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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 small donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**, and enjoy the special rewards that come from being part of my community!

v1.3

Game: **THE EVERRAIN**

Publisher: **Grimlord Games (2022)**

THE EVERRAIN

SETUP

Shuffle any expansion cards into their respective decks. Set out the **game board**, **port board**, **tokens**, **gems** and **dice**. Place the **player and enemy discovery tokens** on the first space of the brown discovery track on the game board, and set the length of the game by placing the **elder one discovery token** on the appropriate space of the discovery track: 8 for a short, 12 for a medium, and 16 for a long game.

Place the **enemy agenda token** on the first space of the red agenda track on the game board. Choose an **elder one board** at random and place it facedown in its slot along the game board.

Each player takes 40 **coin** (2x5, 1x10 and 1x20), 1 **ship board** and **ship miniature** with matching figurehead and coloured clip-on base, and places 3 **crew orders**, 2 **navigation orders** and 1 **artillery order** in the *fresh order* area of their player board.

Each player takes 2 **deckhand crew boards** and a random positive and negative **trait card** for each, placing these in the crew slots. Place the matching **crew miniatures** anywhere in the below deck area of your ship board. When adding expansions, it is recommended that the number of **shellbacks** does not exceed the number of **deckhands** in the crew board deck.

Take 1 *Cabins*, 1 *Dinghy* starter **improvement card**, and 1 random *Artillery* starter card (the ones without a cost), and install these anywhere possible on your ship. Return any unused starter improvement and artillery cards to the box.

Shuffle the **improvement**, **artillery**, **treasure**, **positive trait** and **negative trait card** decks and all remaining crew boards and place them along the game board in their slots, facedown.

Sort the **map tiles** by Act number, shuffle each pile, and place them facedown in a single pile with Act 1 at the top, then Act 2, then Act 3.

Shuffle all Act 1 **enemy cards** and place them along the game board in their slot, facedown. Set aside Act 2 and 3 enemy cards.

Shuffle all *unnumbered* sea event, expedition and denizen cards into their respective decks, and place them along the game board in their slots, facedown. Sort all *numbered* story cards into numerical order and place them faceup within reach of all players as the **ongoing stories deck**.

Choose a **starting player** at random (or the last person who was at sea). They draw the first Act 1 map tile, place it on the starting tile slot of the game board, and place their ship on any **calm sea** space, facing in a direction of their choice. When it is their turn, each player spawns into the game in this way. Players take turns in clockwise order.

Place discarded/resolved cards faceup in a discard pile next to their deck. When a deck runs out, shuffle the discard pile to form a new deck. However, once cards from stories that have begun have been drawn and resolved, they are kept by the player in the story slot of their ship board.

Players should always round down number results if required.

The **player count symbol** increases the number before the + by the number of players in the game.

GAMEPLAY

PLAYER PHASE

Players are free to take whatever actions are available to them in whichever order they choose. The player phase is over once all players have had a turn.

At the beginning of Acts 2, 3 and 4, spawn a storm of a size equal to the Act, placed so that one of the hexes covers the current first player's location. Players choose its placement and orientation. Once placed, a storm's orientation never changes.

1. REFRESH ORDERS & REMOVE FATIGUE

All players move up to 3 orders from the *issued orders* section of their player board to the *fresh orders* section. Remove all fatigue tokens from crew boards.

2. PLAYERS TAKE THEIR TURNS

ENEMY PHASE

2A. ELDER ONE ARISEN EFFECT
2B. ELDER ONE ACTIVATES

These steps occur when the Elder One has arisen.

3. ROLL FATE DIE & MOVE STORMS

Roll the **fate die** for each storm in play to find how it moves:

0-4: Move 1 hex space towards the current first player.
5-9: Move 1 hex space in direction of players choosing.

Storm impose the same movement penalties as **rough seas**. and interrupt LOS. They deal 1 damage to ships changing facing in them, and moving into and out of them. Storms prevent players from interacting with whatever they cover. Ships in spaces covered by storms cannot fire their artillery or reveal new map tiles.

4. ENEMIES ON DECK ACTIVATE
5. ENEMIES AT SEA ACTIVATE
6. ADVANCE AGENDA

Advance the enemy agenda token 2 spaces plus 1 space per player. Each time the enemy agenda token reaches 10, advance the enemy discovery token 1 space on the discovery track and reset the enemy agenda token to 1 (excess points carry over).

