

Everrain rulebook

Components

Story so far

Overview

Basic concepts

- Orders
- Coin
- Game board
- Map tiles
- Dice
- Ship board
- Crew tokens & Trait cards
- Port board
- Improvement & Artillery cards
- Treasure cards
- Enemy cards
- Sea Event cards
- Expedition cards
- Denizen cards
- Story cards
- Elder One cards

Setup

Gameplay in detail

- Winning & Losing
- The Discovery & Agenda tracks, Acts & Clues
- Your ship
 - On Deck
 - Taking damage & destroying nodes
 - Below Deck
 - Improvements
 - Artillery
 - Ship movement
 - Destruction & Sinking
- You Crew
 - Deckhands
 - Adept Crew
 - Hiring Crew & paying wages
 - Traits
 - Trauma & Strain
- Orders
 - Crew
 - Navigation

- Artillery
 - Fleeting
- Exploring the Map
 - Calm & Rough Seas
 - Ports & Denizens
 - Islands & Expeditions
 - Altars
 - Shipwrecks
 - Revealing new map tiles
- Events & storytelling
- Enemies
 - Spawning & activation
 - Movement, attacking & objectives
 - Enemies On Deck
 - Enemies At Sea
 - Activating special abilities
 - Rewards & looting
- Combat
 - Combat On Deck
 - Crew triggered Frays
 - Enemy triggered Frays
 - Combat At Sea
 - Player attacking enemy
 - Enemy attacking player
 - Avoiding combat
 - Banishing enemies & not engaging enemy ships
- The Elder Ones, summoning & end game
- Optional & advanced rules - setting foot on islands and boarding enemy ships
 - Boarding Ships
 - Extended Expeditions
- Credits 11
- Rules reference 12

Components

8 Ships

4 Player

4 Enemy

12 Deckhands

6 Adept Crew

2 Master At Arms

2 Navigator

2 Surgeon

1 Avatar of the Old One

15 Enemies

3 Wurm

1 Harbinger

4 Drowned Man

4 Bloated Drowned Man

3 Cultist

Game Board

Port Board

20 Map Tiles

4 Player Ship Boards

4 Enemy Ship/Island Boards

347 Cards

105 Sea Event

20 Expedition

56 Denizen

40 Treasure

36 Improvement

26 Artillery

19 Enemy

32 Trait

3 Avatar

10 Reference

16 Dice

5 Attack

5 Evasion

5 Enemy

1 Fate

4 Coloured Ship Bases

240 Tokens

1 First Player

20 Crew Order

16 Navigation Order

12 Artillery Order

20 Bronze Coin

20 Silver Coin

10 Gold Coin

10 Passenger

4 Shipwreck

21 Explored

50 Destroyed

30 Clue
18 Crew
1 Player Discovery
1 Enemy Discovery
1 Elder One Discovery
1 Enemy Agenda
4 Enemy Destination
8 Exhaustive Expedition

180 Gems

100 Trauma
80 Strain

“The world is drowning.

When the Everrain began, no alarms were rung, no calls to action cried. But as the weeks became months and the months flowed into years....the rain would not cease. The years are elapsing, and not a moment passes where the oppressive and suffocating sky does not mock us with its endless torrents.

There is great evil coming. It will arrive and unmake the world, whether we choose to believe in its existence or not. Perhaps I am too late, and my discoveries only burden me with a knowledge of the inevitable....yet I cannot succumb to such invasive notions! Action must be taken, or a watery grave will be the shared fate of us all.”

Overview

The Everrain is a fully cooperative story-driven exploration game for 1-4 players. The world is drowning beneath an endless deluge of rain as an ancient deity awakens to remake the world in its image, and players must head out into the dark and foreboding seascape to discover the mysteries of the Everrain and it from unmaking the world.

Each player is a captain of their own ship, beginning with basic crew members and a functional but lacking vessel, and over the course of the game hiring new and powerful crew members, and improving and customizing their ship in many different ways. The game is played out in chapters, and players must collectively race the agents of the Old One along the Discovery track, where the players, enemy and Old One all have a presence. Reach the end of the final chapter before the Old One manifests in the world and completes its final objective and the game is won!

Players progress along the Discovery Track by collecting Clues, which are awarded for all manner of things such as exploring new locations and defeating enemies. Once enough Clues have been gathered, a player may visit any Port and hand these in at the local university, explaining what they have learned and advancing the Player token along the Discovery Track. The enemy will advance at a steady pace, sometimes hastened as a consequence of your actions, and special triggers can cause the Old One token

to advance along the track. If the Enemy and Old One tokens ever meet, the Old One is summoned into the world, and players will be forced to make a desperate effort to stop them!

Basic concepts

Orders

These are how players perform almost every action, and there are 4 distinct types; Navigation, Crew, Artillery and Fleeting. A player may issue as many Orders as they like on their turn, but may only recover 3 per round, at the start of their turn.

Crew Order: By issuing a Crew Order a player may move a Crew member to and from any place on their ship, and even trigger combat.



Artillery Order: When a Crew member is manning a corresponding red node, Artillery Orders may be issued to fire the ship's weapons.

Navigation Order: Issuing one of these generates 1 Movement for your ship, plus 1 additional Movement for every Crew on a blue node On Deck.



Fleeting Order: Rare & single use, these can be issued as Crew, Navigation or Artillery Orders.

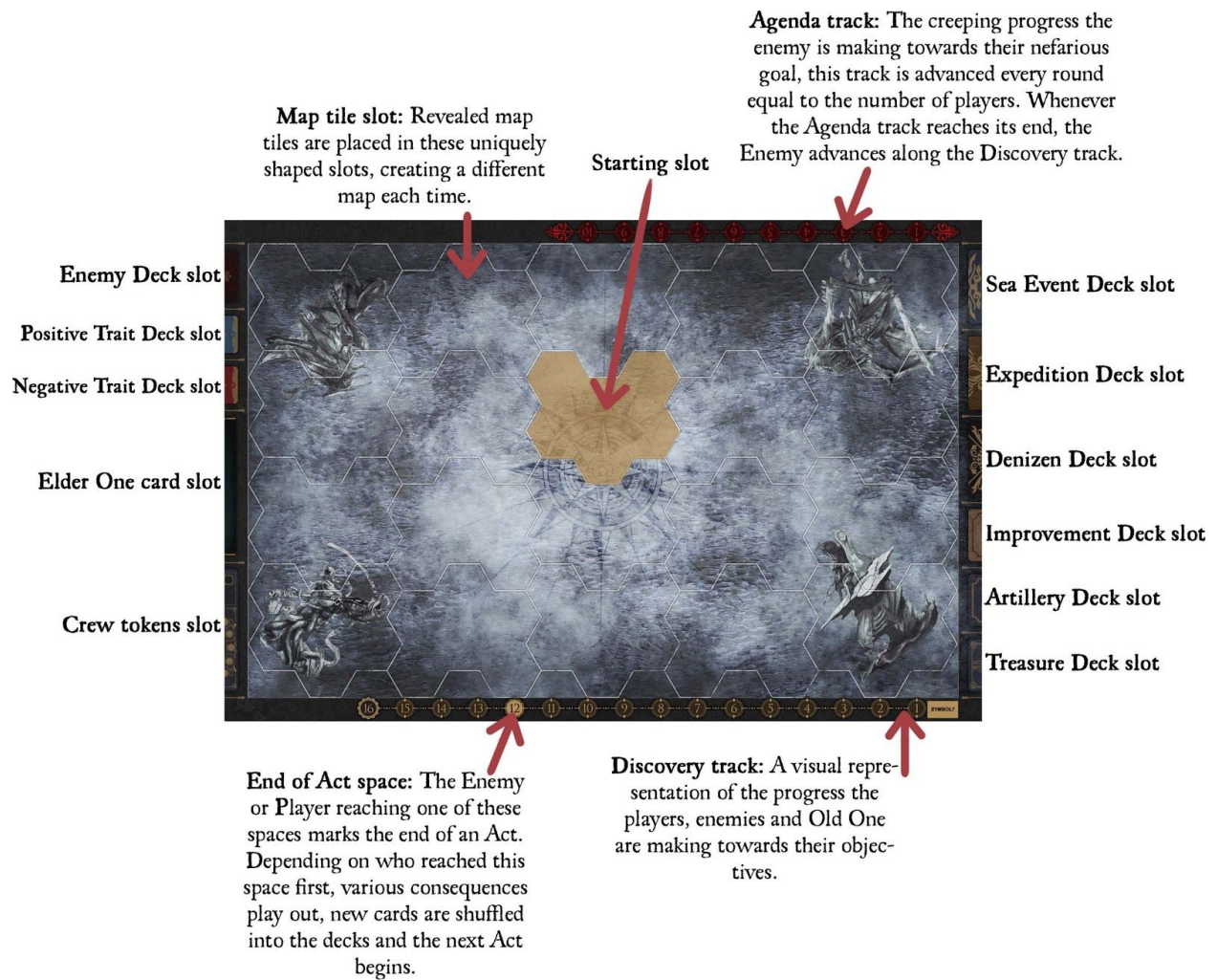
Coin

Coin can be used to purchase just about anything, from new Crew and upgrades to vital information, and comes in 5, 10 and 20 denominations.



Game board

The game board represents the world of the Everrain, and is where each player's ship miniature exists, sailing across the map in search of fortune, knowledge and adventure.



Map tiles

6 unique types of hex spaces make up the map tiles that can be explored.

FRONT

Rough Seas: These spaces become more common in later acts as the end of days draws closer & cost 2 Navigation to sail.

Calm Seas: Common and uneventful, Calm Seas make up the majority of the board & cost 1 Navigation to sail.

Shipwreck: Sailing to these hex spaces awards the player 1 roll on the loot table.



Island: Crew can be sent on Expeditions to the many wild & untamed isles. Islands will test any brave souls who visit them, but rewards await the triumphant

Altar: Enemies tend to be drawn to such dark and terrible places. You can be assured of a fight if you choose to visit one of these.

Port: A place to allow your crew some downtime, repair and upgrade your ship, buy & sell goods, meet the interesting locals, and most importantly, turn in important Clues.

BACK

Clue reward: The number of Clues the player collects for revealing this map tile.



Act number: Each Act has a limited number of tiles that can be revealed. Tiles can only be revealed when players are in or have advanced beyond the tile's Act number.

Dice

There are 4 different types of dice, each with their own unique colours and function:

Player dice

Attack



Dice with a gold inlay are Attack dice, used whenever the player wishes to attempt to deal damage to a target. They have 4 possible results:



Damage



Damage x2



Orders can be Exhausted to turn these results into 



No effect

Evasion



Dice with a white inlay are Evasion dice, used whenever the player tries to avoid taking damage. They have 3 possible results:



Evade



Orders can be Exhausted to turn these results into 



No effect

Fate



The D10 is called the Fate die and is used for a variety of tests and checks you and your Crew will face. In the Everrain, 0 is the lowest result and 9 is the highest result.

