

THE ADVENTURERS

Tomb of the
Pirate Queen



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RULEBOOK



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TOMB OF THE PIRATE QUEEN

The Legendary Pirate Queen, Shi Yang, raided the Chinese coast for years with a nigh-invincible fleet crewed by thorough scoundrels. She amassed so much power that even her pirates apportioned some measure of their loot to her tomb. Legends foretold she made a pact with the Dragon Kings of the Four Seas to protect her tomb and treasure for all time. But that hasn't stopped Adventures such as you, for what one thief can loot surely another can steal as well. Treasures beyond all dreams of avarice await you if only the Dragon Kings might be satiated so that they do not cause the wrath of the seas to flood the Queen's final resting place with all of you in it!

2-5 Adventurers | 45 mins | 10+



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COMPONENTS



5 Adventurer Dashboards



Delroy Chartier



Nicole Lager



Big Bram De Vries



Martin Fletcher



Fernanda Santos



1 Game Board



4 Dragon Statues



6 Starting Gear Cards



7 Pirate Queen Treasure Cards



4 Alcove Treasure Cards



6 Flood Deck Cards



18 North Dragon Search Cards



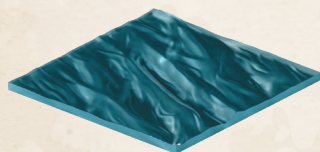
20 South Dragon Search Cards



18 East Dragon Search Cards



18 West Dragon Search Cards



52 Water Tiles



9 Dice



10 Lockpick Tokens



1 Rubble Marker



20 Wound Tokens



24 Injury Tokens



4 Water Surge Tokens



1 Lockpick Bag



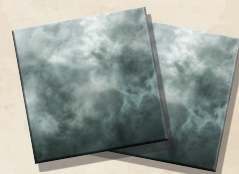
1 First Player Marker



1 Large Entrance Tile



1 Exit Tile



6 Secret Passage Tokens



KEY CONCEPTS

Adventurer

Each player is an Adventurer, represented in the game by an Adventurer dashboard and matching figure. These Adventurers are on a mission to carry away the most valuable archaeological treasures, even if it means facing the dangers of secret tombs and long-lost temples!

Action Dice

Adventurers roll Action dice during their turn and then spend them to perform actions. Some actions require specific die results to perform.

Gear

Each Adventurer starts with at least 1 piece of Gear and may acquire more during the game. Gear has abilities that may be used by Adventurers by assigning dice to them. Additionally, some Gear provide passive abilities that are always in effect. There is no limit to the number of pieces of Gear that an Adventurer can carry.

NOTE: When new Gear is drawn, the Adventurer immediately places it next to their dashboard for free. Gear cannot be stolen, unless otherwise stated.

Treasure

Adventurers compete to collect the most valuable treasures. When gaining a Treasure card, an Adventurer adds it to their hand. While there is no limit to how many treasures an Adventurer can carry, the more treasure an Adventurer has, the fewer actions they will be able to perform (see Encumbrance, pg. xx).

Storage

Adventurers can stash away some treasures they carry. Most Adventurers can store 2 cards, while some can store more. Some Gear cards may even increase an Adventurer's storage. Stored Treasure cannot be stolen and do not count towards an Adventurer's encumbrance.







Hazards




Hazard cards from Search decks may wound or negatively affect Adventurers. Abilities that refer to Hazards interact specifically with these cards only, and not the other dangers that are present in an adventure, such as lava, waterfalls, falling statues, other Adventurers, etc.



Falling


Some effects can cause Adventurers to fall. Lay the figure on its side in the space as instructed by the effect. A fallen Adventurer must perform a Stand action before performing any other actions. A fallen Adventurer cannot interact with or be interacted with by other Adventurers in any way.

