). **Crew members with 2 fatigue cannot participate.**

Give each crew member that participates 1 fatigue.

If another player wants to use the crew members they control to participate in the challenge, they must pay 1 command.

Determine the sum of the appropriate skills on participating crew members.

2. **Draw fate: draw a card from the ability deck** and check the fate number. Add the participating crew skill to this number.

3. **You may now use crew abilities, adventure cards, and equipped ability cards.**

Any player may also discard ability cards to give +1 skill to any of your crew members in the type specified on the card.

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

5. **Discard the ability card used for the fate draw.**

After applying consequences, 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.

COMBAT

Take the **listed enemy cards** from the enemy deck, shuffle them, then place them faceup in a row.

Distribute the 4 combat action tokens. 4 players: 1 token each. 3 players: active player gets 2 tokens, each other player gets 1 token. 2 players: each player gets 2 tokens. 1 player: all 4 tokens.

Place the **synergy tokens** on their matching crew boards.

COMBAT ROUNDS

Start the first combat round and continue with combat rounds until all enemy cards are defeated or all crew members have 0 health. Complete a combat round as follows:

ATTACK AND COUNTERATTACK

First, players use their combat action tokens in any order. Place a token on one of your crew members and perform an **attack** with one of their weapons.

Each attack is immediately followed by an enemy **counterattack** (unless the targeted enemy is defeated). A crew member that already has 2 combat action tokens cannot attack again until the next combat round. Each crew member has a basic starting weapon and can also equip any number of weapon cards.

END OF ROUND

After all players have used their tokens, any remaining enemies attack the crew and activate their end of round abilities.

The active player decides which crew are attacked by each enemy card. Damage from 1 enemy card must all go to 1 crew member. If a crew member runs out of health, any remaining damage must be dealt to another crew member, and so on.

Do not apply weapon defense at this point, only defense that applies during *'the end of round enemy attack'*.

If any enemies remain, players reclaim their combat action tokens and start a new round of combat.

When all enemies are defeated, you win the combat. Return the enemy cards to the stack of facedown enemy cards (in the correct order) and continue reading in the storybook.

Players can give each other unused combat action tokens, but each time a combat action token is given, one of the players must pay 1 command.

ATTACKING

Choose an enemy card to be the target of the attack.

Draw fate and add that number to the weapon's accuracy 🎲

Compare the total to the enemy's defense number. If equal to or greater than the defense, the attack hits. Otherwise, it misses.



If you hit, place **damage tokens** on the enemy card equal to the weapon's damage. You must place all damage from the same attack adjacently (not diagonally), and each square can only hold 1 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.

If all squares containing a heart symbol are 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.

When you place a damage token on a square, all abilities in the square are disabled.

If the enemy card you attacked was not defeated, it **counterattacks** immediately, dealing its damage to the crew member who attacked it.

Enemies deal damage equal to their basic damage *plus* any bonus damage on their squares (if a square with enemy damage is covered by a damage token, that damage is disabled).

Apply any **block** 🛡️ from the weapon you used. If the crew member runs out of health, choose another crew member to take any remaining damage, and so on.

If you missed, you still get to deal 1 damage, *after* the enemy counterattacks (even if you were reduced to 0 health). Apply weapon block as normal to this counterattack.

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.

DOUBLE OR TRIPLE HEARTS: Some enemy hearts have a 2 or 3 on them. These hearts require 2 or 3 damage to cover (you still only place 1 damage token on the square).

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

SYNERGY TOKENS

📌 If a crew member ever places damage on a square with a synergy point (the red diamond), they place their synergy tokens 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 on the synergy token.

Captain Odessa: The crew member may place damage diagonally.

Gregory: When the crew member reaches 0 health, restore 2.

Kannan: The crew member may redraw fate during an attack.

Audrie, Kasumi, and Laurent: The crew member deals +1 damage during their attack.

Mac: The crew member gains +2 accuracy during their attack.

Marco: The crew member can deal an extra 2 damage during an attack. This may not be placed on enemy heart symbols.

Rafael: The crew member gains 2 block.

EVENT DECKS

Each campaign, you go through the **event deck** 3 times. Each time you reach the end of the 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 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.