Enemy dice

Enemy



Dice with a red inlay are Enemy dice, used to control the actions of enemies when they activate. They have 3 possible results:



Movement



Damage

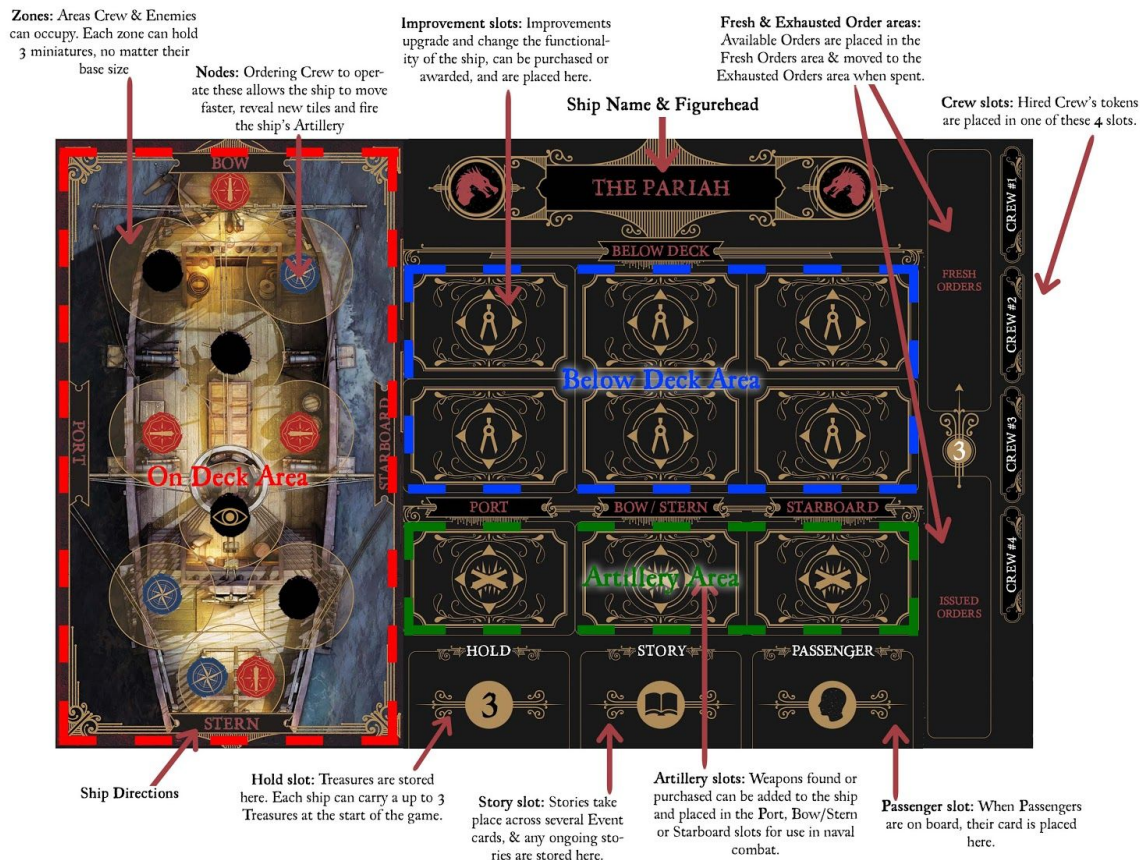


Activates enemy special abilities

Enemy dice results are unique to other dice. If 2 identical Movement or Damage are rolled that have no effect to the enemy's current situation, then they automatically become 1 result that is.

Ship board

Each player has their own ship dashboard. There are 4 ships; The Bitter End, The Pariah, The Aberconway and The Ivory Sword. Each ship has its own unique name, colour and combination of starting Artillery and Improvements.

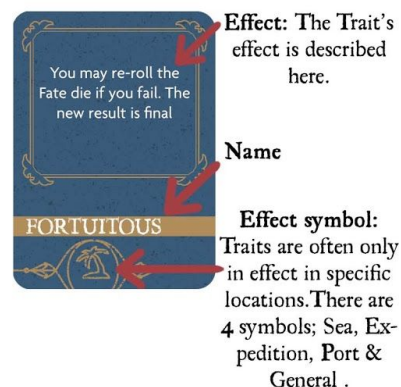
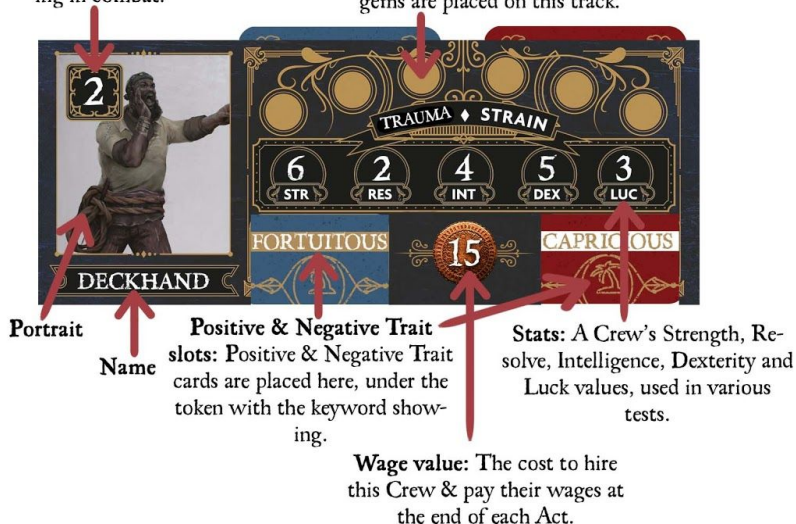


Crew tokens & Trait cards

Crew are represented by a token displaying all of their stats and an accompanying miniature. Whenever a Crew is hired, they are randomly dealt a Positive & Negative Trait card.

Dice value: The number of dice this Crew can roll when engaging in combat.

Trauma/Strain track: The Crew's overall health & total amount of Trauma and/or Strain a Crew can suffer before dying. When Trauma or Strain is suffered, relevant coloured gems are placed on this track.



Port board

These vital havens provide a place to rest, recover and recover. Not only that, the denizens of these places can often offer interesting opportunities and insights into your quest.

Denizens slot: Each time a Port is visited a Denizens card is drawn & offers a unique, optional event or service.

Service space: Crew can be sent to these spaces to engage the services on offer.

Location name

Location: A named area of the Port board, each of the 6 locations offer unique services.

Services: Each location offers a unique service.

SHIP WRIGHT
REPAIR 10 COIN REPAIR 1 NODE
IMPROVE DRAW 3 UPGRADES

MARKET PLACE
BUY DRAW 3 TREASURES
SELL SELL TREASURES

APOTHECARY
BACKSTREET DOCTOR 5 COIN RECOVER ALL TRAUMA & ROLL THE FATE DIE:
0-1: REMOVE POSITIVE TRAIT
2-5: SUFFER 2 STRAIN
6-9: NOTHING HAPPENS
WOUNDS TENDED, BONES SET 10 COIN RECOVER ALL TRAUMA

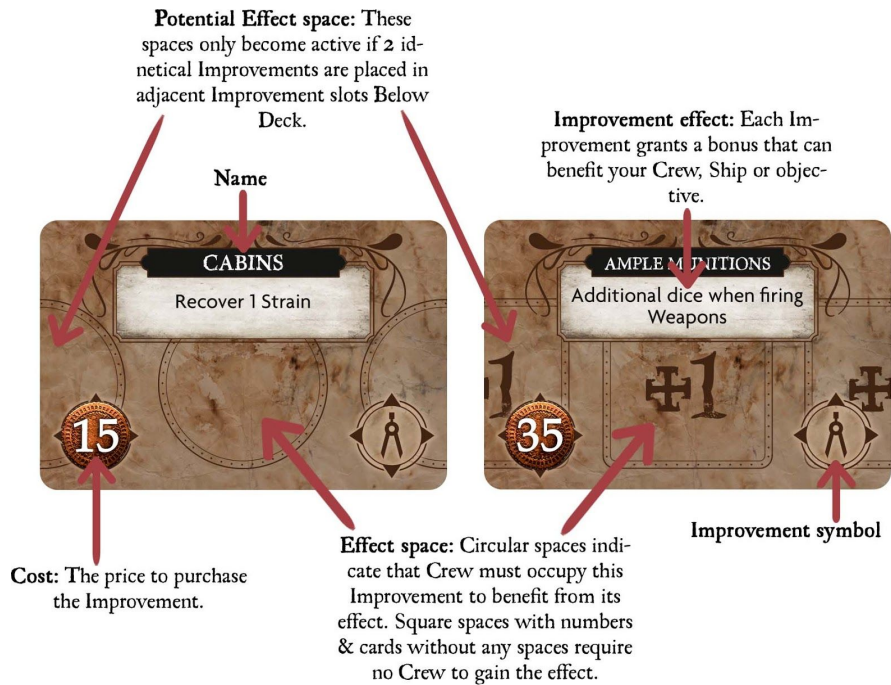
INN
REST 10 COIN RECOVER ALL STRAIN
GAMBLE 5 COIN RECOVER ALL STRAIN & ROLL THE FATE DIE:
0-4: YOU LOSE, PAY 10 COIN, COLLECT 15 COIN
DRINK 5 COIN RECOVER ALL STRAIN & ROLL THE FATE DIE:
0-1: SUFFER THE REGENERATE TRAIT
2-3: SUFFER 1 TRAUMA
6-9: NOTHING HAPPENS
HIRE CREW DRAW A CREW TOKEN & CHOOSE TO HIRE
STAY AWHILE & LISTEN... 5 COIN ROLL THE FATE DIE:
1-4: NOTHING HAPPENS
5-9: COLLECT 1 CLUE
10 COIN COLLECT 1 CLUE

UNIVERSITY
5 COIN

Denizens Card: Renowned Cartographer
Exceptional
The arrival of the renowned cartographer Sabina Gray has caused quite a stir amongst the seafaring folk of the port. A captain can live and die by the accuracy of their charts and maps, and one so skilled as Sabina could be likened more to a guardian angel than a mere map maker.
Pay 10 Coin
Reveal the next map tile, place in any valid location & collect 2 Clues

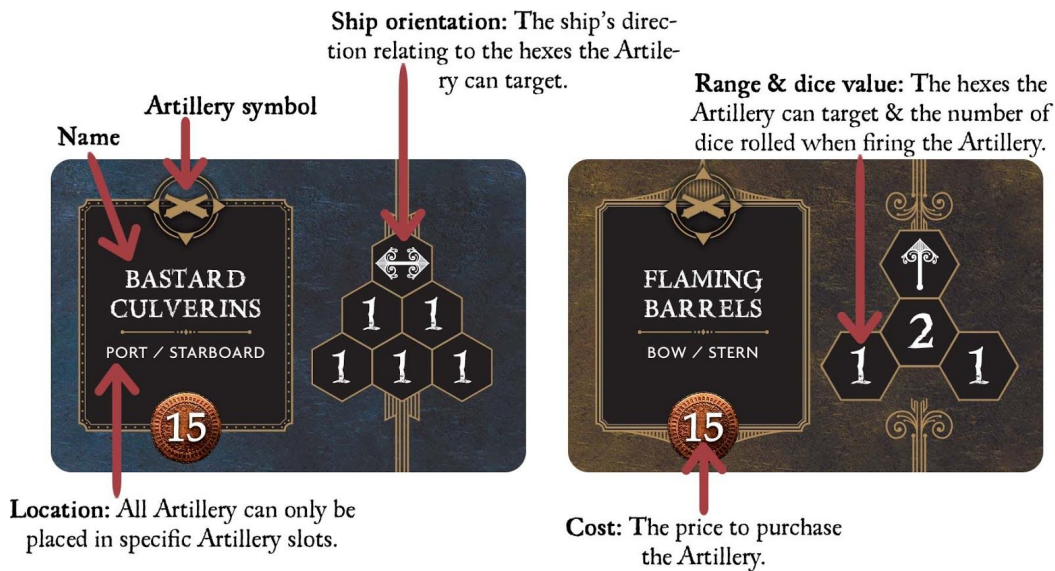
Improvement cards

Improvements can be purchased whilst in Port and are placed in an Improvement slot Below Deck. Each ship may have up to 6 Improvements.



Artillery cards

Artillery modifies the range and damage that a ship can deal when attacking other targets at sea.