Wounds/Injuries

Adventuring is a risky business! When an Adventurer suffers Wounds , place that many Wound tokens  onto the Adventurer's dashboard. When an Adventurer places Wounds  on their dashboard equal to their Health , immediately remove all Wound tokens and draw 1 Injury token  from the supply, placing it facedown in front of them. Finally, any leftover Wounds  will now be placed.

Game effects may Heal Adventurers. If this happens, simply remove the number of Wounds  from the Adventurer's dashboard. Adventurers cannot Heal beyond their Health , and Injuries  cannot be removed via Healing.

An Adventurer may check their Injury tokens  at any time, but the value of those tokens should be kept secret. At the end of the game, Adventurers lose Victory Points equal to the total value of all their accumulated Injuries .

NOTE: If at any time an Adventurer is required to draw an Injury token  and none remain, their Adventurer falls instead.

✧ Adventure Actions

Adventurers spend each of their dice, 1 at a time, performing actions of their choice. The same action can be performed more than once, except for Gear actions, which can only be performed once per piece of Gear each turn. Some actions may require specific die results to perform.

NOTE: Some Adventurer abilities will modify their actions. In any case where there is conflict with the rulebook, the Adventurer dashboard should be followed.

Spending their die, an Adventurer can perform 1 of the following actions:

Move

Move a number of spaces orthogonally. Figures cannot move diagonally. There is no limit to how many Adventurers can fit in a single space.

- ♦ 1-3: Move 1 space
- ♦ 4-6: Move up to 2 spaces

Interact

Interact with a part of the board. E.g., Picking a lock, searching for a secret passage, or inspecting an element in their current space. Game-specific Interact actions are detailed in their appropriate sections.

- ♦ 1-6: Interact

Lockpicking

Draw the indicated number of successes from the Lockpick bag. Lockpick tokens are drawn and resolved 1 at a time until either the required number of Success tokens are revealed or a single Fail token is revealed.

If a Fail token is drawn, the Adventurer can choose to spend another die to continue their Lockpicking attempt. If so, all previous successes are kept and count towards the required Lockpick number. This can be repeated until either the lock has been successfully picked or the Adventurer cannot or chooses not to continue.

On a successful Lockpick, the Adventurer takes the treasure card from the Alcove and the action is over. Then, return all the Lockpick tokens to the bag.

Gear

Use and resolve a Gear ability by placing an Action die on the Gear card. Only 1 Gear action can be performed per Gear per turn unless otherwise stated. If a Gear ability can only be resolved partially, it must be resolved to the greatest possible extent.

- ♦ 1-3: Resolve 1 Gear ability

Search

Reveal Search cards from the Search deck of the space the Adventurer is currently in. Some spaces may not be searched.

- ♦ 1-3: Reveal 1 Search card
- ♦ 4-6: Reveal 2 Search cards

The following rules apply when searching, without exception:

- ☛ Only 1 revealed treasure can be kept per Search
- ☛ Revealed Gear are immediately placed next to the Adventurer dashboard for free.
- ☛ Revealed Hazards must be resolved.

NOTE: Gear cannot be stolen, unless otherwise stated.

Stand

Stand a fallen figure. An Adventurer whose figure is fallen must stand before performing any other actions.

- ♦ 1-6: Stand a fallen figure up in its current space

Steal

Target another Adventurer in the same space and take 1 card from their hand at random. Stored treasure cannot be stolen.

- ♦ 4-6: Steal 1 random card from an Adventurer in the same space

Store

Place 1 Treasure card beside the Adventurer's dashboard. An Adventurer can only store up to their maximum treasure count, as indicated on their dashboard. Cards in storage cannot be stolen and do not count towards encumbrance. An Adventurer may also swap out Treasure cards with another from their hand.

- ♦ 1-6: Store or swap a Treasure card

Discard

Discard any number of cards from their hand.


- ♦ 1-6: Discard any number of cards

✧ **Victory Points**

Victory Points (VP) are earned by Adventurers at the End of Game by:

- ☛ The value of each Treasure card
- ☛ Collecting different sets of treasure

Adventurers will also lose VP by:

- ☛ The value of each Injury token  suffered.

