VALERIA
CARD KINGDOMS
CRIMSON SEAS

The Story of Crimson Seas

The borders of Valeria expand to the Ocean of Nae where monsters and islands await. The rich country of Araby offers rare goods to import. Nae Aerie, a secretive island of magicians, have reached out to offer their powerful tomes. Exekratys, the cursed island, has awoken after centuries of slumber and threatens to take Valeria's resources. Amarynth has broken its treaty and has kidnapped several of Valeria's nobles. To prove you are the rightful new King or Queen of Valeria, you must hire citizens who are at home on the high seas, collect maps, and sail to the islands in hopes of bringing peace once more to the Kingdom of Valeria.

Components

- 1 Island Board
- 24 Goods Tokens
- 24 Tome Tokens
- 20 Map Tokens
- 5 Coxwain Starter Cards

- 16 Noble Cards
- 60 Citizen Cards
- 10 Domain Cards
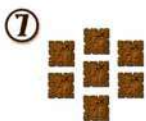- 35 Monster Cards
- 6 Monster Event Cards

If you are missing any components, please email us at:
contact@dailymagicgames.com

Note: The following rules explain how to integrate the new components unique to this expansion. All other cards follow the same setup instructions found in the base game rulebook.

Game Setup

Set up the base game following the base game instructions, then follow the steps below:

(1) Place the Island Board above all of the center stacks.

(2) Shuffle the Goods tokens face-down. Place 3 Goods tokens face-up in the 3 Goods slots located in *Araby*. Leave the rest of the Goods tokens face-down next to the board as the supply.

(3) Shuffle the Tome tokens face-down. Place 3 Tome tokens face-up in the 3 Tome slots located in *Nae Aerie*. Leave the rest of the Tome tokens face-down next to the board as the supply.

(4) Place 2 Strength, 2 Magic, and 2 Gold tokens within the white circle on *Exekratys*.

(5) Shuffle the Noble cards. Place 3 Noble cards face-up in the 3 Noble slots located in *Amarynth*. Leave the rest of the Noble cards face-down next to the board

(6) Give each player 1 *Coxswain* Starter card and 2 Map tokens. Return unused *Coxswain* Starter cards to the box; they will not be used this game.

(7) Place the rest of the Map tokens in the Bank. Note: we suggest you put them above the Island Board since they are not considered a Resource.
Begin the game as normal.

② Araby

③ Kar-Betar

④ Lostorage

⑤ Amaryeth

Sorceress Bowman · Ismael the Provider · Mikel the Moneylender

①

⑥

⑦

Cards

Bryne · Araby Brigands · Harpies · Goblin Pirates · Seal Drake

1 Hydromancer · **2** Engineer · **3** Vitki · **4** Marauder · **5** Peasant

6 Knight · **7** Smuggler · **8** Dreadnaught · **9/10** Conjurer · **11/12** Corsair

6 Solo's Haven — Immediately flip all of your [] face-up.

10 Browncoat's Sanctum — During your Action Phase, cost [] less to buy.

6 Barbarossa Castle — Immediately gain [3] and [] from Amaryeth.

5 Avery Hollow — During your Roll Phase, you don't lose [] on a 6.

11 Tabula Tower — At the end of your Action Phase, you may [] [].

Duke

5 Peasant · **6** Knight · **x/x** Coxswain

New Icons

Ship: This icon can be found on cards next to the card name. This means the card can only be used in a game that is being played with this expansion. All other cards can be freely integrated with the base game or other expansions.

Banish Card: A card of your choice is removed from the game. You may not remove Starter cards. You can read this as "banish 1 card".

You: Represents you as a player in the game and any of your cards or Resources. You can read this as "you".

Icons that Represent Components

These icons are present across all card types and the Island Board. When there is a number on top of these icons, it means that it represents that many of the token/card. If these icons are by themselves as a reward or power, it means that you take that many tokens/cards. There is no limit to the amount of token/cards you may have at any one time.

Map: Represents the Map tokens. Maps are needed to execute the new *Sail* action (see "Sail" on page 7). Maps are not a Resource.