Treasure cards

Treasures are abundant in the world of the Everrain, and a skilled captain knows where to get the best price for their wares.

Type: There are 4 types of Treasures; Commodity, Shanty, Trinket & Relic.

Single use effect: Treasures can be discarded at any time on a player's turn to immediately trigger this.

Undesired Value & Port



Value: How much a Treasure buys & sells for. Each has an Undesired, Standard & Desired Value



Name

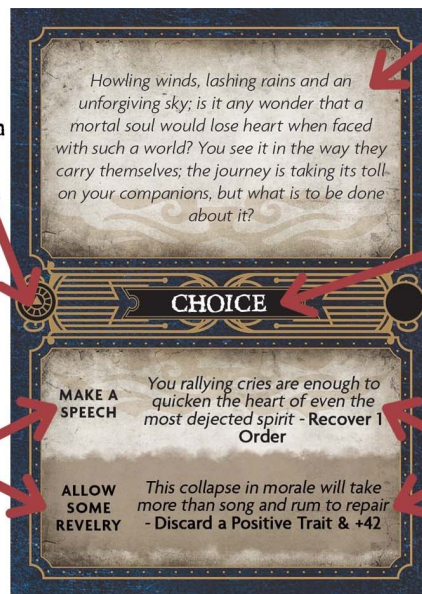
Clue value: Treasures with this symbol can be handed over as Clues to advance the Player Discovery token.

Desired Value & Port

Sea event cards

Every time a player ends their turn on a Calm or Rough Sea hex space, is not in the Engagement range of an enemy ship and does not have enemies On Deck, then a Sea Event card is drawn and resolved.

Set symbol: The core game and expansions each have their own unique symbol to identify which cards belong to it.



Story: The setting, predicament, or circumstances that surround this event.

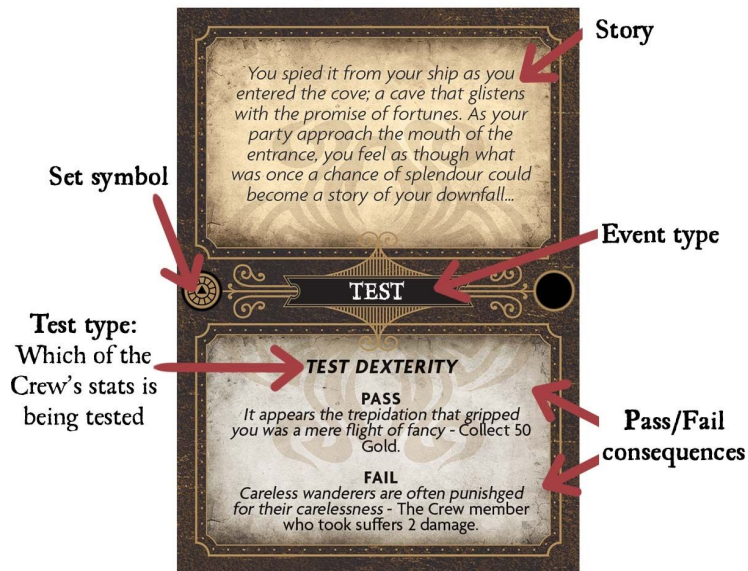
Event type

Available choices

Outcomes & effects: This is where the options available to the player or the outcome of the event is written.

Expedition cards

When players send their Crew ashore on Islands, an Expedition card is drawn and the sent Crew are tested to see whether they can overcome whatever hardships or secrets the island holds.

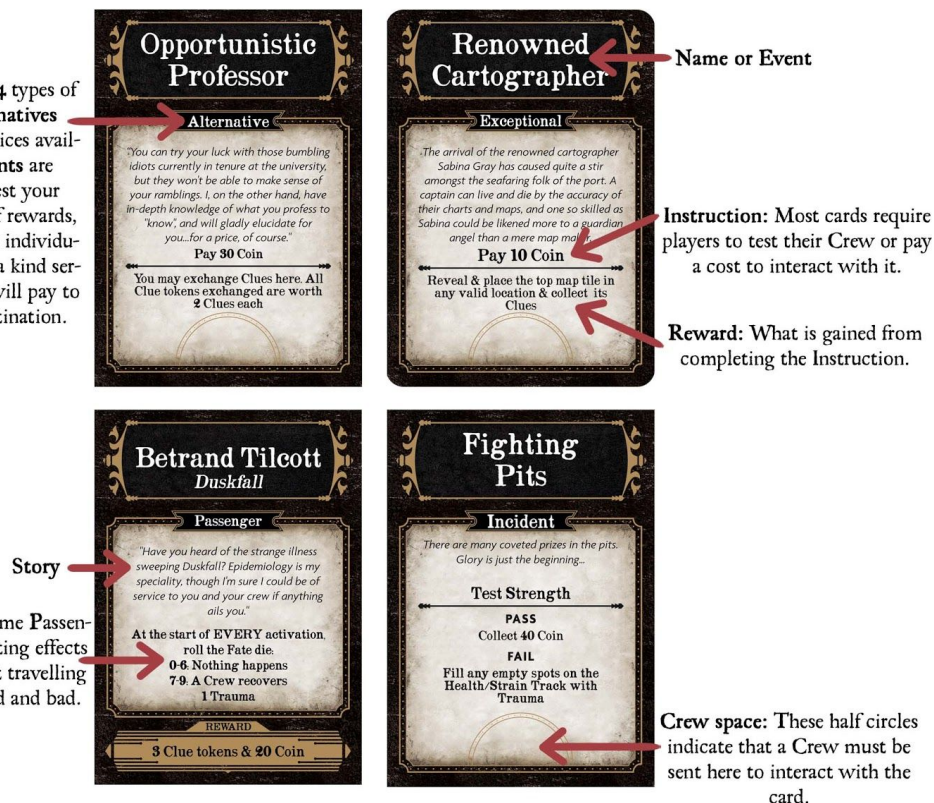


Denizen cards

Representing the myriad of personalities and walks of life encountered in the vibrant and bustling hubs of this world, a Denizen card is drawn each time a player visits a Port. Interacting with Denizen cards is optional, and they can simply be ignored should the player prefer to take advantage of the other services in Port.

Card type: There are 4 types of Denizen card; **Alternatives** offers variations of services available in Port, **Incidents** are unique events that test your Crew for the chance of rewards, **Exceptionals** are great individuals able to offer one of a kind services and **Passengers** will pay to be ferried to their destination.

Passenger effect: Some Passengers can have interesting effects on your Crew whilst travelling with you, both good and bad.

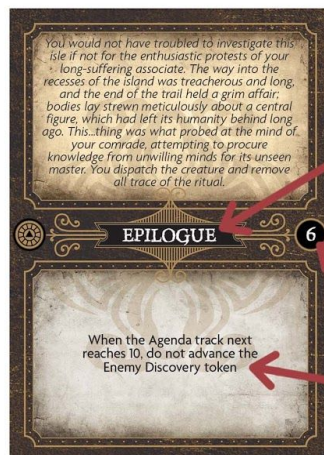


Story cards

The Sea, Expedition and Denizen cards all contain Story cards. Stories can be started in and cross over into any of these by adding cards, which are shuffled in at the beginning of an Act.

Journey consequence: An action that continues the story. Players must do this if able to. If unable to do so, then the card is discarded and the end of the story never revealed.

Deck building prompt: Many card decks are built upon during the course of the game. Whenever an outcome displays a "+" followed by a number, that is the player's prompt to place that card face down by it's respective deck. These cards are shuffled into the decks at the beginning of every Act.



Event type: After a story has begun, there are 2 further stages; the **Journey** that requires some sort of sacrifice, payment or objective to be fulfilled and the **Epilogue** that concludes the story and often bestows great rewards.

Card number

Epilogue reward: The recompense for seeing the story to its end. Some rewards are immediate, whereas some require the player to hold onto this card until a certain time of action is triggered.

Enemy cards

Enemies can appear both On Deck of your ship and on map tiles.

Health: How much Trauma an enemy can take before being destroyed.

Portrait

Special abilities: Most enemies have unique and dangerous abilities that activate if they roll the corresponding number of "E" results.

Engagement range: Enemy ships will pursue and attack player ships if they enter into their Engagement range.

Artillery range & orientation: The hexes the enemy can inflict damage on and from which direction they can attack.

Dice value: The number of dice this enemy rolls when they activate.

"E" values: The number of "E" results needed to activate the ability.

Loot reward: The number of times you roll on the loot table for destroying the enemy.

Destination: When enemies spawn, an Enemy Destination token is placed at this location. When not pursuing or attacking players, enemies will head here.



Elder One cards

Each time a game is begun, an Elder One card matching the Elder One being played is dealt at random face down, and only revealed if the Elder One rises.



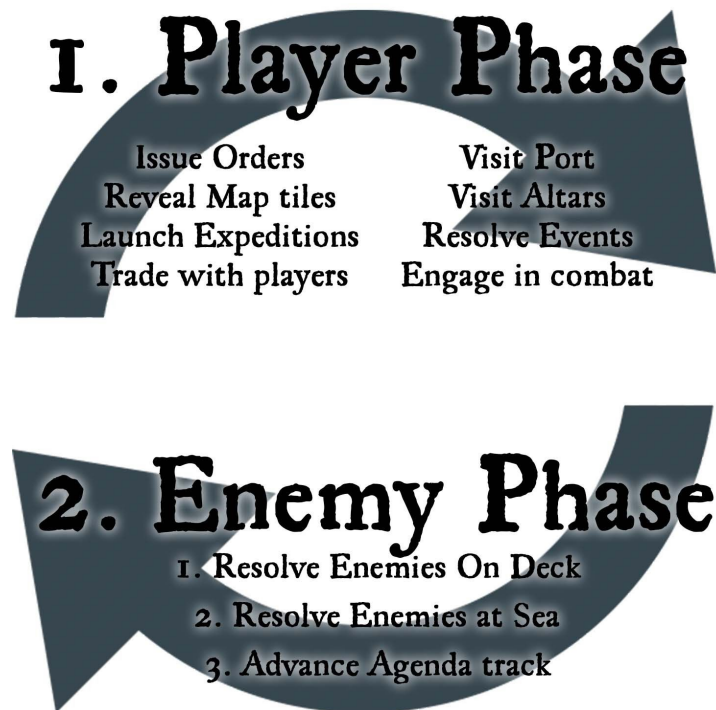
(Board setup image goes here)

Setup

1. Set out the **Game board**, **Port board**, **tokens**, **gems** and **dice**. Place the **Player** and **Enemy Discovery tokens** on the first space and the **Elder One Discovery token** on the last place of the Discovery track.
2. Place the **Enemy Agenda token** on the first space of the Agenda track. Choose an **Elder One card** at random and place it face down in the slot along the game board.
3. Shuffle the **Improvement**, **Artillery** and **Treasure cards**, and place them along the Port board, face down.
4. Sort the **Map tiles** and **Enemy cards** by Act number, shuffle the 3 piles and place them face down. Split all **Sea Event**, **Expedition** and **Denizen cards** into respective numbered and unnumbered piles. Shuffle and place the unnumbered decks in the slots along the game board, face down, and place the numbered cards faceup and within easy reach of all players.
5. Each player collects:
 - 1 **Ship board**, **ship miniature** with matching figurehead and **coloured clip** on base

- **3 Crew Orders**, **2 Navigation Orders** and **1 Artillery Order**, placed them in their Fresh Order area
 - **40 Coin** (2x5, 1x10 and 1x20)
 - **2 Deckhand Crew tokens**, and **Positive** and **Negative Trait card** for each Crew, at random, placed in their Crew slots along with the matching **Crew miniatures** anywhere in the ship's Below Deck area.
6. Place all other miniatures within reach of the player(s).
 7. Choose a starting player at random. That player draws the first **Act 1 map tile**, places it on the centre tile slot on the game board and places their ship on any Calm Sea hex space, facing in a direction of the player's choosing.

