

A golden Chinese dragon with a long, flowing mane and whiskers is breathing fire over a stormy ocean. The dragon's body is covered in scales, and its wings are spread wide. The background is a dramatic sky with dark clouds and a bright light source, possibly the sun or moon, creating a strong contrast. The overall scene is dynamic and powerful.

OCEANS
LEGENDS
OF THE DEEP

Bringing myths and cultural legend into the Oceans ecosystem.

Oceans is a journey from the known world into the unknown, where you discover powerful traits that push the boundaries of biology. With Legends of the Deep, you will discover powers far beyond the realm of science!

Setup

Deal four Legend cards to each player for an initial hidden draft.

1. Players choose one card to keep, and pass the remaining three cards to the player on their left.
2. Players choose one card to keep, and pass the remaining two cards to the player on their left.
3. Players choose one card to keep, and pass the last card to the player on their left.

Players now have the four secret Legend cards to use during the game.





Playing Legend Cards

During your Play Cards phase, you may play one Legend card in addition to your normal card play. Pay the cost on the Legend card from your score pile to the Reef or to any Ocean zone (just like a Deep card) and put it in play. This can be done as soon as you have enough population to pay the cost.

Changing Legend Cards

You may only have one Legend card in play at a time. When changing a Legend, compare the cost between the current and new selection. If the new Legend card is more expensive, you must pay the difference to play it. If the new Legend card is less expensive, you may play the new card for free, but do not receive compensation for the difference. The old Legend card is returned to your hand and may be played again on a future turn.

Legendary Powers

Most Legend cards have powers that affect all of your species, but some give the player a special power or affect their opponents. If the Legend card has a , ,  or  on the side of the text-box, that power is applied to every one of your species.

Legend cards are not considered traits. Text that specifies "traits" does not apply to Legend cards.

Many of these cultural stories have been passed down by oral tradition for generations, sometimes leading to contradictory versions of the myth. In Legend of the Deep, we chose the stories that could be most effectively translated into fun and powerful game effects.



Ahuizotl

According to Aztec culture, the Ahuizotl mimic a baby's cry to lure their victims to the water's edge, then use the hand at the end of their tail to drown them.

Card Ability

After your species **attacks**, each of the attacked player's species lose 2 population to the Reef.

Clarifications

After each attack, each of the attacked player's species lose 2 population to the Reef. There is no penalty for species that have fewer than 2 population.



Bakunawa

Long ago in the Philippines, seven moons lit up the night sky until the serpent Bakunawa swallowed six of them. Every lunar eclipse, Bakunawa attempts to eat the last moon.

Card Ability

Once per turn, you may activate or deactivate a Scenario card for the remainder of the turn.

Clarifications

You cannot activate an event Scenario card unless there is population in the corresponding Ocean zone.






Coral Drakes

Coral Drakes engage in surplus killing even more than orca, dolphins, and humans. The remaining detritus settles on the reef's floor and creates a feast for bottom feeders.

Card Ability

You may **attack** to feed from the Reef. This triggers every *Bottom Feeder*.

Clarifications

Your species may use their  to feed in the Reef. Anytime you do this, every Bottom Feeder trait in play will activate.

Coral Nymphs

Coral Nymphs are called the caretakers of the sea. They flourish when living near an abundance of sea life.

Card Ability

Your species **gain 1** when another player creates a species.

Clarifications

Your species do not **gain 1** when you create a species; only when another player creates a species.





Flying Whales

No one knows why they came or where they came from, but everyone can remember the day the flying whales arrived. Most people were filled with wonder. They leaned into loved ones, bumping shoulders or gently holding hands while they watched. Others were worried about what the future would bring.

Card Ability

Your species cannot be **attacked** by a species with a Deep trait.

Your species may store 9 extra population.


Clarifications

Use another Species board to keep track of the extra 9 population slots. You may not use the population slot with the fish bones for the additional species board.

