



THE REAPER'S BONES

A PIRATE'S GUIDE

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INTRODUCTION



If you've been sailing the Sea of Thieves, you might have noticed some strange goings-on: arcane symbols daubed across rocks and around the Outposts, scurrying skeletons carrying treasure, or your beloved ship having a lot more holes in it than you remember.



If so, you've quite possibly witnessed the handiwork of The Reaper's Bones. This aggressively anarchic group have been responsible for a number of big changes in the past few years, and things have been getting decidedly more dangerous as a result. But it's not all doom and gloom - as will become clear, any pirate can benefit from the Reapers' hard work.



If you've only recently found your sea legs, however, you may still be wondering who exactly this cabal of masked marauders are and what they hope to achieve. Their story began on an unnamed island at the heart of the Sea of Thieves...



WHO ARE THE REAPER'S BONES?



The Sea of Thieves may be a lawless pirate paradise, but that doesn't mean there can't be certain arrangements that benefit everyone. That's why pirates began to form bonds with Trading Companies like the Gold Hoarders, Merchant Alliance and the Order of Souls, agreeing to collect cargo, relics and other valuables in exchange for good old-fashioned gold.

The shadowy figures responsible for founding The Reaper's Bones saw things differently, viewing this cooperation as a danger that threatened the true freedom provided by the Sea of Thieves. Having transformed an uncharted archipelago into a stronghold named The Reaper's Hideout, a masked figure known as The Servant of the Flame began accepting any and all treasures normally sought by the Trading Companies, keen to disrupt their expansion in any way possible.

As the Companies began to appoint pirate crews as their Emissaries and offer even greater rewards for their service, the Reapers had a different goal in mind: ferrying Broken Emissary flags from scuttled ships to The Reaper's Hideout, providing proof that the Companies would not be receiving their valuables any time soon.



Now, with the return of Captain Flameheart, the Reapers have set their sights on nothing less than total conquest of the Sea of Thieves. By acquiring Ancient knowledge and abusing it for their own ends, Flameheart and The Servant of the Flame aim to create a world where only the strongest pirates can thrive, and wipe the Companies off the map for good.



Needless to say, the Reapers' presence and rising popularity has not gone down well with the Trading Companies, least of all the members of Athena's Fortune. This faction of true Pirate Legends, created by the Pirate Lord, wishes to uphold the spirit of adventure and courage that the pirate life symbolises. Both groups remain locked in conflict, and both will do whatever it takes to ensure that their vision for the Sea of Thieves becomes a reality...



VALUES AND BELIEFS



PIRATES LOYAL TO
ATHENA'S FORTUNE
HOLD THE FOLLOWING
VALUES:

- ◆ A LOVE OF ADVENTURE AND
THE CALL OF THE HORIZON
- ◆ BELIEF IN THE SANCTITY OF
THE CREW BOND
- ◆ IT'S ABOUT THE GOLD AND
THE GLORY
- ◆ LIVING BY A CODE OF
HONOUR



CONVERSELY,
THOSE OF THE
REAPER'S BONES:

- ◆ BELIEVE IN REJECTION OF
ALL RULES
- ◆ LOOK OUT FOR NUMBER
ONE
- ◆ TAKE WHAT THEY CAN
FROM WHOEVER
- ◆ ARE NOT BOUND BY
SOCIAL NORMS



KEY FIGURES



WANDA

An ambitious weaponsmith and the driving force behind the construction of The Reaper's Hideout. It was Wanda who made the fateful decision to ransack the wreck of Flameheart's original Burning Blade, hoping to uncover the secrets of the cursed cannonballs with which it had rained terror upon the Sea of Thieves.

Wanda was successful, but at a cost: the curses she'd sought to understand began to transform her into a bitter, rage-filled Skeleton Captain with an armada of reclaimed ships at her command. Though her attempt to conquer the Sea of Thieves was foiled, Wanda retired to her hideout and - now completely devoted to Flameheart - laid her plans for what would become the headquarters of The Reaper's Bones.



Wanda's dream of ruling at Flameheart's side was not to be, however. Scorned and betrayed, she has abandoned the Reapers and now works as part of the Dark Brethren, who continue to act as thorns in the side of both Flameheart and the Pirate Lord.