Gameplay in detail



Players always choose who they wish to be the first player at the beginning of the Player Phase. Play then continues clockwise until all players have had a turn. Then the Enemy Phase begins.

There is no set sequence to what the player may do during their turn, and they are free to take whatever actions available to them in whichever order they choose.

Winning & losing

All players win the game by reaching the end of the Discovery Track before the enemy does, or before an Elder one is summoned. If an Elder One is summoned, players must instead complete the newly

revealed objective on the Elder One's card to win the game. If the enemy reaches the end of the Discovery Track first, or the Elder One completes its objective, then all players lose.

The Discovery & Agenda Tracks, Clues & Acts

Discovering the mysteries of the Everrain and preventing it from coming to pass is your shared goal, and though each player will embark on their own adventures and careers in this world, you should never lose sight of this ultimate objective.

The Discovery Track

The Discovery Track is a physical representation of the progress that the players, the enemy and the Elder One are making towards their goal. Each has a presence on this track, and it is divided into 4 Acts.



Player Discovery

Enemy Discovery

Elder One Discovery

Gathering Clues

Gathering vital information about the Everrain phenomenon, the enemies you face, and even the Elder Ones themselves is the ultimate goal, and any information you discover, no matter how insignificant is represented by Clues.

Clues are rewarded in many ways and players are given great freedom in how to approach this task; perhaps you will construct a war frigate and pursue the enemy to take Clues by force, or build a nimble trading vessel and earn coin to purchase your Clues, or become a great explorer and earn your Clues by plundering shipwrecks and launching expeditions deep into uncharted islands. All are viable strategies that can lead to your end goal.

There are 3 distinct symbols that represent Clues:



Clue reward: This symbol indicates that Clues are rewarded as a result of an action or outcome.



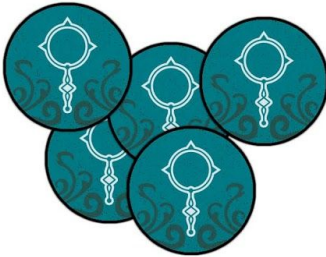
Clue cost: The amount of Clues that must be discarded to trigger an effect, reward or outcome.



Clue vale: Some items have their own Clue value. These can be used to pay fully or in part a Clue cost.

ADVANCING THE PLAYER

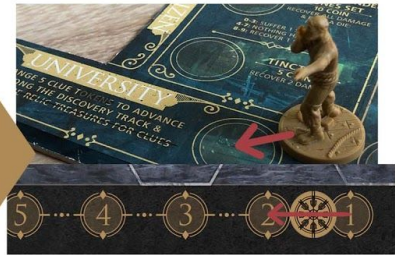
The primary way to advance the Player Discovery token is turning in Clues at any University in Port.



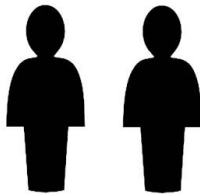
Gather 5 Clues



Navigate to any Port



Turn in your Clues & advance the Player Discovery token



Advance the Agenda track each round 3 spaces, plus 1 additional space for every player.



Each time the Agenda token reaches the final space on the track, immediately advance the Enemy Discovery token.



Return the Agenda token to the start of the Agenda track. The Agenda track always resets from 10 to 1; if more points of advancement were generated than was needed to advance the Agenda token to 10, they do not carry over.

ADVANCING THE ENEMY

Enemies advance along the Discovery track by filling their Agenda track.

Advancing the Elder One
the Elder One advances in 2 ways;

1. If the enemy reaches the end of an act before the player does, the Elder One advances by the number of spaces between the Player Discovery token and the end of the current Act.
2. The Elder One advances 1 space each time that a player ship is sunk.


Acts

Each game is split into 4 Acts, with both the players and enemy competing to be the first to reach the end of each Act. There are 2 possible outcomes that are triggered at the end of an Act, depending on who reaches the End of Act space on the Discovery track first:


END OF AN ACT

When the player or enemy reaches an End of Act space on the Discovery Track:


PLAYER




Each player **collects** a new Order of choice.



ENEMY



Advance the Elder One Discovery token equal to the spaces between the Player & Enemy Discovery tokens.



Pay all Crew wages, **shuffle** all new Story & Enemy cards into their respective decks & place the Player & Enemy tokens on the End of Act space, ready to begin the next Act. Lastly, each player **removes 1** Explored token from the map

Your ship

A sturdy and reliable ship is the making of every good captain, and you shall be no different. Almost everything of importance takes place aboard your ship, and you can improve and upgrade it over the course of your journey. Crew will operate the ship to carry out your will, and enemies can invade the upper deck and attempt to slay your Crew and sink your vessel.

On Deck

Ships have 2 distinct areas that miniatures can occupy; **On Deck and Below Deck**. The On Deck part of the ship consists of 10 zones, each with a node at the centre. **Each zone can hold a maximum of 3 miniatures, no matter the base size**. Some nodes match the symbols of some Orders, indicating that these 2 elements relate to each other. There are 4 types of node:



Navigation node: and additional point of movement is generated for each Crew on one of these nodes when a Navigation Order is issued.



Artillery node: In order to fire the ship's Artillery, Crew must be present on the corresponding node



Crow's Nest node: There must be a Crew present on this node to reveal new Map tiles



Blank node: Black nodes without symbols have no special effect

Taking damage & destroying nodes - Enemies will attempt to take both your loves and your vessel. When a node takes just 1 damage, it is considered destroyed, a Destroyed token is placed over it and any Crew or enemies in that zone take 1 Trauma. Destroyed nodes cannot be used for their function until they have been repaired, though the zone can still be occupied and traversed.



2 Deckhands are On Deck and manning Artillery and Navigation nodes. The Crew manning the Artillery node allows the player to fire their Port cannons and the Crew on the Navigation node is generating more navigation, meaning that each Navigation order spent generates 2 navigation points. There is no one manning the Crow's Nest though, meaning that a new Map tile could not be revealed by this ship.

The unforgiving conditions of the upper decks can and will take their toll, **and if a player ends their turn on a Calm Sea, Rough Sea or Shipwreck hex space, any Crew On Deck suffers 1 Strain.** Crew can die from both Trauma received from enemies and hazards, and from taking too much Strain, so finding a balance between working your Crew hard, but not to death, is key to completing your mission.

Below Deck

Below Deck is made up of 6 slots, each of which can hold an Improvement. All ships have 2 starting Improvements, printed onto the ship board. These cannot be removed, but can be built over by placing an Improvement card on them, however their benefit is lost.

Crew can occupy any of the 6 Below Deck Improvement slots, but will only benefit from the effect of an Improvement if placed in the Improvement Crew slot. Otherwise, it is assumed they are merely meandering around the lower decks to escape the rain.



All Crew are Below Deck, sheltering from the ceaseless rains. Crew #1 has been sent to the Cabins, which has a Crew slot that allows Crew to Recover 1 Strain, which he does immediately. Crew #2 has been sent to the Sturdy Ballast Improvement, which has no Crew slots, and thus is no benefit to him, but he's welcome to occupy that space all the same. Crew #3 has been sent to an empty Below Deck slot, so she too gains no benefit.

Improvements

By augmenting the ships with the wide array of Improvements and Artillery, players are able to turn their vessels into powerful and menacing war frigates, fast and agile trading vessels or anything in between.

Once an Improvement has been placed in a slot Below deck, its benefits are gained either by a miniature being placed on spaces on the Improvement, or passively as the result of some sort of action being taken by the player or enemy.

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

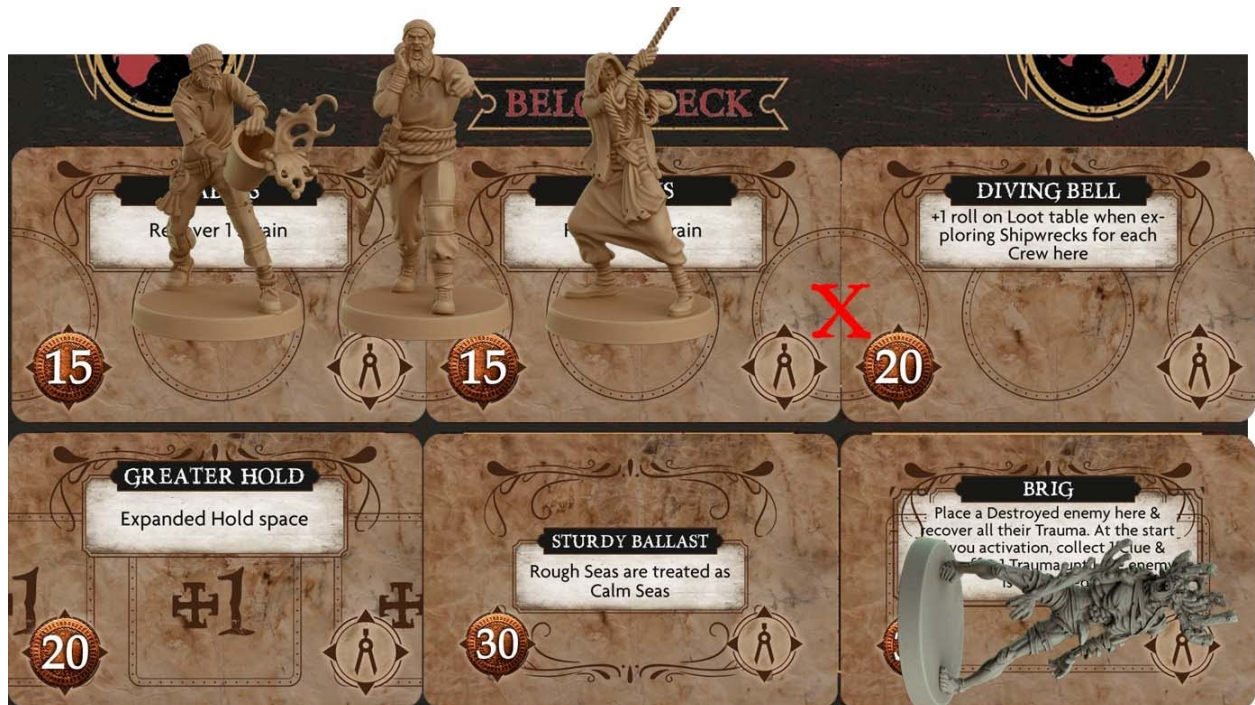


Circular effect space: Blank, circular spaces indicate that Crew can be placed here to benefit from the Improvement.

No effect space: The benefits of Improvements without any spaces do not require Crew to be present.



Square effect space: The benefits of Improvements with square spaces do not require Crew to be present.



This ship is fully loaded and benefiting from a variety of bonuses. 2 Cabins have been placed adjacent to one another, activating the potential effect space so 3 Crew may now recover some Strain. A Diving Bell has been fitted, giving more rolls on the loot table when plundering Shipwrecks, but it's potential effect space has not been activated, because although its adjacent card shares the same shape space, it is not an identical Improvement (it would need to be another Diving Bell). The Greater Hold has expanded this ship's Hold space by one, meaning it can now carry 4 Treasures, and the Sturdy Ballast is negating the additional navigation points usually required when sailing Rough Sea hex spaces. Finally, there's a Drowned Man captured in the Brig, that is being studied for information and generating Clues for this player every round.

Artillery

Artillery has its own dedicated area of the ship that no miniatures can occupy. There are 3 slots here; Port, Bow/Stern and Starboard. Artillery can only be placed in a slot if the location matches.

