



Sea Beasts

A BLOODY VOYAGE

(PROTOTYPE V2)

RULEBOOK



1-2

PLAYERS



45+

MINUTES



10+

AGES



Sea Beasts



A bloody past, a clouded future, we stole the grains of our enemies to survive. Once we had raided all the known lands, our mightiest warriors sailed desperately beyond the fog in search for new resources but they never returned... Dreadful were our days.

Famine loomed as the seasons passed requiring our isolated tribes to establish sea-trade routes. For the first time, we relied on the strength of new partnerships rather than blood. Building became a passion, and expanding into the unknown was still in our bones - we found new grains, new fruits, and new ways to prosper. We mapped the region and established trade routes to connect our growing tribes. It was a new era - leaving our bloody past to be forgotten. Or so we hoped.

Darkness-like shadows beneath the waves stalked us like a curse. Ships began to vanish, never to return. The waters, once our lifeline, churned with hatred. From the depths rose a great evil: creatures of chaos, Sea Beasts!

The merchants called upon remnants from our raiding days and the fierce-hearted to fight for our survival once more. But what we came to challenge were not just beasts but monstrosities the size of the hills!

Still, we press on to face the horrors of the depths. *We will survive. We will prosper. New legends begin now!*

Game Setup

1. VIKING PLAYMATS x6
2. VIKING MEEPLES x6
3. MELEE ATTACK DICE x1
4. RANGED ATTACK DICE x1
5. PARTNERSHIP CUBES x6
6. RUNE STONES x8
7. RANGED WEAPONS x12
8. BOAT PLAYMAT x1
9. MAP x1
10. SHIELDS x6
11. CRATES x8
12. SWEAT x8
13. BLOOD x20
14. WATER DAMAGE x12
15. SUBMERGED TOKENS x3
16. ANCHOR TOKEN x1
17. BEAST ATTACK DICE x4
18. FOG DIE x1
19. DEPTH CARDS - SHALLOW DECK
20. DEPTH CARDS - DEEP DECK
21. DEPTH CARDS - ABYSS DECK
22. VIKING REFERENCE CARDS x6
23. GAMEPLAY REFERENCE CARDS x6 (not shown)
24. BEAST TOKENS x# (not shown)
25. LEGENDARY WEAPONS x6 (not shown)
26. DRY ERASE MARKERS x2 (not shown)
27. BOAT SPEED TRACKER X1 (with 6 Water Damage placed on it)



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Player Setup

SELECT YOUR VIKING AND PREPARE TO SAIL!



1. *Collect Viking Playmat* and place it in front of you.
2. *Place Viking Meeple* in the center boat position on your playmat.
3. *Place the Viking Reference Card* nearby for easy access to your special weapons and actions.
4. *Place Ranged Weapons* in your ready area along with **1 Sweat** token. *Note: Your reference card shows in the top right corner what your starting weapons are and how many to begin with.
5. *Place Rune Stones* on each of the four *Blood Rage Actions* at the bottom row of your playmat. These can be unlocked during the Voyage using Blood and Partnership.
6. *Place the Partnership Cube* on the leftmost slot of the Partnership Tracker.

Play Modes

Quickplay

CHOOSE YOUR VOYAGE duration of **15, 30, or 45 MINUTES** (*Short, Medium, or Long, respectively*) and navigate the perilous seas while surviving and slaying relentless beasts. Race to reach port and compete for the highest **VOYAGE SCORE**, which will determine the fate of your tribes and forge your legend.

**If this is your first time playing Sea Beasts, the best training waters for a new Viking is from Port 6 to Port 4 and should only take 15 minutes or less to sail.*

Campaign

DIVE DEEPER into the world of **SEA BEASTS** through **A BLOODY VOYAGE CAMPAIGN**, where each voyage connects to the next, unveiling the rich lore of your fellow Vikings as you develop your tribes, either with friends or solo. The weight of your decisions and performance will have lasting effects on the state of the game, shaping the ongoing narrative and the fate of your tribes. Although the boat is limited to 2 Vikings per voyage, the *A Bloody Voyage campaign* expands the experience, allowing **UP TO 6 PLAYERS** to join in this epic struggle for survival.

**Reference the campaign rulebook for detailed instructions on how to play.*

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Gameplay

Objective

IN SEA BEASTS, take on the role of beast slaying Vikings to **SAFELY DELIVER YOUR CRATES TO PORT** and determine the fate of you and your tribes! The journey will certainly not be smooth sailing as you must navigate your boat through the depths, fending off beasts and keeping your ship afloat. If you sink or lose all your crates, your voyage is lost, and your tribes will be left starving. *RISE UP YOU WARRIORS!*

Round Overview

GAMEPLAY PROCEEDS THROUGH 4 PHASES until the voyage is either **FAILED** or **COMPLETED**. The voyage is *lost* if the boat sinks or loses all crates—no score is awarded. The voyage *succeeds* if the boat reaches the destination port, and the *voyage score* is then added.

THE BOAT SINKS when the 6th water damage token is placed on it. This ends the voyage immediately, and no score is counted.

CRATES ARE LOST when water tokens, events, or a beast's ability push them off the boat. If the last crate is bumped off, the voyage ends immediately, and no score is counted.

