



MARK SWANSON

FEUDUM

SEALS & SIRENS

A SURREAL & SLIPPERY SEAFARING EXPANSION

Codswallop! A famine has emptied your barns and you must look to the sea for sustenance. With harpoon in hand, you hoist your anchors and begin your hunt for

seal meat. But beware! Not all fins are friendly. The siren's song is sure to shipwreck you!

THE BITS



1 Royal Writ Card



6 Whirlpool Discs



1 Siren

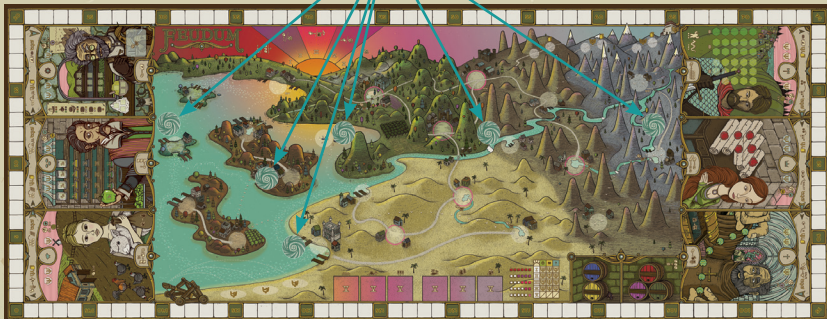


3 Rulebooks

(German, French and English)

SETUP

1. Set up the base game as usual
2. Shuffle and place the **whirlpool discs next** to specific locations as shown below
3. Put the siren pawn in the general supply
4. Add the Royal Writ card to the deck



PLAYING THE EXPANSION

This expansion lets you add another food source and a monster to the game! During the move action, if one of your pawns ends on a space with a **whirlpool disc**, flip it over to reveal to everyone if it is a seal or siren.



Seals

If it is a **seal disc**, and it **matches** the color of one of your ruled locations (outpost, farm or town) you have successfully harpooned the seal! Place the seal disc atop the pawn. That pawn is now nourished through the dawn of epoch III, or until the game's end if you were already in or past epoch III. Discard the disc once it has expired.



If it does **NOT match** the color of one of your ruled locations, the seal swims away and is removed from the game. **Note:** *If that pawn is already being nourished by seal or wine, turn the disc back over to the whirlpool.*

Sirens

If it is a **siren disc**, and it **matches** the color of one of your ruled locations, you have overcome the siren's song and now control her—even if someone else was previously controlling her! Take the **siren pawn** and put it where the disc was discovered. (Keep the disc in front of you to show you now control the siren pawn). Like monsters, a siren has an attack and defense value of 1, increases your movement allowance and can pilfer goods. The siren may move along any submersible or ship route and pins any opponent pawn sharing her space.



If it does **NOT match** the color of one of your ruled locations, you are under the siren's spell. Take the siren pawn from wherever she is and replace the disc. You are now stranded at that location until she is conquered, moves away or you migrate your pawn off the board. **Note:** *If you already control the siren, turn the disc back over to the whirlpool.*



THE FABLE CONTINUES...

To quell any suspicion of foul play, Queen Anne set sail towards the northern waters — the place where sirens lulled lustful men and their vessels headlong into the crags. One such water witch was known to sailors as **Elizabeth Jane of the Shore**. Immune to her allure, the queen sailed past her, splitting two whirlpools before



deliberately shipwrecking the royal craft. To win the loyalty of her subjects, the queen played the role of a jilted widow and was often heard uttering the fabrication, “I’m afraid the king’s lust and lechery led to his lurid demise.” All the faithful believed her tale, save for one pious monk.

...The fable continues in the expansion, **Alter Ego**.

ROYAL WRIT

Siren Action (play permanently as an action)

Select any discarded landscape tile (already removed by progress die) and place atop this card following the rules for landscapes. Because it is not on the board, the tile may not be pilfered or threatened by nobles. Furthermore, you do NOT pay tribute to a ruler when collecting resources.



Score **2/4 vp** (empty/resource), or **3/5 vp** if you control the siren.

Important: *Once played, it remains in play and limits you to 1 less action for all remaining rounds.*