7. PASS FIRST PLAYER TOKEN CLOCKWISE

END OF AN ACT

If the player discovery token reaches the yellow *End of Act* space on the discovery track first, each player takes 1 **order** of their choice.

If the enemy discovery token reaches the space first, advance the Elder One discovery token a number of spaces equal to the spaces between the enemy and player discovery tokens.

Then, pay **crew wages**, and shuffle all **enemy cards** with an Act value equal to the new Act into the enemy deck.

Place all cards in the o**ngoing stories deck** facedown and perpendicular on their decks.

Place the player and enemy discovery tokens on the *End of Act* space.

Spawn a **storm tile** equal in size to the new Act, and an **enemy ship** on a random enemy ship spawn space (do not spawn an enemy ship if you haven't yet found such a space).

SHIPS

Miniatures can occupy 2 areas on a ship: **on deck** or **below deck**. When multiples of the same miniature are on a ship, use the numbered black tokens to distinguish between them.

ON DECK

On deck has 10 **zones**, each with a **node** at the centre. Each zone can hold a maximum of 3 miniatures of any size. Nodes are destroyed by enemies attacking them on deck, attacks from other ships, and through events. One damage result is enough to destroy a node, and any crew or enemies in a zone when it is destroyed suffer 1 **TRAUMA**.

Navigation node: An additional navigation point is generated for each crew on one of these nodes when a navigation order is issued.

Artillery node: To fire the ship's artillery, crew must be present on the corresponding node.

Crow's nest node: Crew must present on this node to reveal new map tiles.

Blank node: Black nodes without symbols have no special effect.

Destruction tokens cover modes when they are damaged. They cannot be used for their function until repaired, though the zone can still be occupied and traversed.

When a player ship takes damage, roll the **fate die** to determine which correspondingly numbered node is destroyed. If the node already has a destruction token on it, the next numerically descending node is destroyed. If this is not possible, the next numerically *ascending* node is destroyed.

BELOW DECK

There is always enough room for crew below deck. Each of the 6 slots can hold an **improvement**. Crew can occupy any of these slots, but will only benefit from the effect of an improvement if placed in a circular crew effect space on that improvement.

Improvements and artillery are **upgrades**. When you gain an upgrade, install it in an appropriate slot of your choice. You may reorganise or discard upgrades each time a new upgrade is installed. Upgrades cannot be sold once installed, only discarded.

Circular effect space: Blank, circular spaces indicate that crew can be placed here to benefit from the improvement. Their functionality can be improved further by placing an identical improvement adjacent, unlocking its potential effect space.

Rectangular effect space: Enemies can be placed in rectangular spaces if certain conditions are met.

Square effect space: These spaces augment a ship function and do not require crew to be on them to do so. Their functionality can be improved further by placing an identical improvement adjacent, unlocking its potential effect space.

No effect space: These improvements bestow unique benefits that do not require any crew on them to be in effect.

Whenever a crew activates an improvement, place a **fatigue token** on their board. Fatigued crew cannot trigger any more improvements that turn, but they can still be issued orders and go on deck.

Artillery has a dedicated 3 slots that miniatures cannot occupy. Artillery can only be placed in the slot written on the card. Each artillery card shows which hex spaces can be targeted and the number of attack dice rolled when fired.

A ship achieves line of sight (LOS) if an unobstructed line can be drawn between the centres of the ship's hex and the target's hex. LOS is obstructed by other ships and land spaces. Ships can be targeted while occupying islands and altars, but artillery cannot be fired into or from ports.

Place **schematic** upgrades upside down in a valid improvement or artillery slot. They can be placed in empty slots or over existing upgrades, but negate any covered upgrade benefits until installed. Schematics have no effect until they are installed, which is done by visiting a *Shipwright* in port and paying half the card's cost. The card is then placed in a valid slot, turned right side up and becomes active. Schematics can also be sold at a marketplace in port for half the card's cost.

Treasures are stored in your **hold** slot. Ships begin with a hold capacity of 3, so up to 3 treasures can be carried. There are 4 types: *commodity, shanty, trinket* and *relic*.

SHIP MOVEMENT

Moving your ship requires **navigation points** (NPs), generated by issuing navigation orders. 1 NP allows a ship to turn 1 hex face, move into the hex space that the ship is currently facing or, if facing an edge of a map tile with a crew manning the crow's nest, to reveal and place a new map tile.

You may sail through other ship spaces but not cannot end your movement in the same hex space as another ship.