Grandmother Seolmundae

Seolmundaehalmang is the youngest daughter of the Korean Earth God. As the creator and guardian of Jeju Island, Grandmother Seolmundae protects the women divers (haenyeo) who bring valuable shellfish to their Korean families.

Card Ability

Your species **gain 1** after a species with 3  or more forages.





Iku-Turso

In Finnish mythology, there is a malevolent monster called Iku-Turso who lives at the bottom of the sea. He is the father of old age and disease. Iku-Turso can inflict sailors with a disease that will spread from a port city across the entire country.

Card Ability

Before your feeding phase, each of your species may **leech 1** from another species.

Clarifications

This effect may not be used to **leech** from a species with a trait that protects against **leeching** (like Transparent).



Jörmungandr

In Norse mythology, Thor's nemesis is the serpent Jörmungandr who grew so large that he surrounded all of Earth (Midgard).

Card Ability

Before your feeding phase, give one species an additional species board to store 9 extra population.

Clarifications

These species boards remain in play even if the Jörmungandr Legend card is swapped out.

A species can have more than one extra population board from this power.





Ka'ahupahau

At the entrance of Pearl Harbor (Pu'uloa) lives a guardian goddess, Ka'ahupahau, who patrols the Hawaiian coastline to ward away man-eating sharks.

Card Ability

After your species gets **attacked**, the **attacking** species discards all population to the Reef.

Clarifications

The **attacking** species will discard any population received from the attack as well as any population it had before the attack.



Kraken Colony

After a few too many tavern drinks, an old Norwegian fisherman often told the story of how his life was saved by whales. A hungry Kraken was chasing his ship all morning when they passed a pod of whales. Moments later, the Kraken surfaced with 3 whales in its tentacles!

Card Ability

Your species may **attack** 2 additional times.





Lamiak

Lamiak are known throughout the Basque country for their webbed-feet and beautiful hair. Farmers leave food for Lamiak, and in return, a Lamia might plow their field during the night. When you see a rainbow, it means the sun is shining off a Lamia's hair.

Card Ability

Your species get +2 to each of their **gains**.

Your species cannot overpopulate.

Clarifications

Each **gains** icon is treated as if it is 2 greater than the number listed on the trait.



Lobsterfolk

Lobsterfolk do not age. Their large families are held together by the wisdom of their oldest member. For Lobsterfolk, birthdays have nothing to do with aging and everything to do with the wisdom you gain over time.

Card Ability

Instead of aging, your species **gain** the amount they would have aged.

Overpopulation is scored instead of lost.





Mishibizhiw

Across the Great Plains and throughout the Mississippi valley, Mishibizhiw is regarded by the Anishinaabe as the Horned Serpent. In the northeast, he's referred to as the Underwater Panther. Mishibizhiw can bless people with powerful medicine and good fishing — but those who approach him foolishly can face brutal and unseemly deaths.

Card Ability

When any species goes extinct, you may add the discarded traits to any number of your species.

Clarifications

Your species may not exceed their trait limit, but you may remove another trait to make room for a new one.



Muldjewangk

Indigenous Australian stories about water creatures called Muldejwangk were designed to keep kids away from the water after dark. The Muldejwangk hide in large clumps of seaweed and grab children with their large hands if they get too close to the sides of a boat.

Card Ability

After **attacking**, **leech 1** from both species adjacent to the target.

Clarifications

This effect does not **leech** from a species with a trait that protects against leeching (like *Transparent*).





NorthStar Explorers

The Northstar Explorers are storytellers and artists who have banded together for adventure. A common saying among these travelers is "There are worlds to explore!"

Card Ability

Your species may **forage** from any Ocean zone.

Olokun

When the ocean is choppy, Olokun is angry. In the West African religion of Yoruba, Olokun reigns over the ocean and rules over every water deity.

Card Ability

You may have multiple Legend cards in play. To add a new Legend, you must pay the full cost.

Clarifications

If you remove Olokun, you must remove all but 1 Legend card.





Sobek

The Nile River was created on a hot day from the sweat pouring down Sobek's face. After the river's creation, the Egyptian civilization prospered because its annual floods brought rich soil.