Each Artillery card displays the weapon, showing which hex spaces can be targeted from your current location, and the number of attack dice rolled when firing upon that hex space. Many weapons have

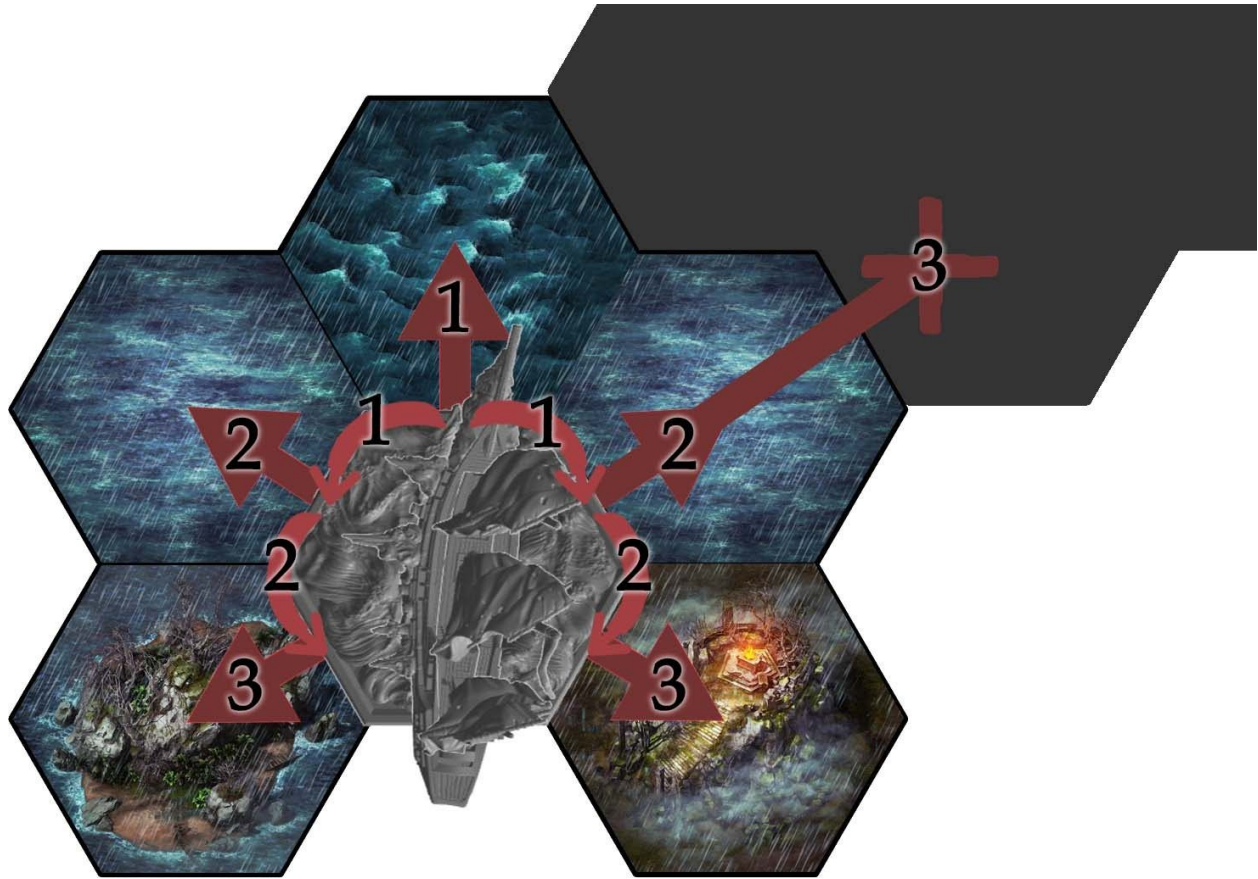
sweet spots that allow them to roll their maximum amount of dice, and the positioning of your ship can prove vital when engaging in naval combat.



With Smasher Carronades armed on Port and 9 Pound Chasers on the Bow/Stern, this ship has an impressive range of attack, but their lack of Artillery on Starboard could catch them off guard if they're not careful.

Ship movement

Moving your ship around the map requires navigation points, which are generated by issuing Navigation Orders. A single point of navigation 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, reveal and place a new map tile.



The ship is currently on a Calm Sea hex space, and each number represents how many points of navigation it would take to perform each move; 1 point to navigate into the Rough Seas it is facing and 1 point to turn to face both Calm Sea hex spaces. It would take 2 points to turn and move into those Calm Sea hex spaces, 2 points to turn to face the Island or Altar spaces, and 3 navigation points to navigate into those spaces. Lastly, it would cost 3 points to turn, move into the Calm Sea space on the starboard side and reveal a new map tile.

DESTRUCTION & SINKING

There is no player elimination in the Everrain. Instead, when all 10 nodes of a player ship are destroyed:



Discard all Crew, Treasures & Coin.



Remove the ship from the board, replacing it with a Shipwreck token & placing under it 1 Treasure from your Hold & half of your Clues.



On their next turn, the player places their ship on the closest unoccupied Port to where they sunk, collects 1 Deckhand at random & 20 Coin, & continues play.



Advance the Elder One Discovery token 1 space.

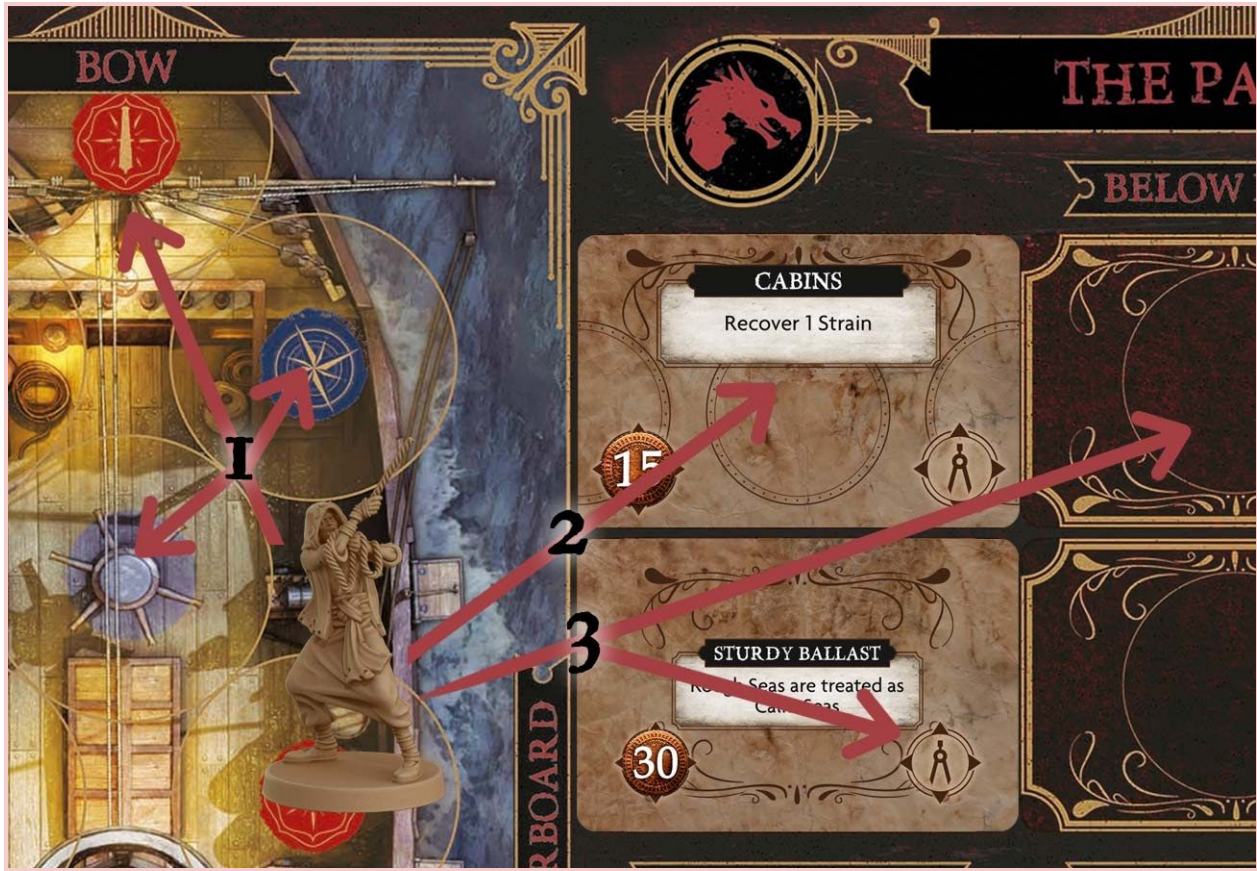
Orders

Every ship has a starting selection of 6 Orders when the game begins, and more Orders can be gained as the game is played. Each type of Order is unique, and has a specific effect on either the ship or the Crew.

All unused Orders are placed in the Fresh Orders area on the Ship board, and moved to the Issued Orders area when spent. This is known as **Issuing Orders**. Players can issue as many Orders as they like during their turn, but can only recover a maximum of 3 at the start of their next turn, as indicated by the arrow between the Order areas. When Orders are recovered, they are moved back to the Fresh Order area.

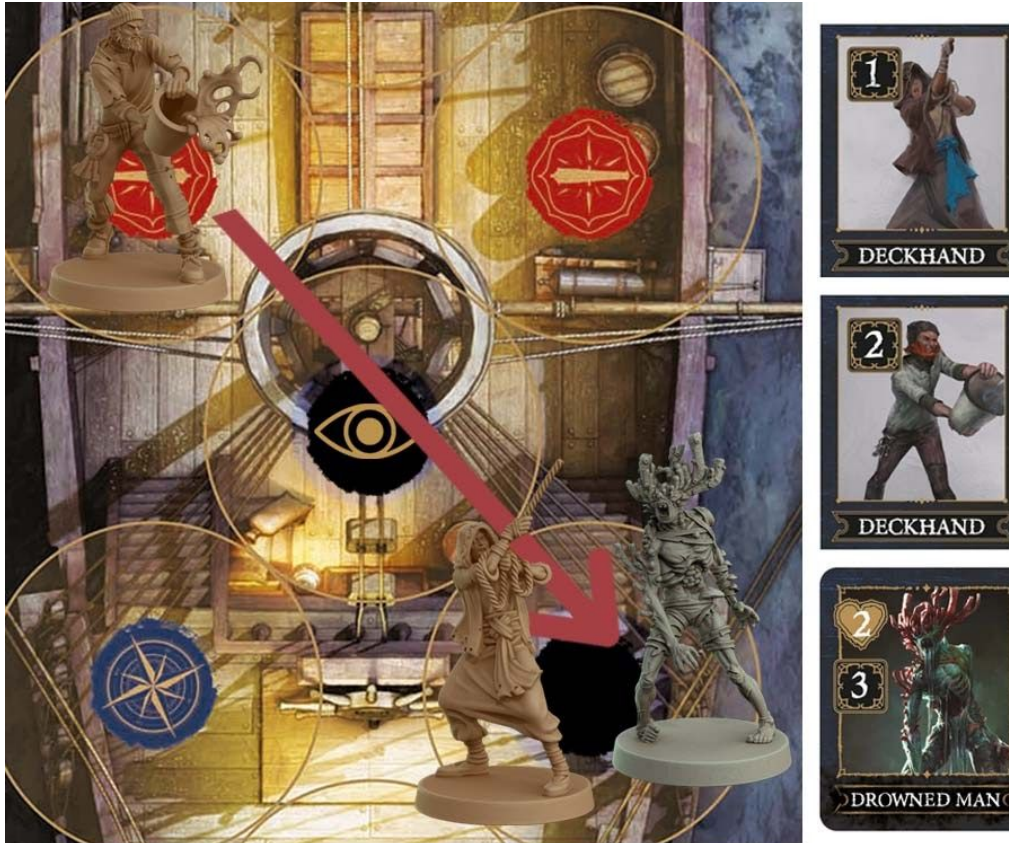
Crew

Issuing a Crew Orders moves any of a player's Crew around or between the On Deck and Below Deck areas. There are no restrictions to and from where they can be moved.



