

Sea of Thieves

- https://seaofthieves.fandom.com/wiki/Sea_of_Thieves_Wiki
- https://www.reddit.com/r/Seaofthieves/comments/zk0aoc/is_there_a_way_to_avoid_pvp/
- [Tips, tricks and life hacks for players of all skill levels](#)
- [How To Level Up Merchant Alliance FAST in Sea of Thieves](#)
 - merchants emissary flag
 - purchase:
 - fruit crate
 - cannonball crate
 - wood crate
 - storage crate
 - bait crate
 - dive to: An Ashen Executive's Lost Shipment
 - find clue (usually right in front when you spawn back)
 - if you get the key as clue, go straight to shipwreck
 - at the shipwreck, take everything including explosive kegs
 - sell
 - dive to: Duel With An Ashen Lord
 - finish boss
 - take:
 - Scroll Of Chartered Waters
 - other high tier merchants loot (crates)
 - sell
 - lower emissary flag
 - repeat
- [The #1 Beginner's Guide to Sea of Thieves 2024 PvP/PvE](#)
- [Encounters - World Events](#)

Sloop

- [How to MASTER the SLOOP](#)
- [EVERYTHING You Should Know To Solo Sloop In Sea of Thieves](#)

cannoneering

- [Suck At CANNON Aim In Sea of Thieves? Try THIS](#)
- [Tips To Be Your Crew's BEST Cannoneer In Sea of Thieves](#)
- [This is why your Cannon aim is Inconsistent Sea of Thieves](#)
- [Curved Cannonballs & How To Aim](#)
- [Sea of Thieves: Understanding the Chain Shot Advanced Guide](#)

Helm

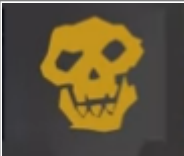





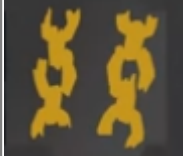
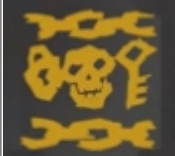





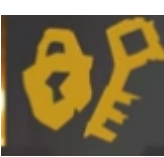
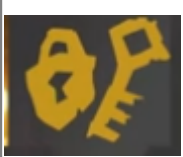
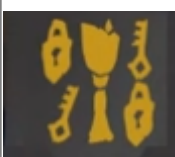
- [The Ultimate Helm Guide for Sea of Thieves](#)
- [Helmsman Guide - Role 1/4](#)

Fishing

- [Beginners To Advanced Fishing Guide! Sea of Thieves 2024](#)

Treasure Vault

- [How To Finish The Vault Puzzle With Just 1 Medallion](#)
- [How To Easily SOLO Gold Hoarder Vaults](#)
- [Solve Gold Hoarder's vault puzzle under 60 seconds - No medallions](#)
- [Gold Treasure Vault Keys](#)

Column 1	Column 2	Column 3	Column 4
			
			
			
			

Maps

- [Sea of Thieves Companion Map](#)
- [Island Finder](#)
- [merfolkslullaby storm tracker](#)
- [IGN Sea of Thieves Map](#)

Last Glitterbeard Commendation (Easteregg)

- https://www.youtube.com/watch?v=w-2_Ujlc3TU
- You need 8 players for this.
 - Head to the Plunder Valley and find a tree with 16 bottles on it (it's on the NW side of the island). There is 8 spots around the tree, each player has to stand on one of the marked spots with a musical instrument in its hands. The order is this:
 - West + East = banjo
 - North + South = hurdy gurdy
 - Southeast + Northwest = accordion
 - Northeast + Southwest = drum
 - You have to start playing a Becalmed shanty right after the sunset, you have approx 10-30 secs window after the sun goes down. Don't stop playing, the bottles will light up if you're doing it right.

Coordinates

A

- Ancient Spire Outpost: Q17
- Ashen Reaches: V23

B

- Barnacle Cay: O15
- Black Sand Atoll: O3
- Black Water Enclave: R5
- Blind Mans Lagoon: N6
- Booty Isle: K20
- Boulder Cay: G5
- Brians Bazaar: Y12
- Brimstone Rock: Y18

C

- Cannon Cove: G10
- Castaway Isle: K14
- Chicken Isle: I16
- Cinder Islet: U14
- Crescent Isle: B9
- Crooks Hollow: M16
- Cursewater Shores: Y13
- Cutlass Cay: M18

D

- Dagger Tooth Outpost: M8
- Devils Ridge: P19
- Discovery Ridge: E17

F

- Fetchers Rest: V12
- Flames End: V19
- Flintlock Peninsula: W14
- Fools Lagoon: I14
- Fort Of The Damned: L14

G

- Galleons Grave Outpost: R8
- Glowstone Cay: Z18
- Golden Sands Outpost: D10

H

- Hidden Spring Keep: I8

I

- Isle of Last Words: O9

K

- Keel Haul Fort: C6
- Kraken Watchtower: L6
- Krakens Fall: R12

L

- Lagoon of Whispers: D12
- Liars Backbone: S11
- Lone Cove: H6
- Lonely Isle: G8
- Lookout Point: I20
- Lost Gold Fort: H17

M

- Magmas Tide: Y20
- Marauders Arch: Q3
- Mermaids Hideaway: B13
- Molten Sands Fortress: Z11
- Morrows Peak Outpost: V17
- Mutineer Rock: N19

O

- Old Faithful Isle: M4
- Old Salts Atoll: F18

P

- Paradise Spring: L17
- Picaroon Palms: I4
- Plunder Outpost: J18
- Plunder Valley: G16
- Plunderers Plight: Q6

R

- Rapier Cay: D8
- Roaring Sands: U21
- Roaring Traders: U20
- Rubys Fall: Y16
- Rum Runner Isle: H9

S

- Sailors Bounty: C4
- Sailors Knot Stronghold: E14
- Salty Sands: G4
- Sanctuary Outpost: F7
- Sandy Shallows: D5
- Scorched Pass: X11
- Scurvy Isley: K4
- Sea Dogs Rest: C11
- Shark Bait Cove: H19
- Shark Fin Camp: P5
- Shark Tooth Key: P13
- Shipwreck Bay: M10
- Shiver Retreat: Q11
- Skull Keep: P9
- Smugglers Bay: F3
- Snake Island: K16
- Stephens Spoils: L15

T

- The Crooked Masts: O11
- The Crows Nest Fortress: O17
- The Devils Thirst: W21
- The Finest Trading Post: F17
- The Forsaken Brink: U16
- The North Star Seapost: H10
- The Reapers Hideout: I12
- The Spoils of Plenty Store: B7
- The Sunken Grove: P7
- The Wild Treasure Store: O4
- Thieves Haven: L20
- Three Paces East Seapost: S9
- Tri-Rock Isle: R10
- Twin Groves: H11

W

- Wanderers Refuge: F12

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