Card Ability

Once during your turn, you may **migrate** up to 5 population from any Ocean zone to the Reef.



The Dragon King

The Dragon King, Longwang, gets his orders directly from the Jade Emperor. Longwang controls the weather, provides bountiful harvests, and rules over the four cardinal seas.

Card Ability

When taking population, you may distribute them among any of your species.

Clarifications

Overpopulation (if it ever happens) would not take place until after all of the population has been distributed.





Tiamat

Known to make waves and cause chaos, the Babylonian goddess of the sea, Tiamat, symbolizes the chaos of primordial creation.

Card Ability

You may play an additional card after playing a Deep card.

Clarifications

If the additional card played is a Deep card, this will allow you to play an additional card.

Triton's Merfolk

Triton's Merfolk have an intricate social system that enables them to coordinate efforts towards a common goal, making them more powerful when they work together.

Card Ability

Your species get **2**, **2**, and **2** for each species you have in play.

Clarifications

For instance, if you have 4 species in play, they each get **8**, **8**, and **8**.





Turtlefolk

Turtlefolk are fiercely protective of their family. Using the shell of an ancestor as a shield in battle honors the dead, allowing them to protect their loved ones from the grave. The Shell to My Side is a popular folk song about a small town hero who uses his father's shell to protect his village from a Kraken.

Card Ability

Your species get: **10**

Umibōzu

Umibōzu is a terrifying Japanese spirit (yōkai) who conjures massive waves to capsize ships. He is known as the sea monk because he has a round head similar to Buddhist monks.

Card Ability

After any species feeds, one of your species may take 1 population from the feeding species.

Clarifications

This effect may be used on your turn and on your opponent's turns.







Yacumama

Lurking in the waters of the Amazon is the mother of all water creatures, Yacumama. She instantly sucks up any living creature that comes within 100 steps of her! Peruvians blow on a conch shell to lure her out before entering any Amazonian waters.

Card Ability

If one of your species has the highest  in play, it ignores all defensive traits and all Legends when **attacking**.

Clarifications

This effect does not apply if your species is tied for the highest  with another player's species.

Zin Kibaru

Zin Kibaru is a blind Niger river spirit who can control fish by enchanting them with his magical guitar.

Card Ability

You may **migrate** population directly to one of your species.



PROMO CARDS



Available at NorthStarGames.com

Atlanteans

Atlanteans are a technologically advanced race that migrated to Earth from a dying planet to build the utopian city of Atlantis.

Card Ability

You may play one additional trait card each turn.





Cthulhu

Cthulhu is the leader of the Old Ones. He ruled Earth up until the day he slipped under its crust. Like a volcano waiting to erupt, he will one day return to the surface to rule the world once again.

Card Ability

Opponent's species get Aging +5

Leviathan

The Leviathan is an enormous sea monster from the Hebrew Bible who symbolizes chaos and the power of God's creation.

Card Ability

You may only have 1 species. It does not have a population or trait limit. Discard any other species and score their population.

Clarifications

If you have more than 1 species when you play this Legend card, discard all of the species except for one, discard the traits on those species, and score the population from those species.





Makara

The Makara are sea-creatures used as steeds by the sea god Varuna and the river goddess Ganga. They are sometimes spotted protecting ancient Hindu temples.

Card Ability

The adjacency arrows of your species are extended by 1. Choose the target for leeching effects.

Clarifications

Gains get triggered by both the adjacent species and the species next to it.

Leeching must choose between the 2 targets

Poseidon

Poseidon rules from an underwater palace in Aegai, offering calm seas, safe passage, and good fishing to those who honor him.

Card Ability

Before your feeding phase, each of your species takes 1 population from the Reef or any Ocean zone.





Sirens

The bewitching melodies of Sirens would lure ancient Greek sailors through the fog to smash their ships against the rocky shores.

Card Ability

After being **attacked**, discard the top card from the Surface deck. If the migrate number is 10 or higher, the attacking species loses all its population to your score pile.

OCEANS DIGITAL

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