A very long time ago, a secret society of powerful Lords staged a coup that failed. Many were sentenced to the ordeal of moray eels, but it is said that ten of them survived. Stripped of their titles as Lords, and banished for eternity, they seek refuge in the farthest reaches of the abyssal depths.

The secrets of their resilience amidst such dire circumstances—and the enigmatic prolongation of their lives—remain a mystery. Perhaps, over time, they adapted, drawing strength from the creatures of the deep to survive.

Now, the Outcasts, part-Abyssal and part-Lord creatures, are approaching, intent on reclaiming what was once theirs.

Game Rules

All Abyss, Kraken, and Leviathan rules remain unchanged. Only the additions or clarifications specific to the Outcasts are presented here.

Important: The Outcasts are **not** Lords. When the term "Lord" is used on cards and Locations, the Outcasts are not affected.

Setup

When the Lord deck is prepared, prepare the Outcast deck as well by shuffling the Outcast cards and forming a face-down deck to the left of the Lord deck, next to the game board. The first Outcast is turned over and placed in the left-most space of the Court. Then fill the rest of the Court as normal with 5 Lords.



Plot at Court

At the beginning of your turn, you may choose to pay one or more Pearls to bring new Lords and/or Outcasts to the Court in any combination.

Recruit an Outcast



Outcasts are recruited in the same way as Lords. Some Outcasts allow you to immediately gain a Key token when you recruit them, as indicated by this symbol.

Refill the Court

Each time you refill the Court, add 1 Outcast then complete it with Lords.

If the Outcast deck is empty, the game continues as normal—except that no more Outcast cards are added.

Reconquer a Location

As soon as you have recruited 2 Outcasts, you must reconquer a Location. To do this, take the Location of your choice from one of your opponents and place it in front of you. Slide the 2 Outcasts underneath so that their Powers are covered, just like Lords.

Important: You cannot reconquer a Location that is already controlled by 2 Outcasts. If no opponent's Location can be reconquered, take the top Location from the stack instead.

The player who lost their Location immediately replaces it with the top Location from the stack, even if they no longer have the correct number of Keys. Their Lords from the lost Location are slid under the new Location as normal.

Reconquer a Kraken Sanctuary

If you choose to reconquer the Cetaceous Cemetery, the Abandoned Convoy, the Megalodon, or the Battlefield, after you take the opposing Location and slide the Outcasts used underneath it, access the Loot deck as described in the Kraken expansion rules.

The player who lost their Sanctuary must discard the Loot cards that they gained from that Location, then immediately replace it with the top Location from the stack.

If the Loot deck is emptied during the game, you no longer have access to it.

Kraken Sentinels

The Sentinel token can be used to reserve a Lord or an Outcast from the Court.

The End of the Game

The end of the game is identical to the base game, except that it is triggered when a player recruits **their 7th Lord and/or Outcast.**

The Influence Points of your recruited Outcasts are added to those of your Lords.

If there is a tie, the tied player with the most Pearls wins. If they are still tied, the one with the highest-value Lord or Outcast wins.