Adventurers who fail to exit an adventure score no VP.

If all Adventurers fail to exit a map, there is no winner.





BOARD SETUP

- 1 Place the game board in the center of the table.
- 2 Shuffle each of the 4 Search decks separately and place them facedown on their corresponding spaces on the board.
- 3 Place the Dragon Statues on their designated spaces on the board. Shuffle the Water Surge tokens and place one facedown under each Dragon Statue.
- 4 Place each of the 4 Alcove treasures on their marked spaces along the central corridor.
- 5 Shuffle the Pirate Queen treasure cards and place 1 facedown on each marked space in the corresponding rooms.
- 6 Place the Rubble marker on the first space of the Rubble track.
- 7 Separate the 3 starting Flood deck cards, shuffle them, and place them facedown on the indicated space.
- 8 Shuffle the remaining Flood deck cards and place them facedown as a separate deck beside the starting Flood cards.
- 9 Shuffle the Secret Passage tokens and place 1 facedown on each indicated space. Return any unused tokens to the box.
- 10 Place the Sliding Stone Wall tokens on the indicated spaces near the Tomb entrance and exit.
- 11 Shuffle the Injury tokens and place them facedown in a supply next to the board.
- 12 Fill the Lockpick bag with all Lockpick tokens and place it along with the Wound tokens , Water tiles, and dice in a supply near the board.



Adventurer Setup

- A Shuffle the Adventurer dashboards and deal 1 to each player.
- B Players reveal their Adventurer boards and take their matching figures, placing them on the Tomb Entrance space.
- C Shuffle the starting Gear cards and deal 1 to each Adventurer, placing them faceup on their Adventurer boards.
- D The player who last swam in the open ocean takes the First Adventurer marker.

Alternatively, dashboards and the First Adventurer marker can be assigned by any means the players want.
The Adventure is ready to begin!



GAMEPLAY

Each round is made up of Adventurer Turns followed by an End of Round phase.

Adventurer Turn: Starting with the First Adventurer and proceeding clockwise, each Adventurer in the Tomb takes their turn.

1. Check Encumbrance
2. Roll Action Dice
3. Perform Actions
4. Pass the Dice

Once every Adventurer has taken their turn, proceed to the End of Round.

End of Round: Once all Adventurers have taken their turn, the Tomb will continue to flood, threatening to seal the Adventurers in a watery grave.

1. Flood the Tomb
2. Check for End of Game
3. Water Check
4. Pass First Adventurer Marker

* Adventurer Turn

Check Encumbrance

The number of actions an Adventurer can perform is based on how many dice they can roll, which is dictated by their encumbrance. The more cards they hold, the higher their encumbrance and the fewer dice they get to roll.

- ♦ 0-3 Cards: 4 Dice
- ♦ 4-6 Cards: 3 Dice
- ♦ 7-8 Cards: 2 Dice
- ♦ 9+ Cards: 1 Die

NOTE: Gear and stored Treasures do not count towards an Adventurer's encumbrance.

Roll Action Dice

The Adventurer rolls all their dice, modifying dice results with any Adventurer or Gear abilities.

Perform Actions

The Adventurer now spends each die, 1 at a time, performing the various actions available to them (see Actions, pg. xx). The same action can be performed multiple times, except for Gear actions, which can only be performed once per Gear per turn. Some actions may require specific die results to perform.

Pass the Dice

After an Adventurer has performed all their actions, they pass all the dice to the next Adventurer on their left that has not yet exited the Tomb. If all Adventurers have taken a turn, proceed to the End of Round.

* End of Round


Flood the Tomb

After every Adventurer has taken their turn each round, water continues to pour into the Tomb as it floods. To flood the Tomb, reveal the top card of the Flood deck and resolve it in the following ways:

- ♦ **Flood:** Has a Water value that will be added at the end.
- ♦ **Rubble:** Advance the Rubble marker the indicated number of spaces. If the Rubble marker moves into or is already in the final space, any excess Rubble value will be added to the Water value.