Ongoing: If you draw an event card with this attribute, place it faceup near the ship board. Apply the effects until you're able to discard the card, as described on each card.

DEFEAT

There are 2 ways you can be **defeated** and lose the game: all crew member health is reduced to 0, or the ship has 11 damage.

If playing **normal mode**, after checking a defeat box on your journey log, follow these instructions:

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.

COMBAT

Take the **listed enemy cards** from the enemy deck, shuffle them, then place them faceup in a row.

Distribute the 4 combat action tokens. 4 players: 1 token each. 3 players: active player gets 2 tokens, each other player gets 1 token. 2 players: each player gets 2 tokens. 1 player: all 4 tokens.

Place the **synergy tokens** on their matching crew boards.

COMBAT ROUNDS

Start the first combat round and continue with combat rounds until all enemy cards are defeated or all crew members have 0 health. Complete a combat round as follows:

ATTACK AND COUNTERATTACK

First, players use their combat action tokens in any order. Place a token on one of your crew members and perform an **attack** with one of their weapons.

Each attack is immediately followed by an enemy **counterattack** (unless the targeted enemy is defeated). A crew member that already has 2 combat action tokens cannot attack again until the next combat round. Each crew member has a basic starting weapon and can also equip any number of weapon cards.

END OF ROUND

After all players have used their tokens, any remaining enemies attack the crew and activate their end of round abilities.

The active player decides which crew are attacked by each enemy card. Damage from 1 enemy card must all go to 1 crew member. If a crew member runs out of health, any remaining damage must be dealt to another crew member, and so on.

Do not apply weapon defense at this point, only defense that applies during *'the end of round enemy attack'*.

If any enemies remain, players reclaim their combat action tokens and start a new round of combat.

When all enemies are defeated, you win the combat. Return the enemy cards to the stack of facedown enemy cards (in the correct order) and continue reading in the storybook.

Players can give each other unused combat action tokens, but each time a combat action token is given, one of the players must pay 1 command.

ATTACKING

Choose an enemy card to be the target of the attack.

Draw fate and add that number to the weapon's accuracy 🎲

Compare the total to the enemy's defense number. If equal to or greater than the defense, the attack hits. Otherwise, it misses.



If you hit, place **damage tokens** on the enemy card equal to the weapon's damage. You must place all damage from the same attack adjacently (not diagonally), and each square can only hold 1 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.

If all squares containing a heart symbol are 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.

When you place a damage token on a square, all abilities in the square are disabled.

If the enemy card you attacked was not defeated, it **counterattacks** immediately, dealing its damage to the crew member who attacked it.

Enemies deal damage equal to their basic damage *plus* any bonus damage on their squares (if a square with enemy damage is covered by a damage token, that damage is disabled).

Apply any **block** 🛡️ from the weapon you used. If the crew member runs out of health, choose another crew member to take any remaining damage, and so on.

If you missed, you still get to deal 1 damage, *after* the enemy counterattacks (even if you were reduced to 0 health). Apply weapon block as normal to this counterattack.

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.

DOUBLE OR TRIPLE HEARTS: Some enemy hearts have a 2 or 3 on them. These hearts require 2 or 3 damage to cover (you still only place 1 damage token on the square).

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

SYNERGY TOKENS

📌 If a crew member ever places damage on a square with a synergy point (the red diamond), they place their synergy tokens 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 on the synergy token.

Captain Odessa: The crew member may place damage diagonally.

Gregory: When the crew member reaches 0 health, restore 2.

Kannan: The crew member may redraw fate during an attack.

Audrie, Kasumi, and Laurent: The crew member deals +1 damage during their attack.

Mac: The crew member gains +2 accuracy during their attack.

Marco: The crew member can deal an extra 2 damage during an attack. This may not be placed on enemy heart symbols.

Rafael: The crew member gains 2 block.

EVENT DECKS

Each campaign, you go through the **event deck** 3 times. Each time you reach the end of the 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 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.

Ongoing: If you draw an event card with this attribute, place it faceup near the ship board. Apply the effects until you're able to discard the card, as described on each card.

DEFEAT

There are 2 ways you can be **defeated** and lose the game: all crew member health is reduced to 0, or the ship has 11 damage.

If playing **normal mode**, after checking a defeat box on your journey log, follow these instructions:

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.