THE SERVANT OF THE FLAME

While he didn't create their hideout alone, this mysterious, masked individual serves to embody the views and goals of The Reaper's Bones, accepting stolen treasures from any and all aspiring Reapers who came to call.

In reality, the man behind the mask is the adopted son of Captain Flameheart; he left a life of luxury behind when he was a boy and, inspired by his father's tales, set out for the Sea of Thieves with plans to adopt Flameheart's moniker and follow in his piratical footsteps.



Eagerness and inexperience soon conspired to put an end to those ambitions. Cursed into a skeletal form and cast out by those around him, the Servant was rescued by Wanda and brought under her wing. From her, he learned the truth of his father's legacy as a tyrannical Skeleton Lord and the fate that had befallen him.

If anything, these revelations only served to deepen the Servant's loyalty. Now that Flameheart has returned, he stands at his father's side, continuing to command the Reapers and bring an end to the Pirate Lord's vision for the *Sea of Thieves*.



CAPTAIN FLAMEHEART

Viewed by many to be less a pirate and more a force of nature, Flameheart earned his nickname from those he encountered who spread stories of a warrior so fierce, you could literally see the rage burning in his chest when he entered battle.

Having seemingly grown bored of attacking ships in the wider world, Flameheart's arrival on the Sea of Thieves was impactful to say the least. Just like the Pirate Lord, he proved both willing and able to use Ancient secrets to give himself an edge in battle, and it took an unlikely alliance of many crews to end his campaign of chaos and destruction by destroying his flagship.



Flameheart, however, had anticipated the day he might be defeated and left avenues for his return. Although his resurrection was delayed several times by those loyal to Athena's Fortune, the tenacity of the Reapers eventually won out. Flameheart now resides at The Reaper's Hideout, content to allow his followers to fight in his name while he focuses on unravelling the most forbidden knowledge buried below, and waiting beyond, the Sea of Thieves.



THE REAPER'S HIDEOUT



What began as an unassuming island cluster at the heart of the Sea of Thieves is now a sprawling monument to Flameheart's ambitions. Constructed from the wreck of a Galleon, The Reaper's Hideout is comprised of a central chamber with a single entrance, surrounded by barricades, watchtowers and plenty of cannons to deter unwanted guests. As it sits shrouded in thick gloom and surrounded by treacherously shallow waters, those approaching in a hurry can find the base's terrain as deadly as its occupants.

However, the true scale of The Reaper's Hideout is laid bare only to those who prove themselves to Flameheart by taking part in the Battle for the Sea of Thieves. This allows them to descend into a gargantuan cave system deep below the island, where they can brave perilous walkways over rivers of magma to meet Flameheart's secret cabal and undertake the Ritual of the Flame, which bestows the Skeleton Curse upon all who participate. Once this is complete, a trip to the Bonesmith will allow Reapers to fully customise their fleshless new appearance.



PLAYING AS A REAPER



TALL TALES

While it's not necessary to do so before throwing your lot in with The Reaper's Bones, pirates who are curious to learn more about Flameheart's resurrection – and the fear he evokes among his followers – can do so by taking part in two of Sea of Thieves' Tall Tales.

'The Seabound Soul' chronicles a well-meaning mission to rescue lost souls that ultimately plays into Flameheart's hands, while 'Heart of Fire' challenges crews to recover a dangerous cursed artefact from his labyrinth within The Devil's Roar.



HANDING IN TREASURES

Always keen to see the Companies' Ledgers take a hit, the Servant of the Flame will accept any treasures pirates care to donate. Such transactions can only happen at The Reaper's Hideout, however, making this a risky business as Reapers are actively encouraged to fight among themselves and bask in the thrill of combat.

Additionally, there are certain treasures that will only be accepted by The Reaper's Bones. These include Broken Emissary Flags and Captain's Logbooks, but arguably the most dangerous prizes are Reaper's Chests and Reaper's Bounties. These ominous boxes cast a beacon of light that can be seen on the horizon and marked on any ship's map – with a Reaper's Chest aboard, a stealthy sale will be out of the question.