If 2 players are in adjacent hex spaces, and it is one of those player's turns, they may **trade**. Trading does not cost any orders or actions to initiate, and players may trade as much as they wish. You may trade crew, coin, treasures, schematics, and clues, but you cannot trade orders or installed upgrades.

CREW

There are 2 types of crew: **deckhands** and specialist **shellbacks**.

You can hire crew from an *Inn* in any port, or find them through events. When hired, pay their wage cost, move their crew board to an available crew slot on the right side of your ship board, and place their miniature anywhere below deck. Deckhands are dealt 1 positive and 1 negative **trait** at random, and shellbacks are dealt 1 negative **trait**. Place trait cards under the crew board, with the trait's name and location showing. If a crew is dealt 2 traits that contradict or cancel each other out, redrawn the negative trait.

If you are ever instructed to gain a positive trait or suffer a negative one, the new trait replaces the crew's current trait. Traits may only be in effect in specific locations, as indicated by the symbol: *sea, expedition, port* and *general*.

At the end of each act, and sometimes through events, you must pay the **wages** shown on each crew board. If they are not paid, remove their crew board and miniature from your ship board.

When instructed at an island or port to take a test, roll the fate die and compare the result to the chosen crew's **ISLAND** or **PORT** value. Equal to or lower than the tested value is a success.

TRAUMA is represented by red gems, and **STRAIN** by purple gems. Place trauma on the trauma/strain track from left to right, and strain from right to left. If a crew's trauma/strain track ever becomes full from any combination of gems, that crew dies. Crew can also be dismissed from your service at no cost when in port. When a crew dies or is dismissed, remove their miniature from play and shuffle their crew board and trait cards back into their decks.

ORDERS

Move orders to the **issued orders** area when spent. You may issue as many orders as you like during your turn. You **exhaust** an order if you are forced to move an order from the fresh to the issued order area without the benefit of the order's effect.

Issuing a **crew order** moves a single crew miniature around or between the on deck and below deck areas, with no restrictions to and from where they can move.

Navigation orders generate NPs. They are worth a base of 1 NP when issued and an additional point for every crew manning a blue navigation node on deck. Multiple crew on the same node does not multiply the effect.

You do not have to use all NPs generated from a navigation order, but they do not carry over and are lost if another action is taken.

Issuing an **artillery order** fires one of the ship's artillery. A crew miniature must be on the corresponding red artillery node, and there is no benefit to having multiple crew manning the node.

Fleeting orders can be issued as either a crew, navigation or artillery order. They are single-use and discarded once issued.

EXPLORING THE MAP

Once all map tiles of an Act have been placed, players can discover no more of the map until the next Act begins. If a new Act begins before all of the previous Act's tiles have been revealed, continue to draw previous Act tiles until they are exhausted.

To reveal a new map tile, your ship must be facing into an empty map tile space and have a crew miniature manning the *Crow's Nest* node. Spend 1 NP to reveal and place the new map tile (2 NPs if in a **rough seas** space) and collect the tile's **clue reward**. More NPs must be spent to move into the tile.

Sea spaces (calm seas, rough seas, shipwrecks, enemy ship spawns): Whenever you end your turn at sea, all crew on deck suffer 1 **STRAIN**. **If you have no enemies in engagement range or on deck, you must resolve a sea event.**

Rough seas: Double all NP costs.

Storms act the same as the space they are covering. Penalties imposed by spaces affect both player and enemy ships.

Land spaces (ports, islands & altars): Block LOS.

PORTS & SERVICES

Each **port** may only be visited once during a player's turn, but multiple ports may be visited in the same turn. Player ships on a port space are ignored by enemy ships. When a player ship navigates to *or* begins their turn at a port:

- If enemies are on deck, **banish** them and advance the enemy agenda token spaces equal to their combined remaining **HEALTH**.
- Reveal the top **denizen card**. If the denizen wants to be taken to the port you are visiting, draw another card.
- Send your crew to port locations to engage those services.

Each circular port space is a **service**, and each crew may engage a single service on a visit to port. Services with the ⇄ symbol may be used multiple times during a single visit, as long as you have enough coin. All other services may only be used once per visit.

Shipwright: Draw 4 upgrades from the improvement and/or artillery decks, revealing the cards as they are drawn. Then:

- Purchase any for their cost and install them on your ship.
- Repair nodes on deck for 5 coin per node.
- Install any acquired schematics by paying half their cost.