Phases of Play

GAMEPLAY BEGINS with the first of four phases: *Sail, Beasts Attack, Vikings Attack, then Refocus.*



◆ SAIL (page 6)

- 1 MARK THE PATH:** Vikings mark the boat's path on the **MAP** using all boat speed. Circle new destination.
- 2 DRAW DEPTH CARD** or **TAKE HAVEN REWARD:** If you draw a beast, place it around the boat at the location indicated in the bottom left corner of the beast card.

🐉 BEASTS ATTACK (page 8)

BEASTS ATTACK in ascending order, starting with **LOCATION 1**. If beasts share the same Location, it triggers a **BEAST BATTLE** instead of their attack actions.

🏹 VIKINGS ATTACK (page 10)

VIKINGS TAKE ACTION spending any available **SWEAT** and **BLOOD** (♠/♠) to Move, Attack, Repair, and use any Special Abilities.

🔄 REFOCUS (page 12)

- 1 DISCARD** all spent ♠ and **RESET** all ♠ back in the Ready Area.
- 2 DISCARD** any 🌊 tokens and used ranged weapons that discard this phase.
- 3 BEASTS MOVE** around the boat performing their unique **MOVE** actions in ascending order, starting with **LOCATION 1**.

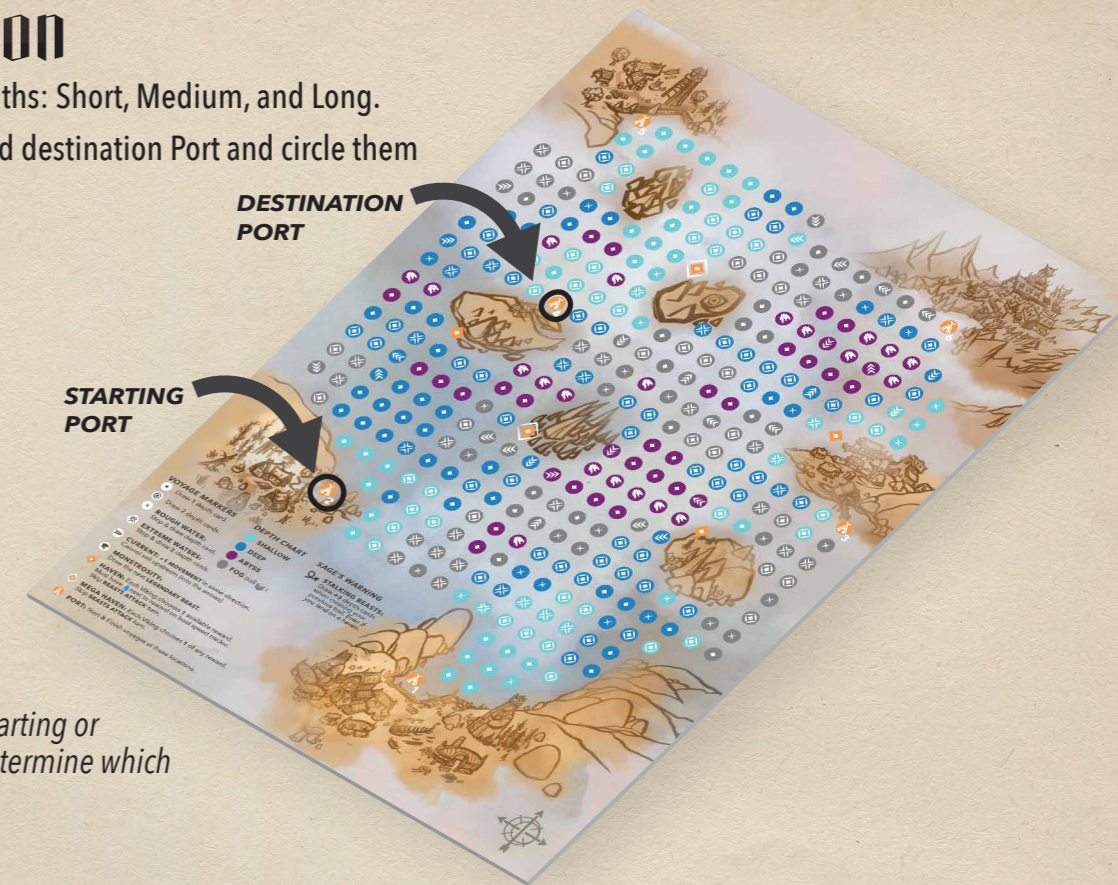
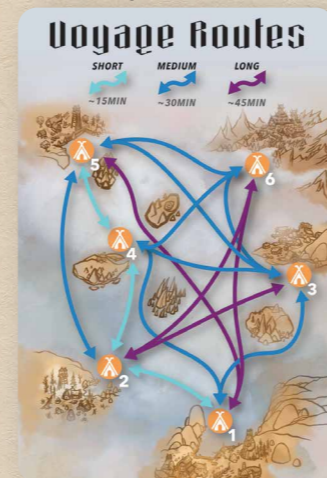
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Quickplay

Voyage Selection

There are three different voyage lengths: Short, Medium, and Long.

For Quickplay, select your starting and destination Port and circle them on the map.



If you want to randomize either your starting or destination Port, roll the Fog Dice to determine which port number to select.