REAPER EMISSARIES

To make the most out of their misdeeds, Reaper crews will often choose to sail as Emissaries of The Reaper's Bones, voting to do so at tables found at the Outposts or at The Reaper's Hideout itself.

As with all Emissary play, undertaking actions that benefit that Company will gradually raise your Emissary Grade from 1 to 5, which in turn increases the gold and reputation you'll receive when handing in treasure. In the Reapers' case, such actions include bringing treasures of all kinds aboard ship and dispatching any other Emissary pirates you encounter.

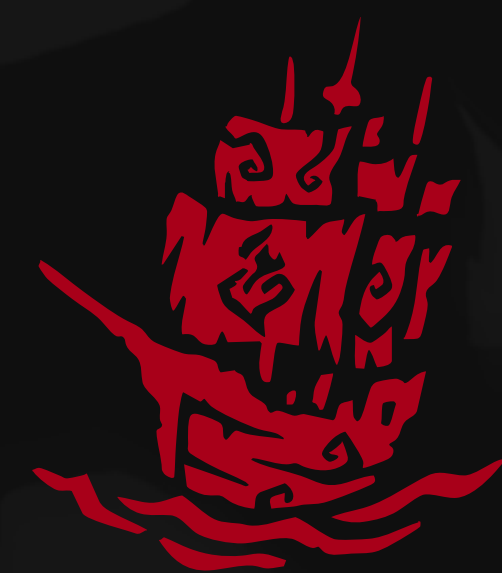
A word of warning: all Reaper Emissary ships are marked on the map for other crews to see, and while this may encourage them to steer clear of you, it's quite possible that you'll be making yourself into a target – possibly even for other Reapers.

Deal with the dangers and reach Emissary Grade 5, however, and the tables will be turned. You'll then be able to see the location of every other Emissary on the map, regardless of their Grade, which offers a number of tactical advantages – not to mention spying the location of the most valuable Emissary Flags, ripe for the taking.

THE BURNING BLADE

While it's not always an option, Flameheart's flagship – an enormous, fiery vessel crewed by skeletons and known as the Burning Blade – represents another opportunity for aspiring Reapers. Defeat the ship in combat if it appears, and Flameheart will be impressed enough to allow your crew to command it on its mission, which also marks you as a Reaper Emissary.

The task of the Burning Blade's crew is to visit Flameheart's Skeleton Camps, breaching the Ancient Temples below and completing Rituals to transfer Ancient knowledge to the ship. The more Rituals completed, the greater the reward will be when the ship is finally returned to The Reaper's Hideout. Your mission cannot end if other ships are in the vicinity, however, which is where the Burning Blade's vast arsenal of weapons come into play...



VOYAGES

As Flameheart's plans unfold, Reapers have the option to undertake Voyages of their own, gathering Reaper-specific treasures and increasing their Emissary Grade along the way. The Search for Ancient Secrets Voyage will require knowledge of island landmarks as you seek out and unearth buried pillars, while Ancient interlopers will work to forcibly prevent you from recovering the skull of one known only as "The Banished".



The Followers of the Flame Voyage, meanwhile, requires a recruitment drive as you gather Order of Bone and Blade Skeletons - Flameheart's devotees who'll be eager to help with a ritual resulting in a valuable Chest of Bones. You may also stumble upon a buried member of the Order while on an unrelated adventure. Set them free and they'll repay you by helping you as best they can, carrying treasures and wading into battle at your side.

OTHER WEAPONS

If one skeletal ally isn't enough, you also have the option to unseal a Reaper's Chest, unleashing waves of skeletons who'll stick in close proximity to the box and attack anyone who approaches - including aboard your ship, providing a handy way to repel boarders. Even better, the Reaper's Chest can still be sold for full price at The Reaper's Hideout if the seal is broken.



if you'd rather go on the offensive, a Cannon of Rage might be your weapon of choice. Created by the Reapers as a portable piece of artillery, any pirate can deploy them for some additional firepower. If it's used too rapidly or takes damage, though, a Cannon of Rage will eventually overheat and explode, which can cause tremendous damage to any ship that was using one to gain the upper hand in battle.



