



*Sea of Thieves*

# THE SMUGGLERS' LEAGUE

A PIRATE'S GUIDE

# CONTENTS



Introduction	3
Who are The Smugglers' League?	4
Values and Beliefs	5
Key Figures	6
Smugglers' Hideouts	12
Working for The Smugglers' League	13
Rewards and Commendations	15



# INTRODUCTION



Mysterious, elusive and very particular about the wares in which they trade, members of The Smugglers' League are among the more recent arrivals to the Sea of Thieves.



Operating out of their dedicated Smugglers' Hideouts and focusing on consignments that are refused by every established Trading Company (even The Reaper's Bones), these outlaws are clearly working to an agenda of their own. But with their preferred goods including some of the most dangerous explosives on the seas, will you dare to work with them...?



# WHO ARE THE SMUGGLERS' LEAGUE?



Smugglers are secretive by definition and each have reasons to leave their old lives far behind, so it's no surprise that members of the League remain tight-lipped about their operations - at least until they've come to completely trust the pirates they're working with. The best way to learn the ins-and-outs of the smuggling game, therefore, is to take part.



One thing The Smugglers' League most definitely isn't is a Trading Company in the traditional sense. There are no Titles, Smuggler reputation nor Emissary licences to earn from undertaking Smugglers' Runs or handing over valuables, just good old-fashioned gold if you succeed.



# VALUES AND BELIEFS



MEMBERS OF THE  
SMUGGLERS' LEAGUE  
HOLD THE FOLLOWING  
VALUES:

- ✕ *Smuggling should be covert, considered and combat-free.*
- ✕ *Thinking like an outsider is the key to success.*
- ✕ *Any approach works if it gets the job done.*



# KEY FIGURES



## SOLOMON

The last pirate captain in The Smugglers' League thanks to several accidents in their early days, Solomon's rough edges help disguise the loyalty and concern he feels towards the fellow Smugglers in his 'crew'.



## LOTTIE

Once a banker in the wider world, Lottie's larcenous approach to other people's finances saw her forced out of the business and into the openly-nefarious world of smuggling. She's known to enjoy samples of her own goods...



## KIDIR

Formerly loyal to The Reaper's Bones, Kidir was selected to undergo the Ritual of the Flame, but could not face eternity cursed with a skeletal form. A chance encounter with Solomon soon convinced Kidir to leave his life of bloodshed behind.



## LEANDER

Despite coming from noble stock, Leander chose to flee from his family rather than follow his father's footsteps into the Grand Maritime Union. Now happily a part of The Smugglers' League, Leander remains wary of GMU reprisal for his actions.



## IX

An accomplished Smuggler who prizes an item's cultural value more than its worth, Ix is fascinated by the unique constellations that can be seen in *Sea of Thieves* and longs to learn more about them - if and when her work in the League permits it.



## WEI-LIN

Practical and prudent, Wei-Lin considers self-doubt and ill-preparedness to be a Smuggler's downfall. She dislikes the notion of legends and destiny guiding her actions, preferring to deal purely in known quantities, such as gold.