Goods: Represents any 1 of the Goods tokens in the 3 slots in *Araby*, unless otherwise specified. Collecting like-sets of Goods tokens will gain you Victory Points at the end of the game (see "Goods" on page 8).

Tome: Represents any 1 of the Goods tokens in the 3 slots in *Nae Aerie*, unless otherwise specified.

Nobles: Represents any 1 of the Noble cards in the 3 slots in *Amarynth*, unless otherwise specified. Nobles will give you extra opportunities to gain Victory Points at the end of the game (see "Nobles" on page 8).

Wild: Represents any of the three different Resources in the game (Strength, Gold, and Magic). When there is a number on top of the icon, it means that it represents that many of one Resource of your choice. If the icon is by itself as a reward or power, it means you take that many tokens of one Resource of your choice (do not mix and match) from the bank.

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New Monster Icons

There are five new Monster Areas in the game.

| The Deep | Skerry | Dark Waters | Cutthroats | Gloom Gyre |

Warden: The Warden is a new Monster Type. Wardens belong to the Monster Area shown on their respective card. During Setup, the Warden is placed above the Boss Monster (below all other Monsters) in its Monster Area stack, regardless of its Strength value.

New Game Flow Rules

The following rules modify specific sections of the base game rules. All other standard rules apply.

Roll Phase

At the end of the Roll Phase, for each 6 you roll (including the sum of 6 on both dice), you must place 1 Resource token of your choice from your personal supply in the circle on *Exekratys*.

Harvest Phase

During the Harvest Phase, your *Coxswain* Starter card is activated when none of your Citizens are activated or, in the case of doubles, regardless of whether you are the Active player or not.

> Example: Kira rolled a 3 and a 4. She has no Citizens with those Activation Numbers, so she activates her *Coxswain* and takes 2 matching Resources of her choice and 1 Map token. David also has no Citizens with those Activation Numbers, so he activates his *Coxswain* and takes 1 Map.

The Coxswain does not activate two times if both conditions are met.

Important: The following paragraph from the base game rules no longer applies when playing this expansion: "If the dice roll did not activate any of a player's Citizens, then that player may take any one Resource from the bank regardless of whether they are the Active player or not."

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Action Phase

Two new Actions are added to the list of possible actions:

- **Sail**
- **Gain a Map**

These Actions are described in more detail on page 7.

Ending the Game

Three new conditions are added to the list of end-game conditions. If:

- **Goods tokens must be replenished, but there are not enough tokens to fill in all 3 slots.**
- **Tome tokens must be replenished, but there are not enough tokens to fill in all 3 slots.**
- **Nobles must be replenished, but there are not enough Noble cards to fill in all 3 slots.**

Scoring

The following scoring opportunities are added to the list:

- **Total Victory Points from Goods** (see page 9).
- **Total Victory Points from rescued Nobles** (see page 9).

NOTE: If your Noble scores on Citizen Role icons, be sure to include the Citizen Role icons found on your Citizens, Domains, and Nobles.

New Actions Rules

One Action has been modified and two new Actions have been added to the game. All other standard rules apply.

Build a Domain

The following sentences in step 1 have been modified (see red text): "In order to build a Domain, the Citizens and/or Nobles in your tableau must have Citizen Role icons that match those on the Domain card. If the Domain card shows multiples of a Citizen Role icon, then you must have an equal number of matching Citizens and/or Nobles in your tableau."

Gain a Map

This action allows a player to take one Map from the Bank.

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Sail

This action allows a player to visit one of the four Islands located on the Island board. In order to Sail:

① **Select an Island** to visit.

② **Pay 1 Map** token to the Bank.

③ **Visit the Island** and perform an Island Action. If you're visiting:

- *Araby*, pay the Gold to the right of a Goods token to take it and place it face-up in your tableau. You may purchase any number of the face-up Goods tokens with one single **Sail** action in *Araby* in this way.

- *Nae Aerie*, pay the Gold to the right of a Tome token to take it and place it face-up in your tableau. You may purchase any number of the face-up Tome tokens with one single **Sail** action in *Nae Aerie* in this way.