Scoring

After a successful Voyage, add up your *total pay* and subtract your *costs* to determine your *Total Score*. Once you have your *Total Score*, refer to the *Voyage Grades* to determine your *Fate!*

PAY

- CRATES DELIVERED** each count as 20 📦.
- TOTAL BEAST BOUNTIES** from all slain beasts (*only circled bounties*).
- PARTNERSHIP** that is left over from both Vikings is tallied as bonus pay.

COSTS

- TIME AT SEA** is tracked by each circle left on the map, including the start and finish, costing -1 📦 each for decaying goods.
- WATER DAMAGE** on the boat incurs a repair cost of -2 📦 each.
- LOST SHIELDS** cost -3 📦 each to replace.

DETERMINING YOUR FATE

Use your Voyage Score to see the fate you bring to port.

120+	130+	150+	SKALDS SING YOUR LEGEND!
90+	100+	110+	GRAND FEAST TO YOUR VICTORY!
50+	80+	90+	YOUR VALOR IS REVERED
30+	50+	60+	THE STOREROOM IS EMPTY
20+	30+	40+	GRATEFUL TO LIVE
<20	<30	<40	YOUR TRIBE STARVES

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Sail

GAMEPLAY PHASE 1

DURING THE SAIL PHASE, Vikings Mark the boat's path and draw Depth Card(s) for the new area.

1. MARK THE BOAT'S PATH on the **MAP** using the boat's full speed (the rightmost number revealed on the boat speed tracker). The new area is then circled. *The boat's speed will decrease as it takes on more water damage.



Haven Rewards with a above it are available to take at a Haven, but any reward can be collected at a Mega Haven.



You can navigate orthogonally or diagonally and **MUST** sail the full distance of your boat speed. With a speed of 2, players could sail to the **Mega Haven** from their current location.

Draw 1 depth card.

Draw 2 depth cards.

ROUGH WATER: Stop & draw depth card.

EXTREME WATERS: Stop & draw 2 depth cards.

MONSTROSITY: Stop & draw the next **LEGENDARY BEAST**. Shuffle non Legendary Beasts and Events back into the deck.

CURRENT: +1 **MOVEMENT** in same direction. Cannot sail upstream (into the arrows).

PORT: Start & Finish voyages at these locations. Once the boat sails into the destined port, the voyage concludes and the voyage score is recorded.

STALKING BEASTS: Draw +3 beasts from the depth you land in when crossing your previous trail. Any Events drawn are shuffled back into the depth deck after all beasts have been drawn and placed around the boat.

*Draw beasts even if you land on a Haven.

HAVEN: Each Viking selects **1** available reward when sailing into a Haven. They may only choose a reward that has a above it on the **BOAT SPEED TRACKER**. If the boat lands on the Haven, the **BEASTS ATTACK** phase is skipped.

MEGA HAVEN: Each Viking chooses **1** of **ANY** reward. Skip **BEASTS ATTACK** turn if the boat lands on the Mega Haven.

HAVEN REWARDS

+ **NEW CRATE:** Gain **1** from the supply. You may place it on top of another crate or in an open crate/water spot. **MAX 8**

+ **NEW SHIELD:** Gain **1** from the supply and place on any open slot.

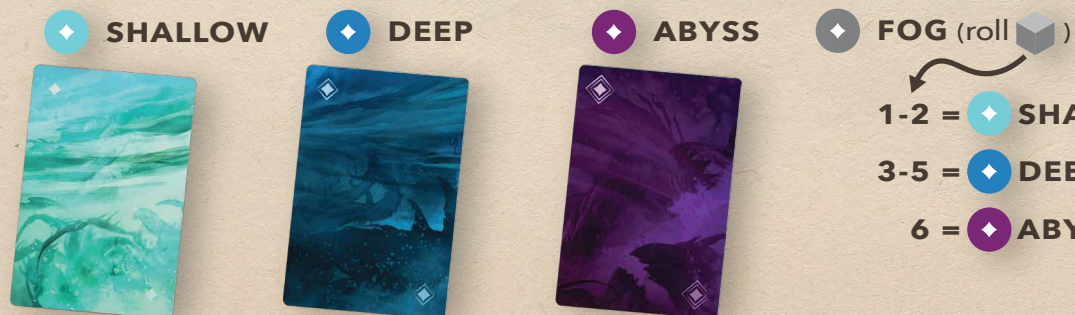
+ **NEW WEAPONS:** Collect **2** of your discarded Ranged Weapons.

UNLOCK RUNE STONE: Remove **1** from any of your and action slots and may take the revealed action immediately.

DRY OFF: Remove all from your and action slots.

+ **REPAIR:** Remove **1** from any spot on the boat. Gain **2** .

2. DRAW DEPTH CARD(S) for the circled area of your boat. When drawing a Depth Card, you'll either encounter a Beast or an Event. *The deeper the deck, the more challenging the beasts and events become.



Beast Cards

IF YOU DRAW A BEAST, use its **1st Location** number to place it around the boat at the matching location. If the **1st Location** is , roll the **Fog Dice** to determine its starting location.

WEAKNESS

An optional advantage that Vikings may exploit that is detailed in the Bestiary by the beast type. See weaknesses on page 14.

1ST LOCATION

When drawing this beast during the **SAIL** phase, this is the location the beast is first placed around the boat.