NOTE: If the Rubble marker passes or moves into a space with a Dragon icon, the corresponding Dragon statue falls. Otherwise, proceed to add Water tiles to the Tomb.

Statue Falls

Roll 1 die. The Dragon statue falls into the space with the matching die result icon. All characters in that space suffer 2 Wounds  each and must choose an adjacent space to move and fall into. Then, place the Dragon statue into the indicated space.

Flip the statue base to reveal its numeric value and add that to the Water value on the Flood card.

Adding Water Tiles

The number of Water tiles added to the Tomb is the sum of:

- ♦ The Water value on the Flood card,
- ♦ Excess Rubble value on the Flood card, and
- ♦ The Water value shown on the base of any Dragon statue that fell this round.


Place Water tiles from the lowest-numbered space without a Water tile or statue, proceeding in ascending order. Remove all tokens adjacent to placed Water tiles.

Once a Water tile is placed on the final Tomb space (#56), flip the Exit tile, sealing the Tomb's exit.

Check for End of Game

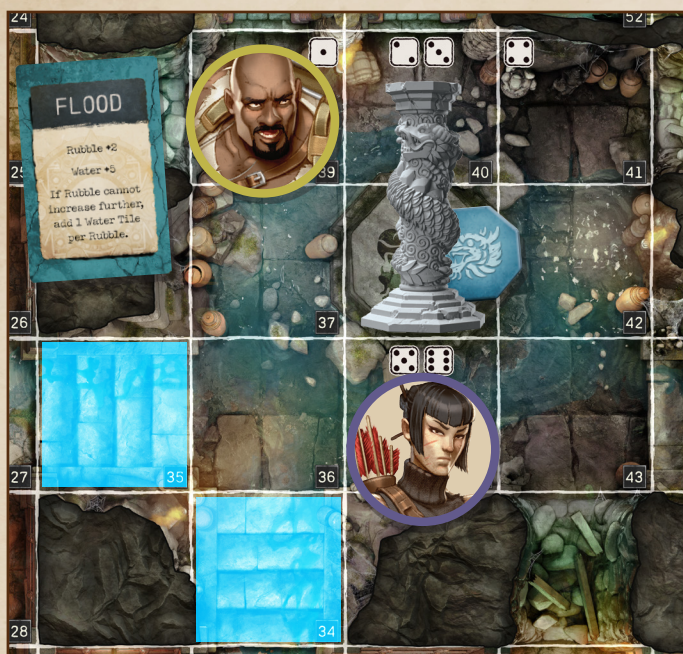
If all Adventurers have exited the Tomb or the water has moved into the final space and triggered the exit to seal, proceed to End of Game.

Water Check

All Adventurers in a Water tile space suffer 1 Wound  and fall.

Pass First Adventurer Marker

Pass the First Adventurer marker to the next Adventurer to the left whose Adventurer is still in the Tomb. Start a new game round.



It's the end of the round and the Tomb is flooding! The Flood card is revealed, +2 Rubble and +5 Water tiles.



The Rubble marker is advanced by 2 spaces and moves into the Black dragon symbol, triggering the collapse of the corresponding statue.



A dice is rolled to determine which space the statue falls. It rolled a 5 and falls into the space with Nicole Lagger. She suffers 2 Wounds and falls into the right adjacent space.



Nicole's ability allows her to immediately recover from the fall.



Then, the total water value is calculated. The token under the collapsed statue is revealed to be a 2. With the flood card, $5+2=7$, a total of 7 Water tiles are added to the board, in ascending numerical order, avoiding the fallen statue space.



Delroy and Nicole are both on Water tiles. They each suffer 1 Wound and fall. Then, Nicole's ability allows her to immediately stand up again.