- *Exekratys*, take all of 1 Resource type from the Island.

- *Amarynth*, you may rescue 1 Noble by paying 9 of any 1 Resource type plus an additional 1 of the same Resource type for each Noble card in your tableau. Take any 1 of the 3 face-up Nobles and place them face-up in your tableau. You may only rescue 1 Noble per visit in this way.

④ **Refresh the Island** board. If you visited:

- *Araby*, move Goods tokens down to cover up empty slots. (In this way, they become less expensive.) Draw new Goods tokens from the supply and place them face-up in any remaining empty slots.

- *Nae Aerie*, move Tome tokens down to cover up empty slots. (In this way, they become less expensive.) Draw new Tome tokens from the supply and place them face-up in any remaining empty slots.

- *Amarynth*, draw a Noble card from the Noble deck and place it face-up in the empty slot.

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New Card Anatomy

Noble Cards

These cards represent nobles of Valeria
that have been captured by the *Amarynth*
empire. Nobles you rescue remain face-up
during the game.

Role ⟹

Name ⟍ *Izmael the Provider*

End-game ⟍
Victory Points

Role: Each Noble card has a Role icon
shown in the upper left corner of the card,
and functions in the same way as the Citizen Role icon on a Citizen card.

End-game Victory Points: The icons at the bottom show you how you can
earn extra Victory Points when you add up your score at the end of the
game. If your Noble scores on Citizen Role icons, be sure to include the
Citizen Role icons found on Citizens, Domains, and Nobles.

Monster Cards

Some Monster cards in this expansion have a "+" symbol next to their
Magic and/or Strength values. To slay these Monster cards from the
Center Stacks, you pay an amount of Strength and/or Magic equal to the
cost shown on the card plus 1 Strength and/or Magic (depending on where
the "+" symbol is located) for each copy of that card you already have in
your tableau. The "+" symbol is there to remind players that prices increase
as you get more of each Monster with the same name.

> Example: David wants to slay a *Bryne* with a Magic of 1 and Strength
> of 2+. He already has 2 *Bryne* in his Victory pile, so he pays 1
> Magic and 4 Strength to the Bank to slay the *Bryne*.

New Token Anatomy and Rules

Goods Tokens

Goods tokens represent rare goods from *Araby*. There are 4 Goods Types:

Fabrics   **Jewels**   **Spices**   **Artifacts**

Goods tokens remain face-up during the game.

At the end of the game, you will gain Victory Points based on sets of each type of good according to this list. This list can also be found on the Island Board for quick reference.

◙	1	2	3	4	5	6
👾	2	4	7	12	18	25

Example: Kira has 3 Artifacts and 2 Jewels. At the end of the game, she gains 7 Victory Points for the Artifacts and 4 for the Jewels for a total of 11 Victory Points.

Tome Tokens

Tome tokens represent powerful books imbued with magic by the magicians of *Nae Aerie*. A Tome token will have 1 of the 3 Resources (Gold, Strength, or Magic) on it. This Resource is re-useable during the game.

Strength Tome   **Gold Tome**   **Magic Tome**

When you purchase a Tome token it comes into your tableau face-up. At any time during the game, you may flip the Tome token face-down to use it as if it were the Resource depicted on the token. The Resources paid for with Tome tokens function as if you paid with a Resource token.

Example: Kira wants to recruit her first *Hydromancer* with a cost of 1 Gold. She flips her Gold Tome token to pay the Gold cost and takes the *Hydromancer* into her tableau.

You may augment this Resource with Magic or another Magic Tome token.

Example: Kira wants to slay a *Dire Bear* with a Strength of 5. She flips her Strength Tome token to pay for 1 Strength, then uses 1 Magic Tome token to augment the Strength. Finally, she uses 3 Magic tokens to augment her Strength for a toal of 5 Strength.

Important: After your End Phase (after handing dice to the next player), flip any face-down Tome tokens face-up. It is the last thing you do on your turn.

An opponent may never take your Tome token. You may not use your Tome to take a Resource from the Bank.