ATTACK ACTION

The action triggered during the **BEASTS** phase.

MOVE ACTION

The action triggered during the **REFOCUS** phase.

ABILITY

A unique action that may be triggered from a beast's attack, move, or reaction.



BEAST HEALTH

Blood is marked off from left to right when a Viking's attack hits. Once all Health is marked off, the beast is slain, removed from play, and the bounty is circled for end game scoring.

BEAST BOUNTY

When slaying this beast, Vikings circle the bounty based on the weapon used to slay the beast.

REACTIONS

Actions triggered by Viking attacks. Only the last blood marked off will react.

BEAST TYPE

Event Cards

WHEN DRAWING AN EVENT, resolve its effects immediately, even if you still have another **Depth Card** to draw. *If the Event moves your boat to a new area, only draw additional **Depth Cards** for that area if the Event specifically instructs you to do so.



ACTION ICON

This icon indicates what the event will do while it is in play.

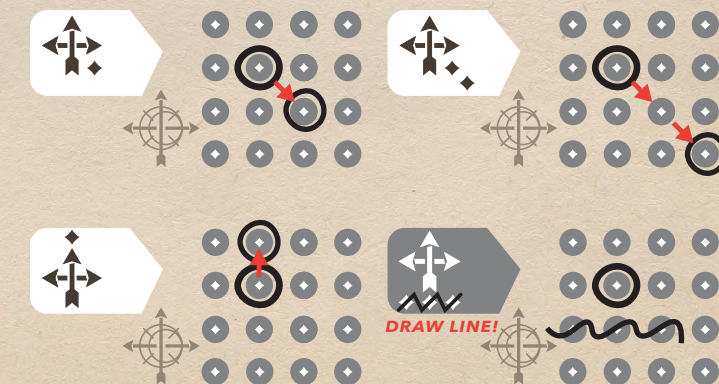
EVENT DESCRIPTION

The event action takes effect immediately after it is drawn.



EVENTS THAT MOVE YOUR BOAT: If this icon appears on an event or beast, it indicates your boat is being moved or an effect is occurring around it. The arrows will be aligned with your boat's current area and the compass on the lower part of the map.

EXAMPLE BOAT MOVEMENT...



Beast Attack

GAMEPLAY PHASE 2

DURING THE BEASTS ATTACK PHASE ALL BEASTS ATTACK around the boat in ascending order starting with Location 1. Some beasts may roll **BEAST ATTACK DICE** while others may attack directly with **WATER DAMAGE**. If beasts are on the same location, they do not use their attack action and instead trigger a **BEAST BATTLE**.



ATTACK ACTION

BEAST ATTACK DICE

Beasts often use Attack Dice that match their depth or a lesser one. The deeper the water, the stronger the attack dice become. When a Beast's attack, move, or reaction shows an Attack Dice icon, roll the corresponding dice and resolve the

SHALLOW DICE
When rolling the , there is potential for the Beast to do or . If the rolls to the blank side, the attack misses.

DEEP DICE
When rolling the , there is potential for a greater impact on the boat compared to the . If a is rolled, refer to the Beast card for its specific ability and resolve it immediately.

ABYSS DICE
When rolling the , refer to the Beast's Legendary Beast card for its unique attacks and abilities. This die is also used for any Legendary Weapons Vikings may craft, with details found on the specific weapon's reference card.

FOG DICE
The doesn't deal or affect the boat. It determines where the Beast is placed, based on the numbers at each location around the boat. *Note that some Beasts will also move during their Attack action.*

BEAST BATTLE

Beast Battles are triggered during the *Beast Attack* phase if **2** or more beasts are in the same location around the boat. These beasts ignore their normal attack actions and fight each other. Cross off **2** (left to right) from each Beast, and the boat takes **1** from that location. Vikings can brace a to block this . If a beast is killed in the battle, it is discarded, and Vikings do **NOT** collect or .

BEAST ATTACK TYPES

Beasts may take any of these actions when Attacking, Moving, or Reacting to a Viking attack.

- WATER DAMAGE:** Place **1** onto the boat from the *Boat Speed Tracker*. *The boat sinks if it takes on 6 at one time.*
- DOUBLE WATER DAMAGE:** Place **2** onto the boat from the *Boat Speed Tracker*.
- TRIPLE WATER DAMAGE:** Place **3** onto the boat from the *Boat Speed Tracker*.
- SUBMERGED:** Place a token on the attacking beast, making it untargetable by Viking attacks unless an ability says otherwise. Remove the token during the *Refocus Phase*.
- SUBMERGING DAMAGE:** Places **1** onto the boat from the *Boat Speed Tracker* and place a token on the attacking beast.
- DIVE:** If **2** are rolled together, the Beast will . Place it **2** cards down from the top of its appropriate Depth Deck.
- ABILITY:** Triggers a unique action for the Beast detailed on the beast card that is triggered by an attack roll, move, or reaction.