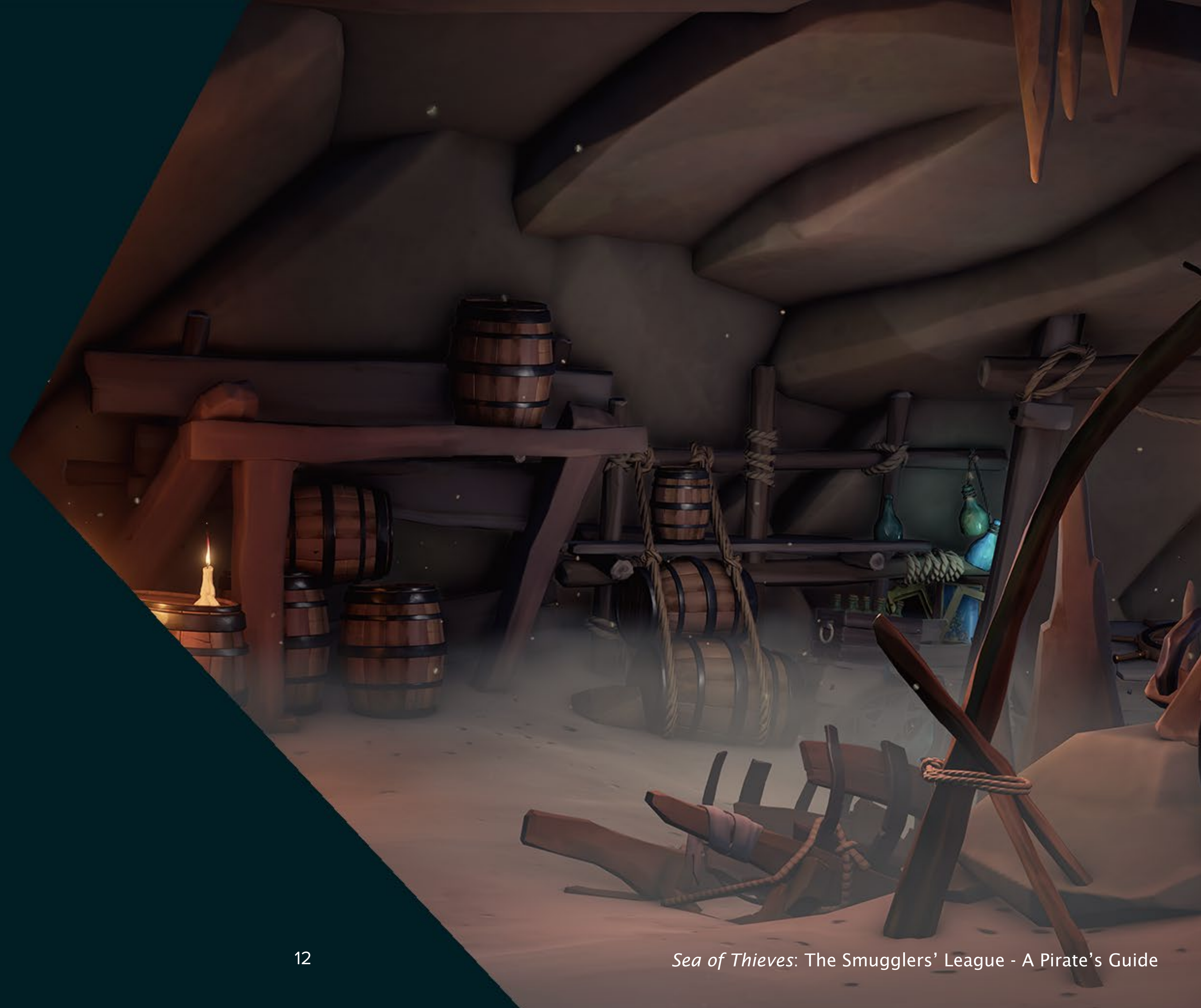
# SMUGGLERS' HIDEOUTS



Constructed on large islands across the Sea of Thieves, Smugglers' Hideouts serve as the beginning and end-points of Smugglers' Runs. Each Hideout is different, but care should always be taken when entering, as traps have been laid to deter uninvited guests. After all, few aspiring Smugglers want to see delicate rum bottles or dangerous Black Powder Barrels destroyed when they're mere seconds away from their intended target.



Although items obtained during a Smugglers' Run have a specific destination marked, suitable loot discovered on your adventures can be taken to any Smugglers' Hideout to be handed in.



# WORKING FOR THE SMUGGLERS' LEAGUE



## SMUGGLERS' RUNS

The Smugglers' League deal in a selection of specialised goods, each with their own attributes to consider when transporting them. While paintings are relatively hardy and water-resistant, rum bottles are delicate, so watching your footing and avoiding death-defying acrobatics is necessary when moving them about. The most dangerous item is the Black Powder Barrel, as it will create a devastating explosion if enough damage is taken to ignite it.

Stumble upon certain messages in bottles and you'll uncover the details of a Smugglers' Run, detailing a member of the League who possesses items in need of transport. Once collected, they must then be delivered safely to another Smugglers' Hideout somewhere in the world. These items can always be inspected to provide a clue as to which island they're intended for, although pirates will need to rely on their own wits to locate the Hideout's precise location.



## SMUGGLERS' ROUTE RUNS

These high-risk, high-reward Voyages are only available on the High Seas, opted into from your ship's Quest Table, and task pirates to sail along the Smugglers' "golden route" to deliver their consignment - a high-profile path that any crew can divine by examining their ship's map.

Although crews are free to divert from this route as they see fit, the pick-up and ultimate delivery locations are non-negotiable, offering plenty of opportunities for ambushes. Even experienced Smugglers will need to keep a keen eye on their surroundings, or they may not be the ones who reap the rewards of all their hard work...



## OTHER SMUGGLER SOURCES

While uncommon, luckless ships sailing for the Smugglers' League have already failed to reach their destination and their wrecks still contain much of value, including certain items that can't be found during a Smugglers' Run. These goods are just waiting to be recovered by a crew who'll hopefully have more success.

Even Skeleton Ships have been seen retrieving the Smugglers' loot to add to their haul - if you sink one in combat, there's a chance you'll uncover treasures that Solomon and company will pay handsomely for.



# REWARDS AND COMMENDATIONS



Working with The Smugglers' League will make progress towards a number of Commendations, viewable in the Reputation Tab of your Pirate Log. To reward these accomplishments, the Smugglers have arranged for unique cosmetic items, themed after the Dark Brethren, to be placed in the various Outpost stores. Only when the appropriate Commendations have been completed will these elusive goods be made available for sale.





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