Monster Event Cards

The new Monster Event cards have an Activation Number in the upper-left corner followed by Instructions. The Monster Event cards in this expansion do not have a Monster Area. All other card anatomy is the same as a standard Monster card.

Activation Number: The Monster Event card is activated if the value is rolled on the dice, including the sum of both dice. The card does not activate twice in the case of doubles.

Instructions: The Active Player carries out the Instructions at the end of their Roll Phase. Some Monster Events have no Activation Number and instead activate as written.

The following rules explain how to integrate the new Monster Event cards. These instructions replace the Exhausted Cards paragraph in the Game Setup section and append to other Phases in the base game rules. These rules also apply to Expansion Pack #02 - Undead Samurai. All other standard rules apply. The Monster Event cards can be played independent from the rest of this expansion.

Setup

Take 2 Exhausted cards per player and create the Exhausted stack above the Monster row. Then, take 1 face-down Monster Event card per player and shuffle them together. Place the shuffled cards on top of the Exhausted stack above the Monster row. The Monster Event cards are now considered to be part of the Exhausted stack. Return other Exhausted and Monster Event cards to the box.

Note: If there is a specific Monster Event card that you would like to play with, you may preselect it as one of the Monster Event cards to shuffle and place onto the Exhausted card stack.

Roll Phase

At the end of your Roll Phase (after announcing the results of the dice roll), if you rolled the Activation Number on a Monster Event card, you carry out the instruction written on the top of the Monster Event card.

Example: Kira rolled a "3" and a "4". The *Skeleton Army* is in play. She flips David's *Smuggler* face-down in his tableau before the Harvest Phase, preventing David from activating the *Smuggler's* power.

Action Phase

As per normal, if a stack in the Center Stacks is ever Exhausted as a result of an Action taken by a player, the player first finishes the Action and then adds an Exhausted card from the Exhausted stack above the Monsters to the empty position. After revealing a Monster Event card, place it face-up in the stack you exhausted. This Monster may now be targeted with the Slay a Monster action.

Some Monster Event cards will add Strength or Magic tokens on to other Monster or Monster Event cards. During the Action Phase, the total amount of Strength or Magic needed to Slay this Monster is equal to its printed value plus the amount of Strength or Magic tokens on the card.

Once a Monster Event card is taken by the Slay a Monster action, replace the empty stack with 1 of the Exhausted cards from the bottom, not the top, of the Exhausted stack. New Monster Event cards should not replace taken Monster Event cards.

End Phase

If there is a Monster Event card in one of the Center Stacks, the stack is still considered to be exhausted for purposes of checking if end-game conditions have been met.

End of Game

At the end of the game, Monster Event cards are counted as if they were standard Monster cards. You gain the Victory Points printed on the card and you may count any icons present on the card for bonus points given to you by Duke and Noble cards.

Monster Event Card Clarifications

Leviathan: When a "6" is rolled, add 1 Strength token from the Bank to the top of the Leviathan card. During the Action Phase, the total amount of Strength need to Slay this Monster is equal to its printed value plus the amount of Strength tokens on the card. The maximum amount of Strength tokens aloud on this card is 10.

Ghost Ship: When revealed, and at the end of each player's Roll Phase, the Active Player must place 1 Gold from their supply onto the Ghost Ship. When a player slays this Monster they gain all the Gold tokens on this card as their Reward.

Giants of Ostendaar: When a "5" is rolled, the Active Player may Banish (remove from the game) 1 face-up Domain card from the Center Stacks. Reveal the next Domain by flipping it over if there is still a Domain card in the stack.

Flaming Devourer: When a "4" is rolled, the Active Player may Banish (remove from the game) 1 Citizen card from the Center Stacks.

Skeleton Army: When a "3" is rolled, the Active Player may flip 1 Citizen card from an Opponents tableau. The card is inactive for the rest of the game. At the end of the game, the player flips the card face-up and counts it for end-game points as normal.

Pirate Blockade: During the Action Phase, the values of each dice and the sum of both dice rolled during the Roll Phase may not be gained. This includes the Recruit a Citizen action, and any instances where a Monster or Domain card would allow a player to gain that Citizen.