Issuing a Crew Order to move the Deckhand On Deck presents many options. They could 1) move to any other zone On Deck, regardless of distance, 2) move Below Deck to the Crew space of the Cabins Improvement and recover 1 Strain at the end of the turn, or 3) Move to any blank space or Improvement without a Crew space Below Deck.

Moving a Crew into a zone containing an enemy triggers combat for all miniatures in the zone. This is known as a **Fray** (see pXX)



The Drowned Man needs to be removed from the ship before he causes too much havoc. Issuing a Crew Order had 2 potential uses; ordering the Deckhand in the Drowned Man's zone to trigger a Fray, or ordering the Deckhand in the Artillery zone to move in, also triggering a Fray. If the Deckhand from outside the zone is ordered to move in, this would give the Crew a combined dice pool of 3, giving them a much better chance of damaging or evading the Drowned Man.

Navigation

Navigation Orders generate navigation points, which are used to sail the Ship. They are worth a base of 1 navigation point when issued and worth an additional point for every Crew manning a blue Navigation node On Deck. There are 3 Navigation nodes on every ship, meaning that with proper placement, a single Navigation Order is capable of generating 4 navigation points when issued. This bonus is limited to 1 per node, **having multiple Crew on the same node does not multiply the bonus or effect.**



With the Crew's current placement, a Navigation Order would generate 3 movement points; 1 as a base and 2 because of Deckhand #1 and #2's location. Moving Deckhand #3 into either of these zones would not generate additional movement points, she would need to be moved to the other blue node at the bow of the ship to maximise the bonus.

Artillery

A ship's weapons are fired by issuing Artillery Orders, but a Crew must be present on the corresponding red Artillery node. Just as with Navigation Orders, there is no benefit to having multiple Crew manning the node.

Fleeting

Fleeting Orders are unique for two reasons; they can be issued as either a Crew, Navigation or Artillery Order, and they are single use and discarded once issued.

Your Crew

A reliable Crew is the lifeblood of your journey; nothing can be accomplished without them. There are 2 types of Crew; Deckhands are the most common but fairly weak, and Adept Crew, who are strong, seasoned specialists of this world that each have unique Traits to aid you in your journey.

Deckhands

Cheap, reliable and most importantly, plentiful enough to be expendable, Deckhands serve as the bulk of most crews and there are 3 unique portraits and miniatures for the Deckhands. All Deckhand Crew tokens have slightly varying dice values, stats and trauma/strain track length, and they each have a Positive and Negative Trait slot.



Adept Crew

Rare and more expensive, Adept Crew are experienced professionals that can lend their unique skills to a variety of situations. Adept Crew tokens differ in one key aspect from Deckhands; they each have a unique Positive Trait that is more powerful than the standard Positive Traits. These Traits are a core part of their character, and cannot be removed or replaced.



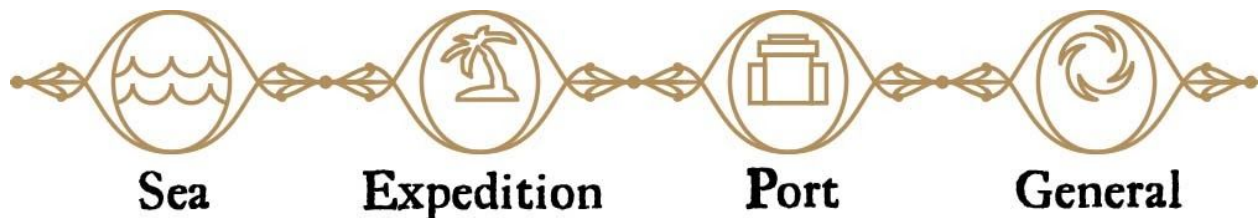
Hiring Crew & paying wages

Crew can be hired in all manner of ways; the simplest is from an Inn in any Port, but they are also found through events, such as survivors of shipwrecks or disgruntled crew that wish to leave their current captain to join you. When a Crew is hired, their wage cost is paid, their Crew token is placed in an available Crew Slot on the right side of the ship board, their miniature is placed anywhere Below Deck. Deckhands are dealt 1 Positive and 1 Negative Trait at random and Adept Crew are dealt just 1 Negative Trait, as they already have a Positive Trait. These cards are always placed under the Crew's token, with the Trait name and Effect symbol showing

At the end of each Act, and sometimes through events, players will be prompted to pay their Crew's wages. **If a Crew's wages is not paid when prompted, they will leave your service and their Crew token and miniature are removed immediately from play.** It's worth always keeping a little coin to hand just in case the Crew becomes too restless.

Traits

Traits are random modifiers that make a Crew's unique personality. There are 2 types of Traits; Positive and Negative, and 4 distinct locations where Traits come into play; Sea, Expedition, Port and General.



The effect a Trait can be found on both the Trait card itself, and on Trait reference cards. If a Crew is dealt 2 Traits that contradict or cancel each other out, such as the Hardy and Weary Sea Traits, then the Negative Trait is discarded and redrawn.

Acquiring new Traits - Your Crew can pick up new habits both good and bad along your journey, and if ever prompted to gain a Positive Trait or suffer a Negative one, this new Trait is drawn and replaces the Crew's current Trait.

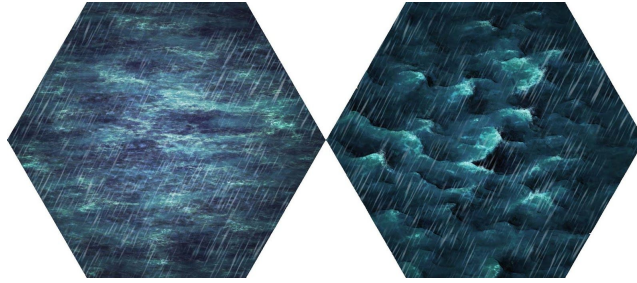
Trauma & Strain

Trauma is the physical wounds and injuries your Crew suffer and is represented by the red Trauma gems, whereas Strain represents the exhaustion suffered whilst undertaking the various strenuous activities that a hard life at sea entails and is represented by the purple Strain gems

When Trauma is suffered, red gems are placed on the Trauma/Strain track from left to right and when Strain is suffered purple gems are placed from the right to left. If the track ever becomes full from any combination of gems and another gem should be placed, then that Crew can endure no more and is slain.

Exploring the Map

Calm & Rough Seas

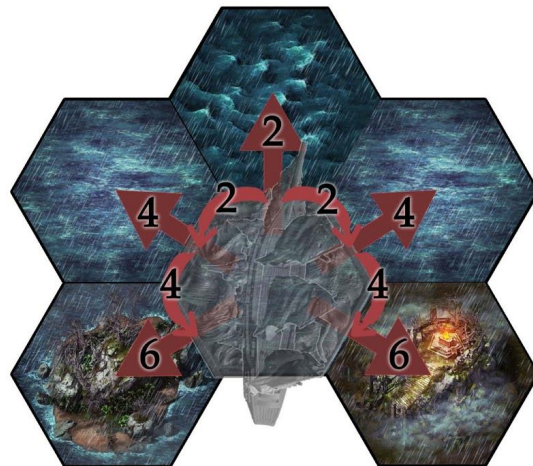


The majority of this drowning world consists of Calm and Rough Sea hex spaces. Calm Seas are unremarkable and carry no penalty, but all navigation costs are doubled when in a Rough Sea hex space. Should a player ever finish their turn in one of these spaces, outside of any enemy ships Engagement range and without enemy enemies On Deck, then they must draw and resolve a Sea Event card (see pXX)

Calm Seas



Rough Seas



Ports & Denizens



The hubs and havens of this world, Ports vital landmarks where players can trade their Treasures, repair and augment their vessels, allow their Crew to indulge in some much needed rest and relaxation and, most importantly, turn in Clues.

ARRIVING IN PORT

Whenever a player ship navigates to a Port:



Remove all enemies On Deck & advance the Enemy Agenda (known as Banishing, see pXX)



Reveal the top Denizen card



Send Crew to locations to engage services

Engaging services

Each circular Port space space on the board is considered a service, and each Crew may engage a single service on a visit to Port. Some services have multiple functions that may all be engaged whilst a Crew is there, such as the Shipwright, whereas others have many services with single functions, such as the Inn. The act of sending Crew to Port does not cost anything, though the services they engage most likely will.



The player has arrived at the Port of Duskfall, sends the Surgeon to the Marketplace to trade and draws the top 3 Treasure cards, which are Haul Away Joe, Pitch and Rope. The player now has the option to buy any of these, or sell anything from their Hold. In Duskfall, Haul Away Joe trades for 5 Coin (Standard Value), Pitch is highly sought after and trades for 15 Coin (Desired Value) but they have little interest in Rope, which trades for 10 Coin (Undesired Value). These are the prices the Treasures both buy and sell for whilst in this Port.

The player also decides to send their Deckhand to recover her Strain, which can be done by resting, gambling or drinking. Rest is the most expensive but safe option, so she is sent there, 10 Coin is paid and all of her Strain is recovered.

Treasures of no value - Some Ports will outright refuse to trade in certain goods. If a Treasure is drawn that has an Undesired value of 0 for that Port, the Treasure is placed at the bottom of the deck and another card is drawn.

Shipwright - When visiting a Shipwright, draw 3 Improvement or Artillery cards, collectively known as upgrades. (players choose which combination of these cards to draw). Any of these cards can be purchased for the cost written on their card, and are immediately installed on the players ship. Players also have the option whilst here to remove Destruction tokens from their ship, at a cost of 10 coin per node repaired.

Marketplace - Draw 3 Treasure cards. Any of these Treasures can be purchased, and any Treasures the player is carrying in their Hold can be sold, collectively known as trading.. Players should pay attention to the Undesired, Standard and Desired values of the Treasures being traded, as prices will fluctuate depending on which Port they are visiting.

Apothecary - Crew can be sent here to recover Trauma.

University - If the player has 5 Clues, or Treasures with the necessary Clue value, then a Crew can be sent here to exchange them to immediately advance the Player Discovery token. Players may advance the Player Discovery token multiple spaces during a single visit if they have enough Clues to do so.

Inn - The Inn has 5 unique services to offer:

- Rest - The most expensive of the 3 ways to recover Strain, but also the safest
- Gamble - Strain recovery, with the potential to both win and lose Coin
- Drink - Strain recovery, but drunken behaviour can have its own vices
- Hire Crew - Using this service allows the player to draw a Crew token and pay their wage cost to hire them, if they wish. They do not have to hire the Crew.
- Stay awhile & listen - Clue gathering, by sitting and listening to those around you or buying information.

Denizens & Passengers

Denizen cards are unique interactions and events that randomly change each time a player visits Port. Alternative, Exceptional and Incident cards function just like other locations by requiring Crew interaction, with the exception being the Passenger cards.

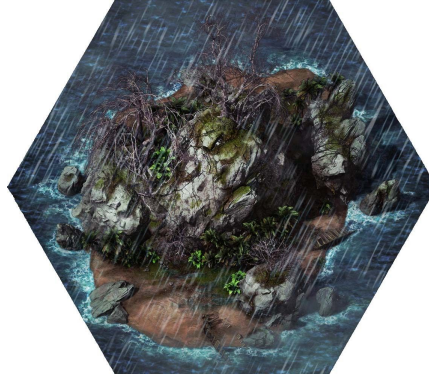
To take on a Passenger, collect the Passenger card and place it in the Passenger slot of the Ship board. Then place a Passenger token in an available effect space of a Cabin, to represent the space they occupy whilst aboard your vessel. A ship must have a Cabin to take on Passengers, and cannot send a Crew to that Effect space whilst the Passenger is on board. Once you have arrived at a Passenger's destination, the card and token are immediately removed and the reward is collected. Players may take on as many Passengers as their ship is able to carry.