The flood deck is now empty. The discard pile is retrieved, and 1 additional card is added from the side deck and shuffled together with the discard to form the new Flood deck.



THE TOMB

The Tomb of the Pirate Queen is built into a mountain in the middle of the ocean. The Adventurers enter the Tomb at its lowest point and after they have all stepped into the first room, they trigger a trap which collapses the entrance, allowing water to begin flooding the Tomb! They must race to higher ground, and the only exit, as they gather what treasures they can and try to avoid being condemned to a watery grave by the Pirate Queen!



Pirate Queen Treasures

The Pirate Queen had 7 Terracotta statues built in her honor, hiding treasures with unique abilities or dangerous traps in each of them. Pirate Queen treasures are added to an Adventurer's hand and can be stolen like any other treasure. However, its unique ability is only active when it's in a Storage Slot.

☛ **Interact:** Spending a die, inspect a Terracotta statue. Reveal the card, taking the treasure or resolving the Hazard.

NOTE: *Pirate Queen Treasure cards count as their own type of treasure during Final Scoring, scoring both their VP and adding to the Adventurer's set collection bonus for different treasure types collected.*

Open an Alcove

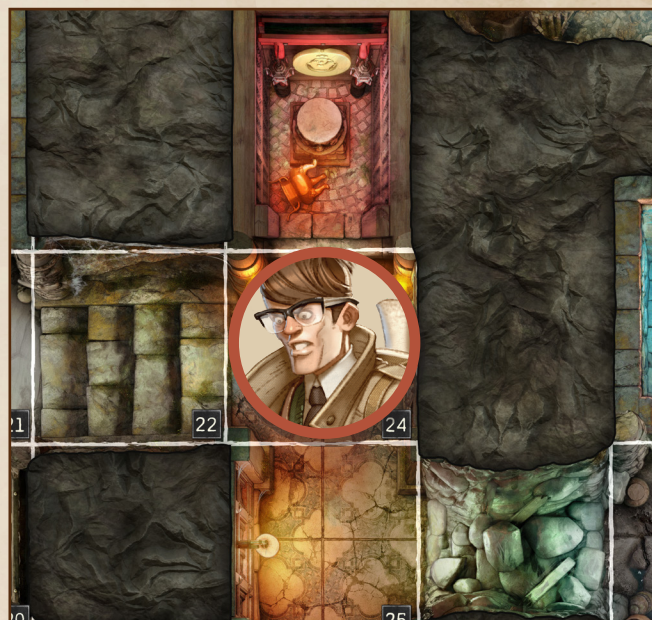
There are 4 Alcoves located at different points along the central corridor of the Tomb. Each of these Alcoves contains a treasure honoring the Four Dragon Kings of the Sea, worth 5VP each.

To open an Alcove, an Adventurer in its adjacent space must Interact to pick its lock.

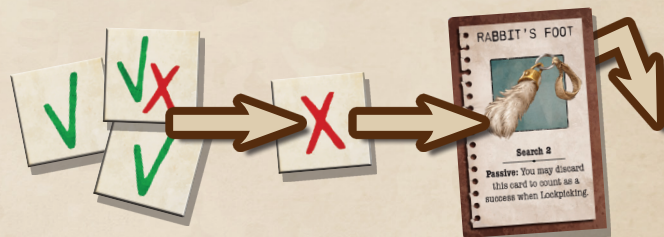
Lockpicking

Dragon Kings of the Sea Alcoves requires 4 Successes when Lockpicking (see Lockpicking pg. xx).

♦ **Dragon Kings of the Sea Alcoves (5VP):** 4 Successes



Martin Fletcher is adjacent to the Red Dragon Alcove and decides to attempt to lockpick it. He has 2 Action dice and it requires 4 Successes to open. He spends 1 Action dice and draws tokens one by one.



