

## Take the following actions in order:

- 1) **Hire Advisor** (Hire one, refill forum, gain glory) **OR Buy Treasure** (Buy one, 1 matching warehouse resource=-8 gold, gain glory)
- 2) **Activate Advisor** Move face-up advisor from your council room to active advisor space and gain all benefits until the end of the turn
- 3) **Hire a guild** Do 1 or 2 unique actions (A, B or C) in any order, offer 1 reputation to use a region under another leader's control

## All Guilds

### A) Sail

- Move both ships up to their sail value (min 1 space even if sail value is 0)
- Before or after sailing, move goods between ships that are together near land or to a warehouse in the same region
- If sailing ends in an empty sea space west of the first 4 columns, draw the top uncharted waters card (only done for 1 ship even if both ships are on 2 different empty sea spaces)
- If you move into Dangerous Waters, attempt a sail endeavor against the defense of the space to continue. Use second ship as support ship, but do **not** gain glory.
- If you move into a space with a current, you may sail out of the space in the direction the current is pointing without spending movement (no negative consequence for going a different direction)
- Atolls are regions where ships can rearrange their holds and not be in uncharted waters.



### Merchants Guild

#### B) Buy up to 2 Goods

- Price per good is 3 gold + 1 gold/enmity
- Buy from any island where your ships are present



#### C) Sell up to 2 Good

- Sold in a region with matching sell market & color
- Sell for 6 gold/good



### Builders Guild

#### B) Repair (Free)

- Refresh all upgrades & dismiss all damage cards
- Sunken ships are rebuilt in home harbor

#### OR Upgrade



- Buy 1 upgrade matching dock color
- Use 1 matching resource for 8 gold discount
- +1 Gold/Enmity at island
- Gain 1 glory (0 glory if returning another upgrade)



### Explorers Guild

#### B) Explore

- Perform explore endeavor on an unexplored site
- If successful, gain 1 glory and cross off symbol from front of captain's booke and read entry
- Exploring the Sea in a column without an island. Defense is the # at column's end. Success=gain glory, Take random island, read entry and follow Instructions for where to put stickers to mark island.
- Exploring Tomb: See **Tombs!** on next page

#### C) Research (N/A in prologue)

- Pay 3 gold & draw 1 research cards
- Place 1 card in your treasure room & dismiss the rest



### Soldiers Guild

#### B) Raid or C) Collect Taxes (+3 Gold to your vault)

- **Raid an Island:** Gain 1 glory, plunder, give enmity (+1 enmity if you are governor of the island). Use island garrison and enmity but the governor's ships may act as defending support ships.
- **Raid a ship:** Defender picks flagship; hold is defense; Sail or Raid is garrison (defender's choice); Support Ships add/remove die as normal; Add/Remove die based if either attacker or defender control region.
- Successful ship raid gives 1 damage or takes 1 item from hold per success roll. Give 1 enmity into "At War With" for each damage/plunder. Give exactly 1 Enmity if in a region you control.
- **Raid a colony:** Use colony's defense and garrison. Use the governor's enmity. Site must be active.

#### C) Build

- Build 1 unexhausted structure using matching resource for 8 gold discount. Gain 1 glory (0 glory if returning building)
- Or build a colony. Spend 6 goods from your ships at the island with at least 1 good of each type. Choose any colony from the storage chest & name your colony on the card and board. Gain 3 glory if left inactive, 4 glory if active by placing a province marker on the island space. The governor controls the sea space where the colony is located.

## Endeavors

- Take # of dice = flagship's explore or raid value
- Adjust # of dice by upgrades or damage cards
- If 2<sup>nd</sup> ship is at the island, add +1 die
- If raiding a province, add +1 die per "At War With" enmity
- Add any other bonuses

### ~For raiding endeavors only~

- Remove dice equal to garrison value of site and structure
- Remove die per enmity token/sticker of yours
- Remove die per defending ship in region
- Roll dice and count successes (non-blank unless stated)
- Spend fortune tokens to change dice to standard success if not at a dangerous site (red)
- No success or sunken ship = failure
- Damage = Defense of site - # of success roles

## Applying Damage to flagship

- Exhaust a ship upgrade for 1 damage
- Draw a damage/curse card for 1 damage
- If 3 damage cards are applied, the ship is sunk
- If 3 curse cards are applied, the ship is sunk

## Sunken Ship!

- Return upgrades as exhausted (lose 1 glory/upgrade)
- Return all goods on the ship to the supply
- Remove ship until rebuilt

## Plunder! (See back of page)

4) **Claim a Milestone** only one per turn

5) **Exhaust your Active Advisor**

## Plunder!

**Goods** – take a good, first from site then from the supply

**Mine** – take gold equal to value of mine

**Docks** – take upgrade up to 10 gold matching dock color

**Market** – take up to 2 matching goods



## Province

- Plunder a site in the province of equal or lesser value than number of success rolls
- Place enmity tokens equal to the plunder value of the site  
(If you don't have enough enmity tokens then site can't be plundered)
- Plundered sites cannot be used again until step 4 of the next winter (move enmity tokens to "At War With" step).
  
- Field – take gold from the supply equal to the field value
- Structure – remove structure to sideboard, exhausted. Owner loses 1 glory. Take either 1 good matching in color or ½ of structures gold value.
- Vault – take ½ the gold rounded up.
- Council Room – take any advisor and place it in your council room refreshed or dismiss it. Adjust glory accordingly.
- Warehouse – take ½ of the goods of your choice, rounded up.
- Treasure Room – take one card and add it to your treasure room, refreshed. Adjust glory accordingly.

## Tombs!

- May explore open tombs, pick entry at the back of the captain's booke to read.
- Defense is on the tomb sticker
- Tomb may require other ship types beside explore endeavors, the map give hints as to what those are.
- There is always a second way to add dice to your endeavor
- If you explore without damage, the entry will be crossed off and cannot be repeated
- Some successful explorations will permanently close the tomb and that tomb cannot be used again

## Relics and Tablets

- These will carry over from game to game
- Tablets are stored in a province's treasure room
- Relics are carried on ships, taking up a hold space
- If a found relic cannot be put on a ship or the ship is sunk carrying a relic, write LOST on that relic and return it to the storage chest.

## Ker!

- **Enmity:** While Ker remains in the hands of the emperor: a province's enmity on an island is the greater of that island or Patmos.
- **Sailing** can use "Portals of the Ancients" to transfer between any two portals without using a movement point. Dangerous water check required at the point of origin but not the destination portal.
- **Hiring Advisors:** You may only hire Patmos advisors if you have a ship at Patmos. Each enmity of yours at Patmos increases the cost of a Patmos advisor by 1.
- **Treasure maps:** the research maps that contain half of an image are special treasure maps. They may be used as normal research cards. But if you have both halves of the same map (they have the same title), go to the location directed on the maps and use an explore action then read the corresponding entry in the Captain's Booke.
- **Conquering a Colony:** Take a raid action against the colony's defense. If you take no damage, take the card and any structures and goods on it. Place enmity tokens equal to its Defense on its Defense Number to show it can't be conquered again this year. These enmity tokens move to the colony's former owner's *At War With* section in winter or at the end of the game.
- **Conquering Ker:** When you conquer Ker, immediately take its colony card and turn it over. Name this new colony. You are now governor. This colony is always active. Immediately put 4 permanent enmity stickers on Patmos and 2 on any other island.