Departing from Port

Once a player has decided they have conducted their business and are done visiting Port, all Crew sent to Port are placed anywhere Below Deck. Players may set out from Port in any direction they choose, and may change the facing of their ship without cost.

Visiting Port does not mean the end of a player's turn, and they may continue if they have Fresh Orders to issue. Each Port can only be visited once during a player's turn, so multiple visits to the same Port are not possible, but there are no restrictions on visiting multiple different Ports during the same turn.

Islands & Expeditions



Wild, untamed and full of secrets, the Islands of this world are capable of challenging even the most robust of explorers. Players do not have to visit Islands when on an Island hex space if they do not wish to.

LAUNCHING EXPEDITIONS

Whenever a player ship navigates to an Island:



Choose who will take part in the Expedition by ordering Crew to an Improvement that can launch an Expedition

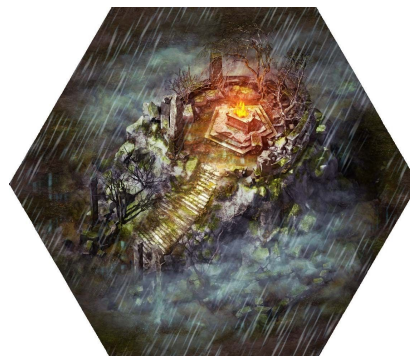


Draw an Expedition card & test the Crew by rolling the Fate die. A result equal to or lower than the Crew's stat is a success.



Resolve the outcome & place an Explored token on the Island

Altars



These hallowed places act as a beacon to the servants of the Under God, and some sort of nefarious entities can always be found at these sites. Should a player wish to force an enemy encounter, they may visit an Altar and roll the Fate die:

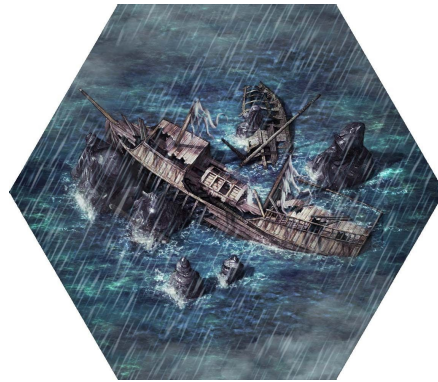
0-3: Draw and spawn 1 enemy

4-6: Draw and spawn 2 enemies

7-9: Draw and spawn 3 enemies

An Explored token is then placed on the Altar to represent the enemies lurking there have been drawn out.

Shipwrecks



The tales behind the demise of many vessels are often forever lost to the waves, but that does not mean that what they leave behind cannot be retrieved by another savvy captain. Should a player find themselves on a Shipwreck hex space, they may plunder the wreckage by rolling on the loot table, collecting a reward. An Explored token is then placed on the Shipwreck.

Revealing new map tiles

Exploring the map is a vital part of gameplay and reveals new places to visit, as well as rewarding players with Clues. Each Act has a limited number of map tiles that can be revealed, indicated by their Act number, and once all the map tiles of an Act have been placed, no more of the map can be discovered until the next Act begins.

To reveal a new map tile, **a player's ship must be facing into an empty map tile slot and have a Crew manning the Crow's Nest node On Deck**. Once these 2 requirements have been met, spending 1 navigation point reveals the new map tile (2 if in a Rough Seas hex space), it is immediately placed, and the map tile's Clue reward is collected. This does not automatically move them onto the new map tile, more navigation must be spent to do so.



A Navigation Order is issued, generating 2 Navigation points (base of 1, plus one for the Deckhand on the Navigation node). The first is used to reveal a new tile, and the second to navigate onto the new tile. The player also collects the 2 Clue reward for revealing the tile.

Events & Storytelling

Whilst adventuring in this world players will no doubt stumble upon many unique and interesting tales that will test them to their fullest, but can yield great rewards if followed to their conclusion. Stories are multi staged events that can begin in and crossover into the Sea Event, Expedition and Denizen decks, , take place over the course of 3 cards and **always consist of a card that triggers the story, a Journey** that usually requires some sort of sacrifice or task to be completed and **an Epilogue** that concludes the tale and rewards the player for doing so.

The Narrator rule

All cards containing story elements should be read aloud. This is an important part of the immersion and enriches the experience for all players.

The player to your left is your narrator, and whenever a Sea Event, Expedition or story based Denizen card is drawn, they should be the one to read it aloud before the active player has looked at it. However, the Everrain uses some uncommon and, at times, complex language to set the tone and theme as best as possible. Not everyone is comfortable with reading aloud, so players may also choose to nominate one person to do the reading for the duration of the game.

Triggering stories

When the game begins the Sea Event, Expedition and Denizen decks only contain cards that have the potential to trigger stories.

TRIGGERING STORIES

A story begins when the outcome of a choice a player has made ends with a
+ followed by a number:



When prompted by an outcome or result, search the story decks for the matching numbered card.



Without reading it, place the card in the Ship Story slot, facedown. Players hold onto all cards of a story, placing resolved cards faceup in the Story slot for future reference.



When a numbered card is drawn from a story deck, players check to see who it belongs to and the card is resolved by or dealt to its owner.



At the end of the current Act, all facedown cards in the Story slots are shuffled into their respective decks.

Once a story has begun it belongs to that player and no other player can claim cards relating to that story. If a story card belonging to a player is drawn on another player's turn, the card is placed face down along the left side of the owner's ship board. This card is resolved the next time they would draw a card from that deck, and the player whose turn it is draws another card.

Lost & unfinished stories

Should a player not be able to meet the requirements on a card, then the story cannot continue and the card is discarded. Any stories not concluded by the end of the game are simply considered unfinished, and players will have to endeavour to see the end of the tale on another playthrough.

Enemies

The agents of the Under God have infected every part of these lands, and could be encountered almost anywhere. When instructed to spawn enemies, players draw from the Enemy deck, place the Enemy cards next to their Ship board, and place the enemy miniatures as instructed. Unless told otherwise, enemies will activate in the Enemy Phase.

Being a fully cooperative game, the players are responsible for carrying out the enemy actions using the behavioral rules explained below.

Spawning & activation

When prompted, players should either draw from the top of the Enemy Deck, or search the deck for a specific enemy card, depending on the instruction. Enemy cards should be kept to one side of the Ship board when spawning On Deck, and to one side of the game board when spawning on the map.

When spawned, Enemies will always roll 1 Enemy die immediately, then activate during the next Enemy Phase. When an enemy activates, the Enemy dice are rolled and enemy actions are carried out accordingly. Enemies should be activated one at a time, in an order of the player's choosing.

Movement, attacking & objectives

All enemy actions are dictated by the Enemy Dice and when an enemy activates, they roll the amount of dice displayed on their Enemy card and act accordingly. Results are always worth 1 of their kind.



Movement



Damage



Special

Enemy dice results are contextual, meaning that **if 2 identical movement or damage results are rolled that are not relevant to the situation the enemy is in, they automatically become 1 result that is.**

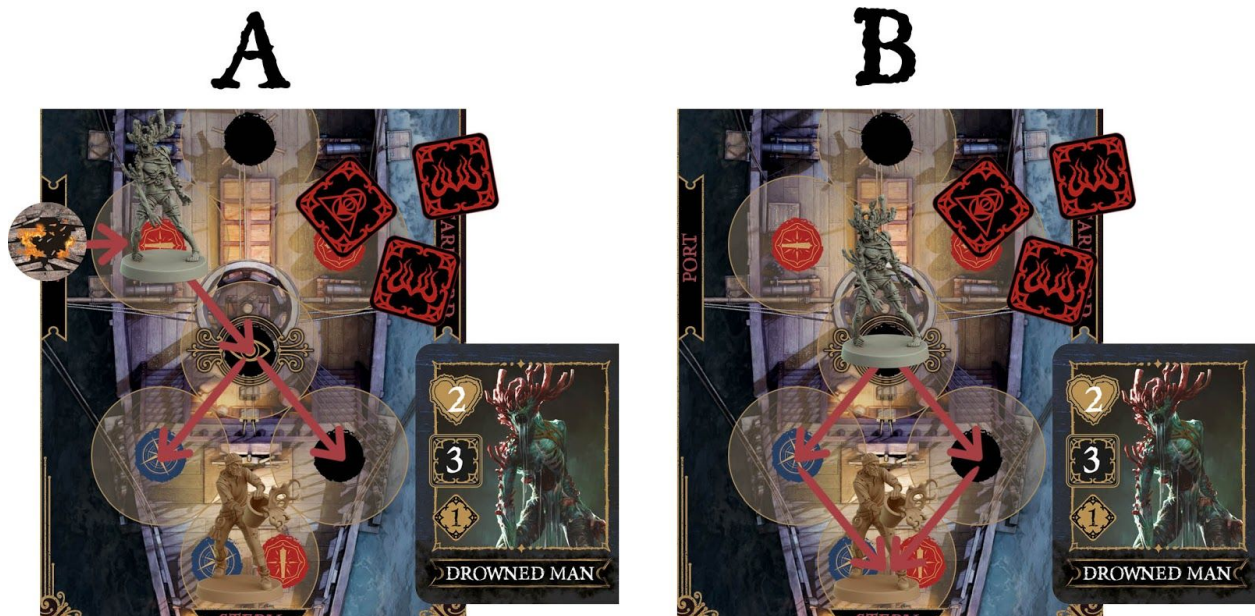
Special Ability symbols are exempt from this rule, and discarded if not relevant.



The Drowned Man has rolled 3 movement results. Because he is already in a zone of a Deckhand, these are all irrelevant, so 2 of the movement become 1 damage result. The spare movement result has no use and is ignored, but if the Drowned Man had killed the Deckhand, the movement result would be used to move into the other Deckhand's zone.

There are 2 distinct places that enemies will appear, On Deck and At Sea, and each has its own rules:

Enemies On Deck - Enemies will prioritise moving towards and attacking the closest Crew, but will use damage results to attack nodes on their way to their target if unable to reach them with the results rolled. Unlike Crew, enemy movement is limited and enemies can only move between zones that share a connecting edge. **1 Movement result allows an enemy to move between 2 connected zones.**



The Drowned Man has activated, and rolled 1 damage and 2 movement results. In scenario A, it cannot reach the Deckhand, so it uses the damage result to destroy the Artillery node it is on, and the 2 movement results to get as close to the Deckhand as possible. In Scenario B, the 2 movement results are enough to reach the Deckhand, so it moves to his zone and uses the damage result on the Deckhand.

Enemy node disruption

Enemies wreak havoc when aboard your ship, not only attacking your vessel and crew, but also limiting its function. Nodes occupied by enemies are considered **disrupted** and cannot be used for their function or benefit until the enemy has moved or been destroyed.

Enemies At Sea - Enemy ships will only attack players if a player ship is in their Engagement range when they activate, and will use any movement results to attempt to position their ship into a hex space where they can fire upon their target. If they achieve this, each damage result destroys 1 node. Nodes are destroyed in colour order, starting with black, then blue (Navigation), then finally red (Artillery).

If not in Engagement range, an enemy ship will head for their destination.



The Damned Frigate has rolled 3 movement and 1 damage result. This is enough for it to reach its Island destination, but a player ship is in engagement range, which takes priority. 1 movement result moves the ship forward and into attack range and the 2 irrelevant movement results become 1 damage result, dealing 2 damage to the player ship.