He draws 1 success, followed by 1 success, followed by 1 success/failure. This immediately ends his current action. He has 3 successes and decides to continue lockpicking, spending another Action dice. He draws 1 failure and has no more Action dice to continue. However, he has a Rabbit's Foot, which he discards to count as a single success, bringing his total to 4. Martin successfully lockpicked the Alcove and draws its card.

Secret Passages

An Adventurer adjacent to a facedown Secret Passage token may Interact in an attempt to discover a secret passage. Flip the token over. If it is not a secret passage, the token is removed from the game. If it is a secret passage, it remains faceup in that space and the Adventurer moves their figure across the token. Other Adventurers may Move through a revealed secret passage, where the token counts as 1 space of movement.

☛ **Interact:** Spending a die, flip a facedown Secret Passage token.

NOTE: *When a Water tile is placed adjacent to a Secret Passage token, the token is removed from the game. Any Adventurer on the token when it is removed must suffer 1 Wound and fall in an adjacent space.*



Nicole Lagger is in the South Chamber and wants to get ahead by attempting a shortcut. She spends 1 Action die to Interact with the Secret Passage.

A Safe Passage is revealed, granting Nicole a Move 2. Nicole moves through the Secret Passage and skips the West Chamber to land in the Corridor.

Dragon of the South Chamber (Red)

Ao Qin 敖欽 - He governs the South China Sea. Ao Qin is also known as the Red Dragon. He is the essence of summer and represents the fire element.

This is the first room in the Tomb, where Adventurers can Search for Red Dragon treasures, Gear staged for the expedition, and rats that may attempt to hitch a ride to escape the flooding Tomb.

Once all Adventurers have moved off the Tomb Entry space, slide the Stone Wall token over to block the entrance.

- ☛ **Hazards - Rats:** Rats deal no Wounds 🩸, but they are placed into an Adventurer's empty storage space, preventing a treasure from being added to it. An Adventurer discards all their rats if they are in the same space as a Water tile.

Dragon of the West Chamber (White)

Ao Run 敖閏 - Also known as the white dragon and the patron of Lake Qinghai (West). He is the essence of autumn and represents the metal element.

This room contains Pirate Queen treasures. Adventurers wanting to acquire these priceless artifacts must take a longer route, risking the White Dragon Statue falling on them. Adventurers can search the room for White Dragon treasures but may also have the misfortune of encountering Red-Headed Centipedes.

- ☛ **Hazards - Red-Headed Centipedes:** Suffer 1 Wound 🩸 and take the card into their hand like a treasure card. It counts towards encumbrance until discarded. This Hazard can be discarded and stolen like any other Treasure card. An Adventurer who Steals this card suffers 1 wound 🩸 and adds it to their hand.

Corridors and Stairs

Adventurers may not Search in these spaces, although Adventurers can always steal from one another in them. Some corridor spaces are adjacent to Alcoves, Terracotta statues, or secret passages, which can be Interacted with.

Dragon of the North Chamber (Black)

Ao Shun 敖順 - Also known as the Black Dragon or Dark Dragon. Ao Shun governs the North China Sea/ Lake Baikal. He is the essence of winter and represents the water element.

Adventurers must venture into the shadows of the statue to claim this room's Pirate Queen Treasures. Adventurers who Search this room may find Black Dragon treasures but may fall prey to cunning explosive traps designed to knock them backward and disorient them.

- ☛ **Hazards - Explosive Traps:** Suffer 1 Wound 🩸 and push figure to the adjacent space with the lowest number.



Dragon of the East Chamber (Blue)

Ao Guang 敖廣 - The Dragon King of the East China Sea. He is also known as the Azure Dragon or Blue-Green Dragon. Ao Guang is the essence of spring and is represented as the wood element.

This is the final room and time for Adventurers to dash towards the Tomb's exit. Searching this room is likely to yield Blue Dragon treasures, but Adventurers may also run afoul of deadly repeating crossbows.

- ☛ **Hazards - Repeating Crossbows:** Suffers 2 Wounds 🩸 and reveals 1 additional card from the top of the deck.