BOAT DAMAGE

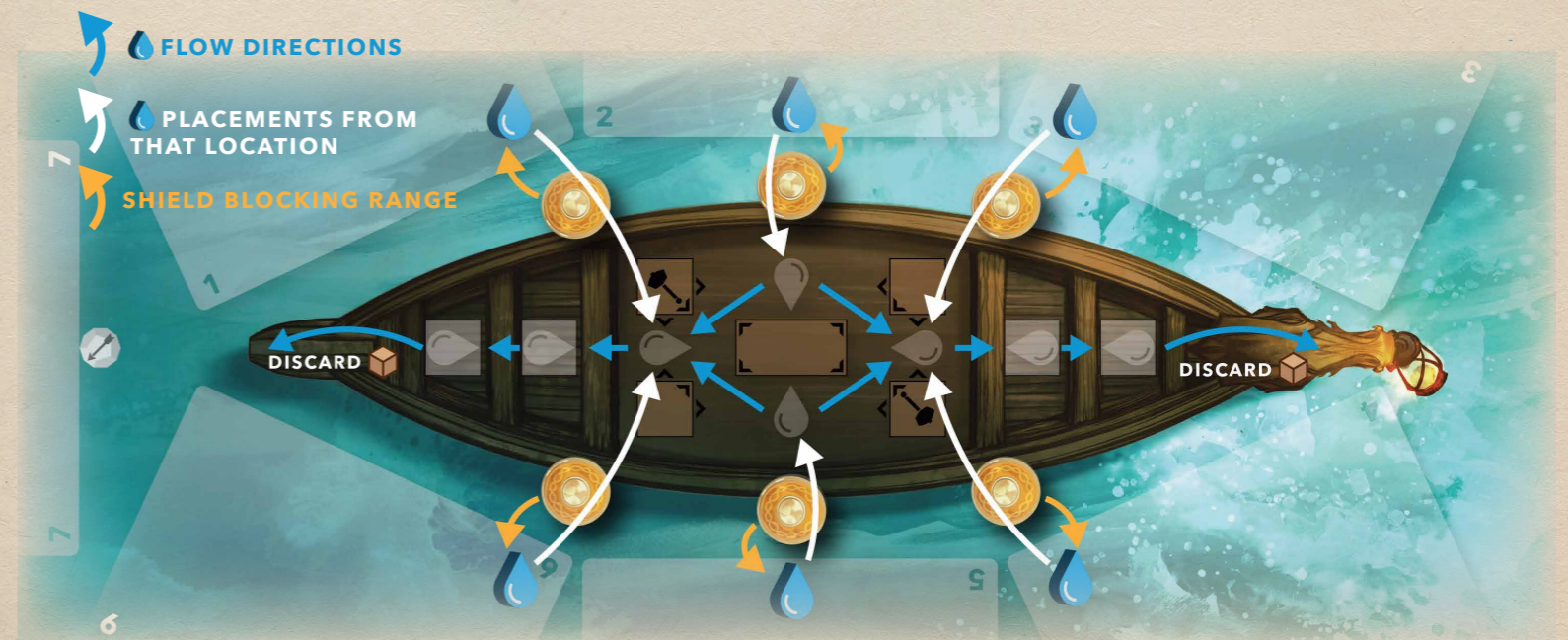
**The boat's speed will decrease as it takes on more water damage.*

WATER DAMAGE
When Beasts attack with , remove the leftmost from the *Boat Speed Tracker* and place it on the nearest *Water Spot*. If the spot is occupied by a or , push it toward the end of the boat, following the arrows. *Discard* any pushed off the boat. If half the boat is filled with water, place the new on any available *Water Spot*.
BOAT SINKS: If all **6** are placed on the boat, it sinks, and the voyage ends with no score.

SHIELDS
When Beasts attack, an adjacent may be used to *block* the incoming unless a Beast or Event says otherwise. Before placing the , Vikings choose to block it with an adjacent by *discarding* the .
BRACING SHIELD: If a Viking is positioned adjacent to a , they can brace it to block **1** without discarding the . Gain **1** per blocked.

CRATES
Some Beasts will directly target when attacking the boat. If they do, discard any from the boat.
VOYAGE LOST: If all are discarded from the boat, the voyage ends with no score.



FALLING INTO THE WATER
Vikings can fall off the boat due to Beasts, Events, or Legendary Weapons. If they do, place the Viking meeple in the water, lying down, and block one of their Sweat or Blood Rage actions with a from the supply (*not the Boat Speed Tracker*). To return, they must use a action and can place their meeple in **ANY** available boat position. If they can't , they remain in the water and take no other actions until their next turn.
LOST AT SEA: If a Viking can't return to the boat by the **NEXT** Viking Attack phase, they are lost at sea and removed from play.



Viking Attack

GAMEPLAY PHASE 3

DURING THE VIKINGS ATTACK PHASE...

VIKINGS USE SWEAT AND BLOOD RAGE actions to *Move*, *Attack*, *Repair*, and use *Special Actions* (detailed on their Player Reference Cards). To take these actions, place  or  tokens from your Ready Area onto an available *Sweat* or *Blood Rage* action space, then immediately fulfill that action. Vikings are encouraged to take their actions in any order. The Viking Attack phase is completed once all players have finished their desired actions.

*Note: The only actions Vikings may take outside of the Viking Attack phase are unlocking or placing Rune Stones, bracing Shields, or performing actions allowed by an Event.



READY AREA
The open space on your board is reserved for Ranged Weapons, Sweat, Blood, and Legendary Weapons.

SWEAT ACTIONS
Actions that can only be taken with available Sweat.