Activating special abilities

Most enemies have special abilities unique to them that activate if they roll enough special results. Special abilities should always be resolved first if possible.



The Bloated Cadaver has rolled a Special and a movement result. This has triggered his Burst ability, destroying itself, its node, the 2 adjacent nodes and even causing the Deckhand to suffer 1 Trauma for being on a node when it was destroyed.

Destroying enemies, Rewards & looting

Once an enemy has suffered Trauma equal to their Health value, they are destroyed and their Loot reward is immediately collected. Each enemy has a Loot Reward value displayed on their enemy card, which indicates how many times the player gets to roll on the loot table if they manage to destroy this enemy.

Combat - Engaging in & avoiding

Conflict in this world is rife and can yield great rewards, but that is not the only path to achieving your goal, and combat can be avoided all together, albeit for a price. There are 2 types of combat; On Deck and At Sea, and they each function differently.



Damage



Damage x2



Wild



Blank



Evade

Combat On Deck

Both your Crew and enemies can trigger combat On Deck, this is called a **Fray**. Frays are automatically triggered by **Crew being ordered into a zone containing enemies and enemies using damage results to inflict Trauma on Crew**. Frays are resolved differently depending on who or what triggered them.

CREW TRIGGERED FRAYS

When Crew are ordered into zones containing enemies:



Select Attack and/or Evasion dice equal to the combined Dice values of all Crew in the zone.



Collect Enemy dice equal to the combined Dice values of all enemies in the zone.



Roll all dice simultaneously and resolve the results.



Take the total enemy damage results rolled.



Players counter by selecting & rolling 1 Attack OR Evasion die for every Crew in the zone.



Roll the Crew's counter dice and resolve the results.

ENEMY TRIGGERED FRAYS

When enemies would deal damage to Crew:

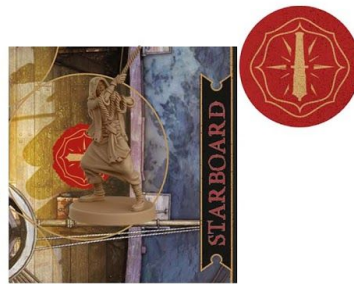
Players always decide how Trauma is distributed to both Crew and enemies, unless an ability specifies otherwise.

Combat At Sea

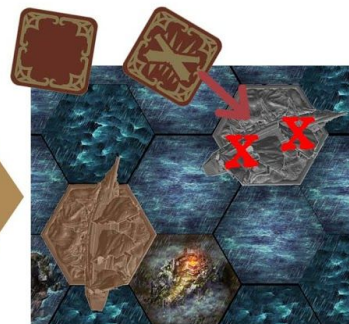
ATTACKING ENEMY SHIPS



Check the Artillery's range grid to determine how many Attack dice to roll.



With a Crew manning the relevant Artillery zone On Deck, issue an Artillery Order.



Roll and resolve the results.



Collect Enemy dice equal to its Dice value & 1 Evasion die for every Crew on a Navigation node of the target player ship.



Use any Movement results to attempt to position the enemy ship so that the player ship is in one of the X hex spaces of its Artillery range grid.



If successful, resolve the damage & Evasion results, destroying 1 ship node per enemy damage result.

ENEMY SHIPS ATTACKING

When an enemy ship activates & is in Engagement range of a player:

Avoiding combat

Though conflict is a natural part of this world, players do not have to take part in it. Should a player wish to avoid combat because it does not suit their playstyle or simply to save a battered ship or their weary Crew, this is perfectly viable, though it allows the enemy to further their goals.

Banishing enemies & not engaging enemy ships

Enemies On Deck can be Banished, which removes them from play, and players can stay out of the Engagement range of enemy ships and allow them to reach their destination, but both come at the cost of advancing the Agenda Track. **Whenever an enemy is Banished or an enemy ship reaches its destination, immediately advance the Agenda track equal to their remaining health.**



The player has arrived at a Port with a Drowned Man and Bloated Cadaver On Deck, triggering them to be Banished and removed from play immediately. Both enemies have been weakened; the Drowned Man has suffered 1 Trauma and the Bloated Cadaver 3 Trauma, so the Agenda track is advanced by their total remaining health, just 3 spaces. Had they been at full strength, banishing these enemies would have advanced the Enemy Agenda 7 spaces!

The Elder Ones & end game

The Elder Ones are the ultimate enemy, the puppeteer that orchestrates their coming through their agents of this world, and should those against succeed in their charge, they will rise once again and bring about the destruction of all dear and sacred to us all.

Elder One cards

At the start of the game, an Elder One card is randomly dealt face down to the Elder One slot on the side of the game board. This card is only revealed if the Elder One and Enemy Discovery tokens arrive at the same spot on the Discovery Track.

Revealing & spawning an Elder One

When an Elder One card is revealed, the Elder One card is flipped and the Elder One miniature is placed as directed on the game board. The Elder One is now considered Arisen, and it's When Arisen effect is immediately resolved.

Activating & controlling an Elder One

The Elder One activates at the start of the Enemy Phase, before all other enemies, and is controlled exactly as enemy ships are. Each time it is activated, it's When Arisen effect should be checked and resolved if necessary.

The Elder One will attempt to complete its goal in the same way that enemy ships attempt to reach their Destination, but Elder Ones do not have an Engagement range and will single mindedly pursue their Goal above all else.

Combatting & Slowing an Elder One

Elder Ones cannot be killed, and once they have entered play, they remain until the game has finished. But players can still slow an Elder One by hurting it. Each time an Elder One's Health is reduced to 0, place a Destruction token on their card and remove all Trauma gems. Elder Ones roll -1 Enemy die on activation for every Destruction token on their card.

End game

Should an Elder One manage to complete their goal, the game is lost.

Player Interaction & Cooperation

Each player commands their own vessel and crew, and embarks on their own personal adventure, but there are also several ways for players to aid each other throughout the journey.

Trading

If 2 players are in adjacent hex spaces and it is one of those player's turns, they may freely trade Crew, Coin, Treasures and Clues. This does not cost anything for either player.

Assisting in combat

Players cannot ever directly board another player's ship, but there are ways to help should a player find themselves in need of aid. Players may fire their Artillery at other player's ships to attempt to destroy enemies On Deck. Successful Attack results cause Trauma to an enemy of choice, but any blank results destroy nodes on the target player's ship! Nodes are destroyed in the same order as if an enemy ship had attacked (black, red, blue)

Optional advanced mechanics - Boarding Ships & Launching Exhaustive Expeditions

The following rules are for players familiar with the game, who are looking for an even more in depth and challenging experience. These mechanics slow the pace of the game considerably, and are best when used in solo play or smaller groups.

Boarding ships

When a player is in an adjacent hex space to an enemy ship at sea, players may instead decide to board the ship and use their Crew to fight in close quarters.

When a player decides to board an enemy ship:

1. Place an Enemy ship board next to the On Deck portion of the player's Ship board
2. Draw and spawn enemies equal to the current Act on the numbered nodes, starting with 1 for the first enemy.

On Deck combat mechanics function as normal, however Orders are not issued to activate your Crew. Instead, players and enemies alternate activations, and continue to do so until either the player or enemy is victorious.

The enemy ship board is considered an extension of On Deck and is affected by any bonuses or penalties relating to On Deck.

Player victory

The player wins the encounter if all enemies are destroyed. The player collects the Loot reward displayed on the ship board and the enemy ship board and miniature are removed from play.

Enemy victory

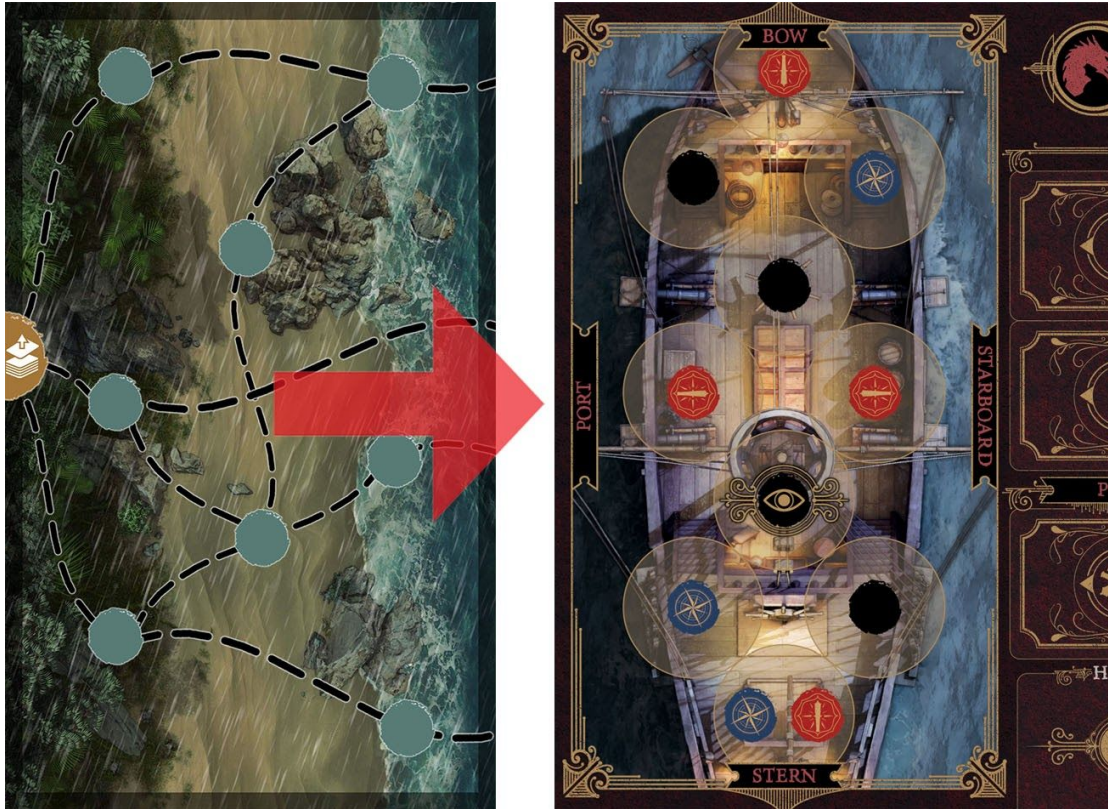
The enemy wins if all Crew are destroyed. In this instance only, losing all Crew sinks the player ship.

Exhaustive Expeditions

When a player arrives on an unexplored Island hex space, they may choose to launch an Exhaustive Expedition. These more thorough explorations of islands can yield greater rewards, but they are not without risk.

When a player decides to launch an Exhaustive Expedition:

1. Place an Island board next to the On Deck portion of the player's Ship board
2. Place all Extended Expedition tokens face down, shuffle and deal 1 to each node on the Island board.



Players now nominate which Crew they want to send to the Island, and place them on any of the nodes directly connected to the shore (right) side of the board by a dotted line. Each time Crew are moved to a node with an unrevealed ? token, they have the choice of suffering 1 Strain to reveal the ? token OR ending the Expedition. There are 5 different tokens:



- Collect 1 Clue



- Collect 1 Treasure



- Draw & Resolve an Expedition card. This immediately ends the Extended Expedition



- Draw & Spawn an enemy On Deck



- All Crew on Node recover 2 Strain

Each token is resolved as it is revealed.

An Extended Expedition ends when either a Crew reaches the Draw Expedition card node on the left most side of the Island board, triggering an Expedition card to be drawn and resolved against all Crew on the Island board **OR** the player chooses to end the Expedition, returning all Crew on the Exhaustive Expedition Below Deck.