NOTE: If the revealed card is another Repeating Crossbow, they only suffer 1 Wound 🩸 for that card and do not reveal additional cards.



END OF GAME

The game ends when all Adventurers have exited the Tomb or the water has moved into the final space and triggered the exit to seal, trapping the remaining Adventurers in the Tomb forever.

The End of Game consists of Adventurers gaining VP for the treasures they collected and losing points for any Injuries accumulated during the game. All Adventurers who failed to exit the Tomb lose the game and do not participate in the final scoring. If all Adventurers fail to exit the Tomb, there is no winner.

Final Scoring

Only Adventurers that exited the Tomb may participate. An Adventurer's final score is the sum of:

- VP of each of their Treasure cards.
- Different colored Dragons and Pirate Queen treasure collected. For each colored Dragon and any Pirate Queen treasure an Adventurer has treasure from, 1/2/3/4/5, they gain 0/1/3/6/10 VP respectively. This bonus VP is only awarded once and additional do not provide any bonus.

Adventurers now reveal all facedown Injury tokens accumulated during the game and subtract the values from their total VP.

The Adventurer with the most VP wins. On a tie, the Adventurer who exited the Tomb last wins, rewarding the true Adventurer who took the greater risk.



Delroy searches the East Chamber and draws a Crossbow Trap! He suffers 2 Wounds and reveals the top card of the deck. It is another Crossbow Trap! He suffers 1 additional Wound. He discards both cards and continues his turn.

Tomb Exit

Adventurers moving out of the last corridor space have exited the Tomb. The game is now over for these Adventurers, and they will take no further turns as they await final scoring.

Once all Adventurers have either exited the Tomb or the water has moved into the final space and triggered the exit to seal, proceed to the End of Game.

Big Bram De Vries ends the game with the following cards and wants to score them.



Points: $3+1+3+5+1 = 13VP$
 Different Colors: 3 colors + Pirate Queen treasure = 6VP
 Big Bram also suffered a number of injuries during the game, which he reveals now, showing -1 and -3.



Big Bram ends the game with a total of 15 VP (13VP from points + 6VP from types - 4VP from injuries).



ROUND SUMMARY

* Round Structure

Starting with the First Adventurer and proceeding clockwise, each Adventurer in the Tomb takes their turn.


Adventurer Turns

1. **Check Encumbrance:** The Adventurer checks the number of cards they have in their hand, taking the indicated number of dice..
2. **Roll Action Dice:** The Adventurer rolls dice determined in the previous step.
3. **Perform Actions:** The Adventurer spends their dice, 1 at a time, fully resolving each action before starting the next.
4. **Pass the Dice:** Once the Adventurer has completed all their actions, pass all dice to the next Adventurer on their left that has not yet exited the Tomb.

Once every Adventurer has taken their turn, proceed to the **End of Round**. If no Adventurers remain in the Tomb, proceed to the **End of Game**.


End of Round

The Tomb will continue to flood, threatening to seal the Adventurers into a watery grave.

1. **Flood the Tomb:** Draw a Flood card and add Water tiles.
2. **Check for End of Game:** If all Adventurers have exited the Tomb, or the water has moved into the final space and triggered the exit to seal, proceed to End of Game
3. **Water Check:** All Adventurers in a Water tile space suffer 1 Wound  and fall.
4. **Pass First Adventurer Marker:** Pass the First Adventurer marker to the next Adventurer on the left whose figure is still in the Tomb and begin a new game round.

End of Game

Only Adventurers who safely exited the Tomb will participate in end-game scoring. Adventurers must:

- Add Treasure card VP
- Add Set collection VP
 - ♦ For 1/2/3/4/5, gain 0/1/3/6/10 VP respectively
- Subtract Injury token  values from total VP

The Adventurer with the most VP wins. On a tie, the Adventurer who exited the Tomb last wins.



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