



Ahoy, ye rogues, rascals an' rum-guzzlers! Raise yer mugs an' lend me yer ears – fer tonight the seas roar louder, the decks tremble harder an' the very stars bear witness to somethin' the world has ne'er seen before... the dawn o' the first season o' the Sea of Nyx League!

Look 'round ye, mates – the stands be packed from crow's nest to bilge, the drums o' war be poundin' an' the smell o' salt, sweat an' gunpowder hangs thick as fog. Ye came fer blood, ye came fer chaos, ye came fer the kind o' spectacle only these cursed waters can give – an' by the powers, ye'll have it!

Tonight we cast off, with ten crews bold enough to stake their lives, their pride an' their skulls upon the pitch. So clap, cheer, howl an' curse as we welcome the challengers who dare set sail on this mad voyage:

- The **Skavern Scallywags**, led by the one an' only **Cap'n Whiskerfang**!
- The **Rum Looters**, sailin' under **GlueBeard**!
- The **Wolfsblood Reavers**, commanded by **Asar**!
- The **Dreadwake Leviathans**, driven by **Bosun Krag 'Ironjaw' Vex**!
- **Jah Pastafari**, chanted into glory by **Earl Tupper**!
- The **Drowned Revenants**, risen again under **Captain Gravebeard**!
- The **Ship of Fools**, jestin' their way with **Jet Joker**!
- The **Buccaneers of the Infernal Depths**, cursed alongside **Wadham 'No Knees' Lynx**!
- The mystic powers o' **Regeneration Hex**, conjured by **Avast-Ye Scurvee**!
- An' last but ne'er least, the **Keelhaul Kickoff Club**, draggin' their foes under the command of **Cpn. Fuzzymouth**!

There they stand, mates – ten names carved in salt an’ fury, ten banners raised high above the foam!  
An’ what awaits us in this season? Broken bones, flyin’ bodies, cannon smoke an’ cheers so loud  
they’ll wake Davy Jones hisself!

So fasten yer belts, stow yer fear an’ ready yer lungs. Fer this be no gentle game, nay – this be the  
Sea of Nyx League! An’ by thunder, once the whistle blows, there’ll be no mercy, no safe harbors an’  
no turnin’ back.

Raise the sails, fire the cannons, let the games begin!

## **1. League Match Schedule**

### Round 1

Skavern Scallywags : Keelhaul Kickoff Club  
The Buccaneers of the Infernal Depths : Regeneration Hex  
Rum Looters : The Drowned Revenants  
Jah Pastafari : The Dreadwake Leviathans  
Wolfsblood Reavers : Ship of Fools

### Round 2

The Drowned Revenants : Jah Pastafari  
Regeneration Hex : Skavern Scallywags  
Rum Looters : Buccaneers of the Infernal Depths  
Keelhaul Kickoff Club : Ship of Fools  
The Dreadwake Leviathan : Wolfsblood Reavers

### Round 3

Ship of Fools : Regeneration Hex  
The Buccaneers of the Infernal Depths : Jah Pastafari  
Skavern Scallywags : Rum Looters  
The Dreadwake Leviathan : The Drowned Revenants  
Wolfsblood Reavers : Keelhaul Kickoff Club

### Round 4

The Dreadwake Leviathan : Buccaneers of the Infernal Depths  
Jah Pastafari : Skavern Scallywags  
Regeneration Hex : Keelhaul Kickoff Club  
The Drowned Revenants : Wolfsblood Reavers  
Rum Looters : Ship of Fools

### Round 5

The Buccaneers of the Infernal Depths : The Drowned Revenants  
Ship of Fools : Jah Pastafari  
Skavern Scallywags : The Dreadwake Leviathans  
Keelhaul Kickoff Club : Rum Looters

Wolfsblood Reavers : Regeneration Hex

#### Round 6

The Buccaneers of the Infernal Depths : Wolfsblood Reavers

The Drowned Revenants : Skavern Scallywags

The Dreadwake Leviathan : Ship of Fools

Jah Pastafari : Keelhaul Kickoff Club

Rum Looters : Regeneration Hex

#### Round 7

Ship of Fools : The Drowned Revenants

Regeneration Hex : Jah Pastafari

Skavern Scallywags : Buccaneers of the Infernal Depths

Keelhaul Kickoff Club : The Dreadwake Leviathans

Wolfsblood Reavers : Rum Looters

#### Round 8

The Buccaneers of the Infernal Depths : Ship of Fools

Jah Pastafari : Rum Looters

The Dreadwake Leviathan : Regeneration Hex

Skavern Scallywags : Wolfsblood Reavers

The Drowned Revenants : Keelhaul Kickoff Club

#### Round 9

Rum Looters : The Dreadwake Leviathans

Wolfsblood Reavers : Jah Pastafari

Regeneration Hex : The Drowned Revenants

Ship of Fools : Skavern Scallywags

Keelhaul Kickoff Club : Buccaneers of the Infernal Depths

Rounds 1–9 be the first leg (the first crew named be the home crew each match).

After that, Rounds 10–18 be played – the second leg, where the other crew holds the home advantage.

## 2. New Players (Transfer List)

The followin' new players be up fer sale in the first Round.

Each Captain may place one bid per offered player and the highest bidder gets the player at their bid price. Remember, matey – along with yer bid, ye must be givin' the player a proper new name.

★ NewPlayer1 (2 / 85 / 165 / 2 / 124) (Level, Strength, Value, Age, Minimum Bid)

★ NewPlayer2 (1 / 81 / 110 / 1 / 83)

★ NewPlayer3 (1 / 80 / 85 / 2 / 64)

★ NewPlayer4 (0 / 65 / - / 0 / 10) (this is a fresh talent)

★ NewPlayer5 (0 / 65 / - / 0 / 10) (this is a fresh talent)

### 3. Your Turn

Send yer turn to [stefan@seaofnyx.com](mailto:stefan@seaofnyx.com) with the subject:

**SoN - Turn Round 1**

**Deadline be 31.08.2025, arrr!**

Yer turn should include the followin' information:

1. Which trainin' each player be gettin'
2. ~~Be ye sellin' players through the Broker? (not in first turn)~~
3. ~~Be ye placin' any players on the Transfer List? (not in first turn)~~
4. Be ye biddin' on any players already on the Transfer List?
5. Be ye hirin' a Talent Scout?
6. Be ye orderin' any Espionage or Sabotage mission?
7. Be ye buyin' any Addon?
8. If ye want: Send one message or rumor, with a limit o' 500 characters.

With the next report, ye'll receive the result o' yer first match and how each part o' yer turn (1–8) played out, savvy?

Got questions? Just send a message in a bottle – or simply an email – to [stefan@seaofnyx.com](mailto:stefan@seaofnyx.com).