Marketplace: Draw 3 treasure cards then:

- Purchase any of them.
- Sell any treasures in your hold. Each treasure has 3 values (undesired/red, standard and desired/green) that indicate its buying and selling price in specific ports.
- Sell any uninstalled schematics for half of their cost.

If you draw any treasures with an undesired value of 0, you may collect them for free, but they have a cannot be sold at that port.

Apothecary: Crew can be sent here to recover **TRAUMA**.

University: Turn in 5 **clues** and/or *Relic* treasures with a clue value, to advance the player discovery token 1 space (any treasure value in excess of that needed to advance the token is lost).

Inn: Choose from among these services:

- **Rest, gamble, or drink:** Fully recovers a crew's **STRAIN**, but with varying costs, and in some cases, consequences.
- **Hire crew:** Draw 3 crew boards. Any of them may be hired by paying their wage value.
- **Stay awhile & listen:** Pay coin for the chance of acquiring clues.

Passengers: To take on a passenger, collect the **passenger card** and place it in your ship board's passenger slot. Then place a **passenger token** in an available effect space of a *Cabin* card. A ship must have a cabin to take on passengers, and cannot send crew to that effect space whilst the passenger is on board.

When you arrive at a passenger's destination, remove their card and token and collect the reward. You may take on as many passengers as you like if you have enough cabin space.

Once you have finished in port, return all crew that went to port anywhere below deck, and discard the faceup denizen card. You may continue your turn if you have fresh orders, setting out from port in any direction and changing your ship's facing without cost.

ISLANDS & EXPEDITIONS

You do not have to launch an **expedition** when on an island hex space if you do not wish to. If multiple crew are sent on an expedition, the crew with the highest **ISLAND** value is tested, and they suffer or benefit from the outcome, unless stated otherwise.

Whenever a player ship navigates to an island:

- All crew occupying *Dingy* and *Ship's Boat* improvements take part in the expedition. They can be present before arriving at the island or ordered to these improvements once there.
- Draw an **expedition card** and test the crew by rolling the fate die. A result equal to or lower than their **ISLAND** value is a success.
- Resolve outcomes and mark the island with an **explored token**.

ALTARS

Altars are *active* when revealed and remain so until *purged*. When a player ship navigates into a map tile with an active **altar**, spawn 1 enemy on deck. To *purge* an altar, spawn enemies on deck with Act values equal to the current Act, then mark it with an **explored token** (whether the enemies are destroyed or not).

SHIPWRECKS

 A player on a shipwreck space is rewarded with 1 fate die roll on the **spoils table**. Then place an **explored token** on the shipwreck.

THE DISCOVERY TRACK

Each time the enemy discovery token advances away from a space adjacent to the player discovery token, advance the Elder One discovery token 1 space. **If a player ship is sunk,** advance the Elder One discovery token 1 space.

EVENTS & STORYTELLING

Stories are multi-staged events that take place over the course of 3 cards and always consist of a card that triggers the story, a **journey**, and an **epilogue** with a reward.

The player to your left is your **narrator** and reads aloud a sea event, expedition or story-based denizen card before the active player has looked at it. Alternatively, obscure the choice card outcomes with your thumbs when reading the car yourself.

Once a story has begun, that player is the story's **owner**, and no one can claim cards relating to that story. If the current player draws a story card on their turn that does not belong to them, pass the card to its owner, who places it facedown in their ship board story slot. The current player then draws another card.

Facedown cards in the story slot are resolved when a player is next prompted to draw a card from that deck, and must be resolved before drawing any new cards from that deck. If you cannot meet the requirements on a card, the story cannot continue and you discard the card.

A story begins when the outcome of a choice ends with a **number with a + on either side of it**. When prompted, search the ongoing stories deck for the corresponding numbered card. Place the card just resolved in the **story** slot of your ship board, and without reading it, place the new numbered card under the **ongoing stories card**. Keep your active story cards for reference.

When the player or enemy discovery token reaches a space with the **story symbol**, place all cards in the ongoing stories deck facedown on the top of their own decks, perpendicular to them.

When a numbered card is drawn, check to see to whom it belongs. If it belongs to the player whose turn it is, resolve the card immediately. If not, place it facedown in the owner's story slot and resolve it when they would next draw a card from that deck.

ENEMY SPAWNING & BEHAVIOUR

Always spawn enemies of equal value to the current Act. If an enemy is drawn that exceeds that value, continue to draw enemy cards until the current Act value is met.