BLOOD RAGE ACTIONS
Actions that can only be taken with available Blood.

LOCKED BLOOD RAGE ACTIONS
At the beginning of your voyage, certain actions are blocked by Rune Stones. These actions can be unlocked by spending the required amount of combined Partnership and/or Blood, as indicated below the column where the Rune Stone is located.

PARTNERSHIP TRACKER
Move your cube up when gaining and spending it to improve  rolls.

Resources





SWEAT

Each Viking starts the Voyage with 1 , which can **ONLY** be used on an available *Sweat Action* (white) on their player board. Once slotted, the action is taken immediately. The  remains until the *Refocus phase*, when it resets in the *Ready Area*.




*Sweat cannot be used on Blood Rage actions.





*GAIN + 1  by discarding 3  from their Ready Area at any time.

BLOOD


Vikings gain *Blood* when they successfully *Attack* a beast. On a hit, mark off the beast's leftmost *Health* and take 1  from the supply into your *Ready Area*. Any  gained during the *Vikings Attack phase* can be immediately spent **ONLY** on available *Blood Rage* (red) actions. All spent  is discarded back to the supply during the *Refocus phase*, but  in the *Ready Area* can be saved for future rounds.


RUNE STONE UNLOCK ANYTIME TO TAKE AN ACTION DURING ANY PHASE!


At the start of each voyage, the bottom row of each Viking's *Blood Rage* is blocked by *Rune Stones*. **AT ANY TIME**, Vikings can spend a combination of  and  matching the numbered icon below to move a  from their *Blood Rage* to their *Ready Area*, taking the revealed action immediately. This is the only way Vikings can act out of turn to handle unforeseen events or beasts!

At any time, Vikings can place a  from their *Ready Area* on any *Sweat* or *Blood Rage* action to take that action, just like a  or . The cost to remove the placed  is the standard cost shown below the row it's in.

PARTNERSHIP SPEND TO IMPROVE ATTACK ROLLS!

Partnership is gained from *Repairing* and *Bracing Shields*, or from *Event Cards*. *Partnership* can be spent to adjust *Attack Rolls* or unlock *Rune Stones*. Any remaining  at the end of the Voyage adds to the final score.




REROLL ATTACK DICE: Spend 1 .

BOOST ATTACK DICE: Spend any number of  to add that amount to your roll.

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Viking Actions



ATTACK

1. PLACE ACTION TOKEN: Use  or  on the  action.

2. DECLARE ATTACK: Choose your target beast and weapon. For ranged attacks, you must place an available *Ranged Weapon* on the beast.


Melee: Can only target beasts in the 2 closest locations around the boat. Cannot use *Melee* attack from the center boat position.

Ranged: Can target beasts anywhere around the boat but requires 1 ranged weapon to be placed on the target beast.

3. ROLL DICE: Roll  (melee) or  (ranged) attack dice.



4. CHECK HIT: Refer to your playmat to see if the attack hits.

5. MARK DAMAGE: If the attack hits, mark off the appropriate *Blood* from the beast's *Health*.



6. COLLECT BLOOD: Collect the same number of  from the supply as marked off the beast *Health* and place into your *Ready Area*.

7. RESOLVE REACTIONS: If the last *Blood* crossed off the beast's *Health* triggers a *Reaction*, resolve it immediately.




ATTACK ACTION COLUMN





Once placing a Sweat or Blood on an Attack Action, declare your target and if you are using a  or .





MELEE ATTACK STATS





If you declared a  attack, roll your attack dice (d12). To draw 1 , you must roll a 4-9. To draw 2 , you must roll 10-12.

RANGED ATTACK STATS

If you declared a  attack, place 1 ranged weapon on your target beast, and roll your attack dice (d12). To draw 1 , you must roll a 3-8. To draw 2 , you must roll 9-12.

MOVE Use  or  on the  action and the Viking moves to an adjacent position on the boat if the path is clear of any  and not occupied by your partner. The only position Vikings can share is the center position.


REPAIR Use  or  on the  action and the Viking removes 1 adjacent  and places it back on the *Boat Speed Tracker*.

Gain 1  for each *Repair*. *Whenever a Viking *Moves* onto a boat position with a  that Viking may freely *Repair* 1  that is adjacent to that area and gain 1 .

SPECIAL ACTIONS

Each Viking has special actions that is unique to them and those actions are on the rightmost column. To learn what these actions are, simply reference that Viking's reference cards. Some of these actions will also be passive, meaning once a condition is met, that Viking may get a bonus action.

DRYING OFF

Vikings may choose to forfeit their Attack phase, taking no actions, in order to dry off and remove all  from their Sweat and Blood Rage action slots.

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SLAYING A BEAST

A BEAST IS SLAYED once all of its health is marked off by either a Viking attack or a beast battle. The beast's health is always marked off from left to right, unless an ability specifies otherwise. If the beast is slain by a Viking, they will circle the bounty according to the weapon used to defeat the beast. Set the slain beast aside for end-of-game scoring.



SLAIN BEASTS

After all the Beast's health is marked off, it becomes a Slain Beast. Do not remove any of the markings on this beast when you set it aside since Slain Beasts may come back into play from Events or Legendary Beasts.



BEAST BOUNTIES

When a Viking slays a Beast, they circle the bounty corresponding to the weapon used to slay it.