HOURGLASS BATTLES



FACTIONS OF FATE

The battle for the Sea of Thieves, fought between the Pirate Lord and Captain Flameheart, is being waged through skirmishes among two factions; the Guardians of Fortune and the Servants of the Flame. Pirates are able to express their eagerness to fight for a faction using the Hourglass of Fate aboard their ship, earning Allegiance and other rewards by taking part.



THE HOURGLASS OF FATE

Once the Hourglass has been turned to a crew's faction of choice, they can vote to represent it in battle. The more ships of the opposing faction they sink in a single winning streak, the more valuable the Hourglass will become, and the more gold and Allegiance crews will receive when they vote to leave the battle at an Emissary Table. If a ship should sink, however, the streak will end and the accumulated value of its Hourglass will be lost.



THE WAR MAP

While representing a faction, crews are free to go about their business but should be aware that an enemy ship will likely rise from the deep before long. This is possible thanks to the War Map: a tool that allows you to actively seek out an opponent to battle rather than waiting for a chance encounter. The War Map is located next to the Hourglass of Fate aboard ship and must also be voted on by a crew, although it cannot be unfurled if a Voyage or similar activity is underway.

RULES OF ENGAGEMENT

Victory when using the Hourglass comes from sinking the opposing ship through any means necessary. When a ship sinks, its crew will be carried away into the depths alongside it, meaning there's no opportunity for the losing side to linger and cause trouble.

Additionally, battles will take place within a defined area on your ship's map. Any ship that leaves this area while a battle is underway will eventually sink, losing the value of their Hourglass as if they had been defeated.

FACTION REWARDS

Earning Allegiance offers a series of cosmetic items and other rewards for both the Guardians of Fortune and the Servants of the Flame, made available at the Pirate Legend Hideout and The Reaper's Hideout respectively.

Though the path is far from easy, those who reach an Allegiance level of 100 will gain access to the inner sanctums of Flameheart or the Pirate Lord, as well as the right to undertake a very special ceremony that can completely transform a pirate's appearance and prove their total dedication to the cause. Further advancement will

open up more and more skeletal selections, with a golden sheen awaiting those pirates who embrace the Hourglass life and reach a staggering level 1000...



REWARDS AND COMMENDATIONS



COMMENDATIONS

Awarded for completing particularly noteworthy deeds, Commendations can offer more than just bragging rights - some must be earned before shopkeepers will be convinced to sell particularly sought-after items.

As a Reaper, striving for the 'Plundered Prizes' Commendation will unlock the Dawn Hunter set, accomplishments related to the Burning Blade and Skeleton Camps will grant access to Obsidian Bone Crusher items, while Commendations relating to the Order of Bone and Blade paves the way to Reaper's Bones clothing items, among many others...



TITLES

Equipped at a Vanity Chest, Titles are displayed alongside your pirate's nameplate for all to see, meaning they're a great way to make a first impression. Rising through the ranks of The Reaper's Bones will carry you from a humble Follower of the Flame to a mighty Reaper of the Flame at reputation Level 100. Many more imposing Titles are awarded from Reaper activities, ranging from Emissary Ledgers to particularly skillful Hourglass play...

OTHER REWARDS



Promotion Rewards
Reaper's Bones Ship Set



Emissary Ledger Rewards
Masked Renegade Ship Set



Promotion Rewards
Reaper's Bones Weapons and Equipment



Emissary Ledger Rewards
Masked Renegade Weapons and Equipment

IN THE EMPORIUM

Although one might think Reapers would dislike spending in the Emporium given their stance against the Companies, it's also true that rules are made to be broken. Ancient Coins can be spent here to pick up Reaper's Heart Weapons and Equipment.

While it's not technically Reaper's clothing, it's hard to deny where the Dark Warsmith set has taken its creative cues, making it a popular choice for Reapers who've yet to populate their wardrobe.

Arguably the highlight of the Emporium's Reaper-themed offerings are its menagerie of Reaper's Heart Pets. From foxes and cats to parrots and toucans, these critters may have been constructed from dark magic - and have been occasionally deployed as spies by the Servant of the Flame - but that doesn't stop them being loyal companions.





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