As instructed, draw from the top of the enemy deck or search the deck for a specific enemy. Keep enemy cards to one side of the ship board when spawning on deck, and to one side of the game board when spawning on the map. On deck enemies cannot be spawned at sea, and vice versa; if drawn when spawning, ignore them and draw another. If you are ever instructed to spawn a specific enemy miniature but there are none, advance the agenda track as if that enemy had been **banished**.

Players carry out enemy actions. **When spawned, enemies always roll and resolve 1 enemy die immediately,** then perform full activations during every following enemy phase. When an enemy activates, roll the number of enemy dice indicated on their enemy card and carry out their enemy actions, activating them 1 at a time in an order of the player's choice.

Results are always worth 1 of their kind. If 2 identical results are rolled that have no relevance to an enemy's situation, they automatically become a result that does.

ENEMIES ON DECK

Enemies on deck appear on black nodes of the player's choosing when prompted by an outcome, and when purging an altar. One movement result allows them to move between 2 connected zones. If multiple paths are possible, enemies always move through nodes with symbols (*Artillery, Navigation* or *Crow's Nest*).

Enemies on deck prioritise: 1. Resolving **omen** abilities / 2. Moving to closest crew / 3. Damaging closest crew / 4. Damaging nodes. Crew cannot use nodes occupied by enemies for their function or benefit until the enemy has moved or been destroyed.

On deck enemies have abilities that trigger if enough **omen** results are rolled; these may only be triggered once per enemy activation.

 Once an enemy has suffered **TRAUMA** equal to their **HEALTH**, they are destroyed. Immediately roll a fate die on the **spoils table** the number of times indicated.

ENEMIES AT SEA

Enemies at sea appear on a **calm sea** space of the player's choice on that player's tile (or a **rough seas** space if none are available) when prompted by an outcome, when a tile with an enemy ship spawn icon is revealed, and when a new Act begins.

When an enemy ship spawns, place an **enemy destination token** on its destination, and orient that ship to face it. Once placed, its destination remains until the enemy ship is sunk, or it reaches it. Enemy ship behaviour is dependant on whether a player ship is in engagement range when it activates:

Yes: The ship uses movement results to try to position itself to fire upon its target. Each damage result destroys 1 node. Spare movement results are then used to head for its destination.

No: The ship heads for its destination via the most efficient route and can traverse and occupy any unoccupied hex spaces.

If an enemy ship reaches its destination, it and its destination token are removed from play, and the enemy agenda token advances on the agenda track a number of spaces equal to the ship's remaining **HEALTH**.

Once an enemy ship has suffered damage equal to its **HEALTH**, replace the miniature with a shipwreck. This is treated as any other shipwreck and removed once a player has interacted with it.

COMBAT

Omen results on attack or evasion dice are unique results that have no immediate effect when rolled; but **each omen result can be converted into a usable result by exhausting a fresh order.**

COMBAT ON DECK (FRAY)

Frays are triggered by crew moving into a zone with an enemy, issuing a crew order to a crew in an enemy-occupied zone, and enemies using damage results to inflict **TRAUMA**. When multiple miniatures are involved, players always decide how **TRAUMA** is distributed to both crew and enemies, unless specified otherwise.

When crew are ordered into zones containing enemies:

1. Create the player dice pool by choosing any combination of attack or evasion dice equal to the combined value of all crew in the zone.
2. Collect enemy dice equal to each enemy in the zone's dice value **-1** (the crew are attacking and have the advantage).
3. Roll all dice simultaneously and resolve the results.

 Damage: Deals 1 damage to target.

 Critical damage: Deals 2 damage to target.

 Omen: Exhaust a fresh order to change to a **damage** result.

 Blank: No effect.

When enemies would deal damage to crew:

1. Take the total enemy damage results rolled.

 Move: On deck: move 1 zone / At sea: 1 NP.

 Damage: Deals 1 damage to target.

 Omen: Activates enemy special abilities.

2. Players **counter** by choosing and rolling 1 attack or evasion die for each crew in the zone.
3. Roll the crew's counter dice and resolve the results.

 Evade: Cancels 1 enemy **damage** result.

 Omen: Exhaust a fresh order to change to an **evade** result.

 Blank: No effect.

COMBAT AT SEA

When you attack an enemy ship:

1. Check the artillery's range grid to determine how many attack dice are rolled.
2. With a crew manning the relevant *Artillery* node on deck, issue an artillery order. Roll and resolve the results.