BEAST HEALTH

When Vikings roll a successful attack against their target beast, they mark off the Beast's health from left to right.



DRAWING BEAST BLOOD

After a Viking successfully attacks, mark off the leftmost blood drop, collect one blood drop for each blood drop marked off the beast's health, and then trigger the beast's **REACTION** if there is one on the last health marked off.



MELEE BLOOD can only be targeted with a . However, if marking off 2 blood drops from a single hit, this requirement is disregarded for the second health.



RANGE BLOOD can only be targeted with a . However, if marking off 2 blood drops from a single hit, this requirement is disregarded for the second health.



WEAK BLOOD triggers a beast's weakness if it is the last health to be marked off for that attack.



DRY HIT

No blood drop is collected when marking off this white health.



TOUGH SKIN

Can only be marked off with a single that draws 2 blood drops. Collect 2 blood drops from supply if not dry.



REACTIONS

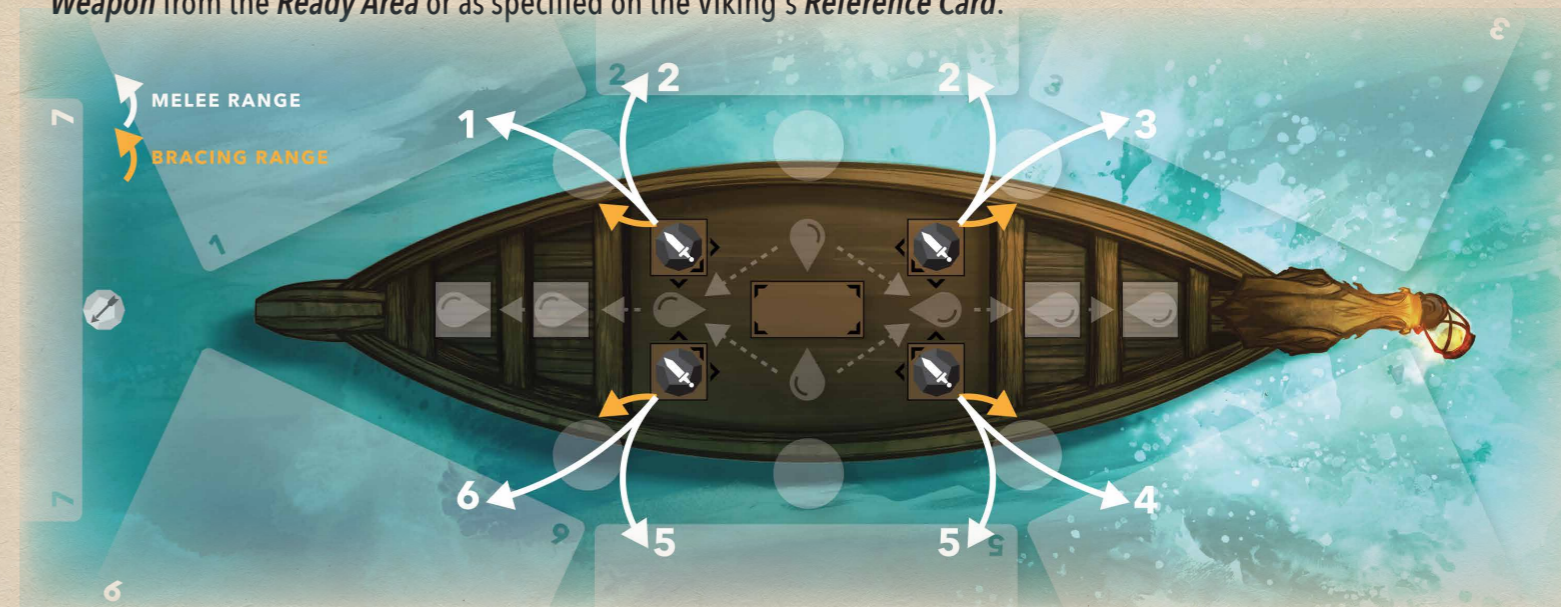
When the last health is marked off from an attack that has a reaction, that action(s) trigger immediately. If 2 blood drops are marked off, only the rightmost reaction is resolved.

Likewise, if a beast with only 1 blood drop left is killed by an attack drawing 2 blood drops, no reaction is triggered.



TARGETTING BEASTS

The Viking's position on the boat determines which Beasts they can target with attacks. attacks, however, can target Beasts in any location around the boat regardless of the Viking's position, but must use a *Ranged Weapon* from the *Ready Area* or as specified on the Viking's *Reference Card*.