When an enemy ship activates in engagement range of a player:

1. Collect enemy dice equal to its dice value and 1 evasion die for every crew on a *Navigation* node of the target player ship.
2. Using movement results, attempt to position the enemy ship so that the player ship is in its artillery range.
3. If successful, resolve the damage and evasion results, destroying 1 ship node per enemy damage result.

Players cannot directly board another player's ship, but may fire their artillery at other player's ships to try to destroy enemies on deck. Successful attack results cause **TRAUMA** to any chosen enemy, but blank results destroy nodes on the target player's ship.

THE EVERRAIN

PLAYER PHASE

At the beginning of Acts 2, 3 and 4, spawn a storm of a size equal to the Act.

1. REFRESH ORDERS & REMOVE FATIGUE

All players move up to 3 orders from the *issued orders* to *fresh orders*. Remove all fatigue tokens from crew boards.

2. PLAYERS TAKE THEIR TURNS

Starting with the starting player and going clockwise, players issue as many orders as they like.

- A **crew order** moves a single crew miniature around or between the on deck and below deck areas.
- **Navigation orders** generate 1 NP plus an 1 for every crew manning a blue navigation node on deck. Multiple crew on the same node does not multiply the effect.
- Issuing an **artillery order** fires one of the ship's artillery. A crew miniature must be on the corresponding red artillery node.
- **Fleeting orders** can be issued as either a crew, navigation or artillery order. They are single-use and discarded once issued.

Whenever you end your turn at sea, all crew on deck suffer 1 **STRAIN**. **If you have no enemies in engagement range or on deck, you must resolve a sea event.**

ENEMY PHASE

2A. ELDER ONE ARISEN EFFECT
2B. ELDER ONE ACTIVATES

These steps occur when the Elder One has arisen.

3. ROLL FATE DIE & MOVE STORMS

Roll the **fate die** for each storm in play to find how it moves:
0-4: Move 1 hex space towards the current first player.
5-9: Move 1 hex space in direction of players choosing.

4. ENEMIES ON DECK ACTIVATE

Each enemy rolls the amount of enemy dice listed on their card. Each movement, damage or omen result is used according to priority. Double results are converted into a single useful result.

5. ENEMIES AT SEA ACTIVATE

If an enemy ship is within engagement range of a player it will focus on attacking them. Enemy ships ignore player ships on port hexes. If there are no eligible target ships within range or LOS, the enemy ship will attempt to move towards its destination.

Roll the number of dice listed on the enemy ship card and use movement and damage as applicable.

6. ADVANCE AGENDA

Advance the enemy agenda token 2 spaces plus 1 space per player. Each time the enemy agenda token reaches 10, advance the enemy discovery token 1 space on the discovery track and reset the enemy agenda token to 1 (excess points carry over).

Each time the enemy discovery token advances away from a space adjacent to the player discovery token, advance the Elder One discovery token 1 space. **If a player ship is sunk,** advance the Elder One discovery token 1 space.

7. PASS FIRST PLAYER TOKEN CLOCKWISE

END OF AN ACT

If the player token reaches the yellow *End of Act* space on the discovery track first, each player takes 1 **order** of their choice.

If the enemy token reaches the space first, advance the Elder One discovery token a number of spaces equal to the spaces between the enemy and player discovery tokens.

Pay **crew wages**, and shuffle all **enemy cards** with an Act value equal to the new Act into the enemy deck.

Place all cards in the o**ngoing stories deck** facedown and perpendicular on their decks.

Place the player and enemy discovery tokens on the *End of Act* space.

Spawn a **storm tile** equal in size to the new Act, and an **enemy ship** on a random enemy ship spawn space.

COMBAT

Each **omen** result can be converted into a usable result by exhausting a fresh order.

COMBAT ON DECK (FRAY)

When crew are ordered into zones containing enemies:
1. Take any combination of attack or evasion dice equal to the combined dice values of all crew in the zone.
2. Collect enemy dice equal to each enemy in the zone's dice value **-1** (the crew are attacking and have the advantage).
3. Roll all dice simultaneously and resolve the results.

- **Damage:**
  Deals 1 damage to target.
- **Critical damage:**
  Deals 2 damage to target.
- **Omen:**
  Exhaust a fresh order to change to a **damage** result.

When enemies would deal damage to crew:
1. Take the total enemy damage results rolled.

- **Move:**
  On deck: move 1 zone / At sea: 1 NP.
- **Damage:**
  Deals 1 damage to target.
- **Omen:**
  Activates enemy special abilities.

2. Players **counter** by choosing and rolling 1 attack or evasion die for each crew in the zone.
3. Roll the crew's counter dice and resolve the results.

- **Evade:**
  Cancels 1 enemy **damage** result.
- **Omen:**
  Exhaust a fresh order to change to an **evade** result.

COMBAT AT SEA

When you attack an enemy ship:
1. Check the artillery's range grid for the number of attack dice.
2. With a crew manning the relevant *Artillery* node on deck, issue an artillery order. Roll and resolve the results.

When an enemy ship activates in engagement range of a player:
1. Collect enemy dice equal to its dice value and 1 evasion die for every crew on a *Navigation* node of the target player ship.
2. Using movement results, attempt to position the enemy ship so that the player ship is in its artillery range.
3. If successful, resolve the damage and evasion results, destroying 1 ship node per enemy damage result.

THE EVERRAIN

PLAYER DEATH & SINKING

There is no player elimination; instead, when all 10 nodes of a player ship are destroyed or all crew have been killed, refresh all orders, and discard all crew, coin and schematics, half of your clues and all but 1 treasure. Discard (not banish) any enemies on deck. Remove the ship from the board, replace it with a shipwreck token, and place your remaining treasure and clues on it. **Advance the Elder One discovery token 1 space.**

On your next turn, place your ship on the closest unoccupied port to where you sank, take 1 deckhand and 20 coin, and continue play.

When interacting with a player's shipwreck, do not roll on the spoils table. Instead, collect the clues and treasure under the shipwreck token and discard the token.

ELDER ONE AWAKENING

If the enemy discovery token and the Elder One discovery token ever reach the same space on the discovery track, the Elder One awakens, and the end game begins. Reveal the Elder One board, place its miniature as directed on the game board, and resolve its *Upon Awakening* effect. This can happen during any Act. Once awakened, an Elder One remains in play until the game has finished.

The Elder One activates at the start of the enemy phase, before all other enemies, and is controlled like enemy ships. Each time it activates, check its *Whilst Arisen* effect.

The Elder One will attempt to complete its objective in the same way that enemy ships attempt to reach their destination, but Elder Ones do not have an engagement range and will pursue their objective above all else. If an Elder One does not have a clear target or destination, it will move toward and attack the closest player ship.

An Elder One cannot be killed, but each time its **HEALTH** is reduced to 0, place a **dice value modifier token** on its board and remove all **TRAUMA** gems. Elder Ones roll -1 enemy die on activation for each one of these tokens on its board. Their dice value cannot be lowered to 0 and they always roll at least 1 die.

WINNING & LOSING

All players win the game by reaching the end of the discovery track before the enemy, or before an Elder One awakes and completes its objective. If the enemy discovery token reaches the end of the track first, or the Elder One completes its objective, all players lose.

SPOILS TABLE

0	1 clue
1	2 clues
2-3	Commodity treasure
4	Trinket treasure
5	Relic treasure
6	Artillery schematic
7	Improvement schematic
8	5 coin
9	10 coin

OPTIONAL ADVANCED RULES

BOARDING SHIPS

When a player ship is in an hex space adjacent to an enemy ship at sea, you may instead decide to **board** the ship and use your crew to fight in close quarters.

1. Place an enemy ship board next to the on deck section of the player ship board.
2. Spawn enemies with Act values equal to the current Act. Roll the fate die to see where they spawn on the enemy ship.
3. Both ships are now considered a single on deck area. The 3 middle zones on the ship edge adjacent to the other ship are considered adjacent.

Now boarding combat begins:

1. Activate as many crew as you wish (even those below deck), moving them to a node and triggering a fray if applicable. Orders are not Issued to do this, and not all crew have to be activated.
2. All enemies activate and resolve their actions.

This continues until all crew or all enemies have been killed. Resolve the entire boarding action during your turn, and once it has begun, it cannot be undone until a victor has been declared.

If you win, roll the fate die on the spoils table a number of times equal to the current Act, and remove the enemy ship miniature from play. All your crew return below deck. **Enemy ships vanquished by boarding do not spawn shipwrecks.**

If the enemy ship wins, the player ship is sunk.

EXHAUSTIVE EXPEDITIONS

Instead of launching an expedition in the usual way, you can choose to launch an **exhaustive expedition**.