SPECIAL ABILITIES



ARCHER

DIFFICULTY: ★★☆☆

RANGED WEAPONS: Arrows (x4)

PASSIVE ABILITIES: N/A

SPECIAL ACTIONS: Fletch Arrow, Instinctual Focus, Split Shot



BOATMAN

DIFFICULTY: ★★☆☆

RANGED WEAPONS: Hook (x1)

PASSIVE ABILITIES: Swinging Strike, Experienced Brace

SPECIAL ACTIONS: Return Hook, Hooked Beast (Hold/Pull)



WARRIOR

DIFFICULTY: ★★★☆

RANGED WEAPONS: Throwing Knives (x3)

PASSIVE ABILITIES: Fast Hands, Slaying Glory

SPECIAL ACTIONS: Sweaty Rage, Bloody Inspiration, Fury Attack



MYSTIC

DIFFICULTY: ★★☆☆

RANGED WEAPONS: Orbs (x2)

PASSIVE ABILITIES: Stun, Surge Energy, Extract Life Energy

SPECIAL ACTIONS: Forsee, Orb Volley



DRUID (WILDERNESS EXPANSION)

DIFFICULTY: ★★☆☆

RANGED WEAPONS: Spear (x1)

PASSIVE ABILITIES: Long Reach, Fast Hands

SPECIAL ACTIONS: Instinctual Eye, Command Raven, Druidic Voice



BERSERKER (WILDERNESS EXPANSION)

DIFFICULTY: ★★☆☆

RANGED WEAPONS: Berserk Leap (himself)

PASSIVE ABILITIES: Shield Aggression

SPECIAL ACTIONS: Crippling Blow, Bloody Smash



Beasts Weaknesses

OPTIONAL ADVANTAGES FOR VIKINGS (This list is only beast types that have weaknesses)

Serpents

Serpents are fast, unpredictable, and vicious. You'll never know exactly where they'll move—around or under the boat. However, some serpents have a weak spot hidden beneath their jawline. Sharpen your instincts and focus your strike to kill the Serpent with a single attack!



WEAK SPOT: If the attacking Viking rolls a or with a result of **10 or higher**, the beast is instantly killed, regardless of its remaining health. The Viking collects all remaining blood. **Partnership** cannot be added to attack rolls against this Weak Spot, but rerolls are allowed.

*Roll an **11** or higher for any Deep Serpents!

Krakens



TENTACLE CUT: If a Viking is being held by the Kraken, they can still use attack actions. If the held Viking slays the Kraken, they return to any boat position. If the Kraken is killed by another, the Viking falls into the water.

Sharks

Sharks are predictable but aggressive and quick to retaliate. With every attack you make, they strike back, so be prepared for their relentless aggression. Tusked sharks are especially dangerous, tearing shields from the side of the boat.



BRACED SHIELD: If a Viking is adjacent to a **Shield** being discarded, they may immediately spend a on a action to brace the **Shield**, keep it in place, and end the beast's attack.

Crustaceans

TBD



CRATES OVERBOARD: If this beast removes all remaining crates from the boat, the voyage continues as long as the beast is still in play with crates on its back.

*Note: If a Viking deals a attack to draw **2** , they may choose to recover **2 Crates** instead of drawing , or recover **1 Crate** and draw **1** .

Whales

TBD



BATTLE PACE: Viking attacks made outside of the **Viking Attack** phase gain **+1** to all attack rolls and draw one extra **blood** from the beast's health.

QUICK SAVE: Viking may discard **1** from their **Ready Area** to save a **Crate** from being bumped off the boat.



Mysicals

TBD



IGNORED ALLURE: Female Vikings are not affected by the Sirens' Lure ability!

SHARP SHOT: If this beast is killed with a single attack that draws **2** (with no **Partnership** added to the roll), the beast is slain, and all discarded **Ranged Weapons** float to the surface and are placed back in the **Ready Area** for the attacking Viking.

Flying

TBD



TIMED SHOT: If the last drawn during a Viking attack has the **Weakness** icon, any held Viking will be dropped back onto any position of the boat. If it is not the last drawn during the attack, the Viking is dropped into the water.

*Note: The held Viking may still use attack actions.



Solo Voyage



WHEN SAILING SOLO, you may choose a companion or sail alone. The greatest difficulty comes from sailing alone, and only true warriors should attempt this challenging feat!



COMPANION FALLING INTO THE WATER must place 2  onto any available  or  action slots.

LOST AT SEA: If you or a companion are ever lost at sea, the voyage is lost.



MERCHANT (SOLO COMPANION)

Often mistaken for a greedy and shrewd man, this merchant is the main reason your fellow tribesmen have not starved. However, once the dreaded beasts began attacking ships, the situation became even more dire. He hires you to protect him and the vessel, and you accept, but with one stipulation: he must obey your every command, even if it means sacrificing some of his wealth for survival. Now, manage the merchant's ship and time your commands wisely, turning this bumbling man into a sharp second blade!

DIFFICULTY:    

RANGED WEAPONS: N/A **ITEMS:** Money Bags (x6)

PASSIVE ABILITIES: Fumble Money Bags, Strong Markets

SPECIAL ACTIONS: Shield Brace, Unexpected Vigor, Sweaty Rage



BOY (SOLO COMPANION)

Longing to uncover the fate of his father, a great warrior lost beyond the fog, this boy sneaks aboard your boat, eager to learn the ways of the Viking. Upon discovering him, instead of sending him back to the dock, you instruct him to cast off the dock line and lower the sail. He follows your orders well, so you decide to keep him on your journey. Along the way, you'll teach him to navigate the depths, wield your unique ranged weapons, and face the horrors of the deep. But more importantly, you'll show him how to become a legend!

DIFFICULTY:    

RANGED WEAPONS: N/A

PASSIVE ABILITIES: Shared Weapons

SPECIAL ACTIONS: Mentors Guidance, Nimble Scout, Distracting Call (Lure/Call)

Credits

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Littlest Lantern
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