Place an **island board** next to the on deck section of your ship board. Randomly deal an **exhaustive expedition token** to each node, **?** side faceup. Starting with any of the nodes connected to the board's shore (right) side, move all crew in the *Dingy* or *Ship's Boat* to one or more of these nodes, and reveal and resolve all tokens on nodes with crew present. A crew of choice suffers 1 **STRAIN** on each node where a token is revealed, and the cycle is repeated.

Any actions taken by crew on an exhaustive expedition do not cost orders and are free. Crew must always move from right to left, and only between nodes connected by a dotted path.

An exhaustive expedition ends when either:

- A crew reaches the gold node with the **draw expedition** symbol on the leftmost side of the island board.
- The token with the **draw and resolve an expedition card** symbol is revealed.
- The player chooses to end the expedition after resolving a token. Return all crew below deck.

The entire exhaustive expedition action should be resolved during the player's turn.

	Collect 1 **clue**.
	Collect 1 **treasure**.
	Draw and resolve an **expedition card** (this immediately ends the exhaustive expedition).
	Draw and spawn an **enemy** on deck.
	All crew on node recover 2 **STRAIN**.

POSITIVE TRAITS

Astute: -1 clue needed to advance the player discovery token when visiting a University.

Belligerent: +1 dice value.

Blessed: Fate die results may be re-rolled (new result is final).

Enduring: 1 free death. When killed, remove all **TRAUMA**, **STRAIN** and this trait, draw new traits and place below deck.

Explorer: Before testing, you may re-draw the expedition card. The new card is final.

Extroverted: 1 **STRAIN** recovered when visiting port.

Friendly: Draw 2 denizen cards when visiting port.

Hardy: **STRAIN** not suffered for finishing a turn on deck.

Old hand: +1 die when firing artillery.

Prosperous: Collect 5 coin when visiting port.

Resourceful: Blank results may be treated as 🝊.

Sea Dog: +1 navigation point generated when manning a navigation node.

Seasoned: At the end of your turn, recover 1 **TRAUMA** or **STRAIN**.

Selfless: May suffer **TRAUMA** to change fate die result (1 **TRAUMA** = -1 to result).

Spirited: 1 **TRAUMA** recovered when moved below deck.

Tuneful: Collect a *shanty* treasure when visiting port.

NEGATIVE TRAITS

Beloved: when this crew dies, all crew suffer 1 **STRAIN** and discard all positive traits.

Burdensome: -1 to fate die results when engaging services.

Cloddish: Successful fate die results must be re-rolled. The new result is final.

Clumsy: -1 die when firing artillery.

Contemptible: Fate die results must be re-rolled. The new result is final.

Cowardly: -1 dice value (cannot fall below 1).

Degenerate: When visiting port, must first **gamble** or **drink**. After this, they may visit a second location.

Duplicitous: Discard 5 coin when visiting port.

Hesitant: Must choose at least 1 evasion die when in a fray.

Ignorant: +1 clue needed to advance the player discovery token at a University.

Incompetent: 🝊 rolled are considered blank results.

Indolent: Can only be issued 1 order per turn.

Listless: 1 **STRAIN** suffered when returning from expeditions.

Misanthrope: 1 **STRAIN** suffered when visiting port.

Quarrelsome: Must be the only crew occupying their node, zone or improvement.

Weary: +1 **STRAIN** suffered when finishing a turn on deck.

INDELIABLE TRAITS

Bullish: At the start of your turn, refresh 1 crew order at no cost.

Cunning: Resolve the mercenary's dice first in frays. If the enemy is destroyed, do not resolve theirs.

Diligent: At the end of your turn, all crew on the same deck as the surgeon recover 1 **TRAUMA** (not including the surgeon).

Discerning: You may add or subtract 1 from spoils table results.

Disruptor: Enemy **omen** results are considered blank when the occultist is on deck and do not convert into anything else.

Erudite: Whenever you collect a treasure, also collect 1 clue (trading treasures with other players does not count).

Hearty: At the end of your turn, all crew on the same deck as the cook recover 1 **STRAIN** (not including the cook).

Industrious: Once per turn, may repair a node or install an upgrade at no cost. Must be on deck to repair nodes and below deck to install upgrades.

Marksman: Re-roll blank results when firing artillery. The new results are final.

Savvy: Once per turn, you may sell 1 treasure in port for its desired value.

Troublesome: At the start of your turn, roll on the troublesome table.

Wayfinder: Map tiles may be revealed without crew in the *Crow's Nest* and do not cost navigation points to reveal.