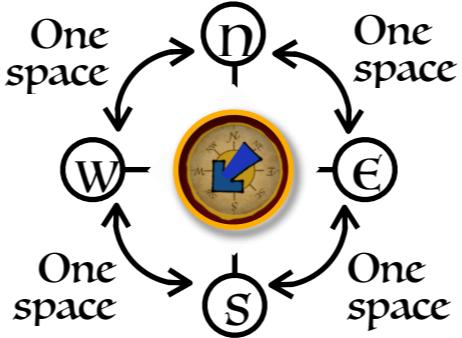




At the end of the game this grey skull is worth
+2VP

Compass

You may move between N, E, S, W as if they were adjacent.



Take the compass token and discard this card out of the game. Like all objects the compass can be stolen.



At the end of the game this grey skull is worth
+2VP



At the end of the game this grey skull is worth
+2VP

Voodoo Mask



Cast into the sea
by the light
of the moon
(On your turn)

Take any card
from the
object discard pile



At the end of the game this grey skull is worth
+2VP

Morgan's Eyes



If you have this emerald alone at the end of the game deduct 3 VP from your score

If you have both add +7 VP

Morgan's Eyes



If you have this emerald alone at the end of the game deduct 3 VP from your score.

If you have both add +7 VP instead.

Barrel Magic



Conjure Barrel Magic at Dusk without discarding a Soul.



Respond



After you have been fired upon by another ship (Hit or Miss) you may conjure the Ghost Ship.

Take a soul from the attacking ship and fire back immediately.

Shipwrec

Anytime you have the Moon, you may search through the top five cards in the Object deck and select one to keep if you wish.

Return the rest along with this card and shuffle the deck.

Ghost Whisper



When you have the moon: release this whisper to the wind to move your ship One space in either direction.



At the end of the game you may add **one VP** to your score plus an extra **two VPs** for every Red Soul you have.



+2



At the end of the game you may add **one VP** to your score plus an extra **three VPs** for every Purple Soul you have.



+3

Respond



After you have been fired upon by another ship (Hit or Miss) you may conjure the Ghost Ship.

Take a soul from the attacking ship and fire back immediately.



At the end of the game you may add **one VP** to your score plus an extra **two VPs** for every Blue Soul you have.



+2



At the end of the game you may add **one VP** to your score plus an extra **two VPs** for every Green Soul you have.



+2

Voodoo Mask



Cast into the sea by the light of the moon (On your turn)

Take any card from the object discard pile

Octopus



Return the octopus to the sea anytime

Put one of your soul into the bag then search the bag and take a soul the colour of your choice

Shipwreck

Anytime you have the Moon, you may search through the top five cards in the Object deck and select one to keep if you wish.

Return the rest along with this card and shuffle the deck.



At the end of the game you may add **one VP** to your score plus an extra **three VPs** for every Purple Soul you have.



Maelstrom



When a Storm is blowing AND you have the moon you may conjure a Maelstrom. Cast this object to the sea. Move ALL ships (simultaneously) one space: -Clockwise if you are in the northern hemisphere; otherwise anti-clockwise



Cursed Skull

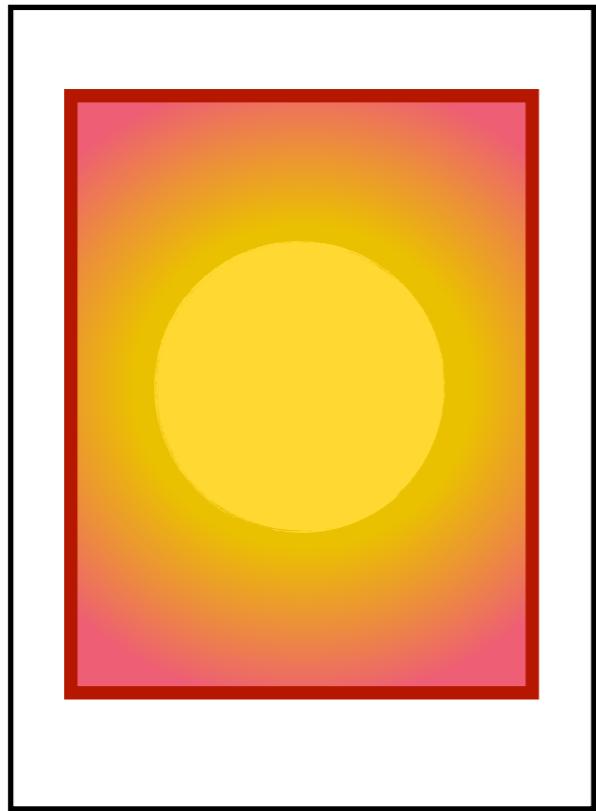
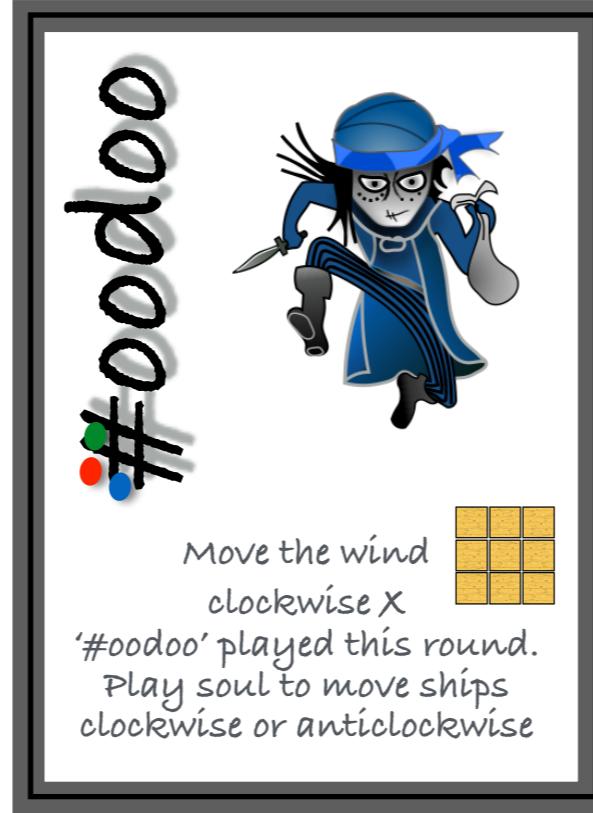
While you possess the cursed skull all your coins are worthless.

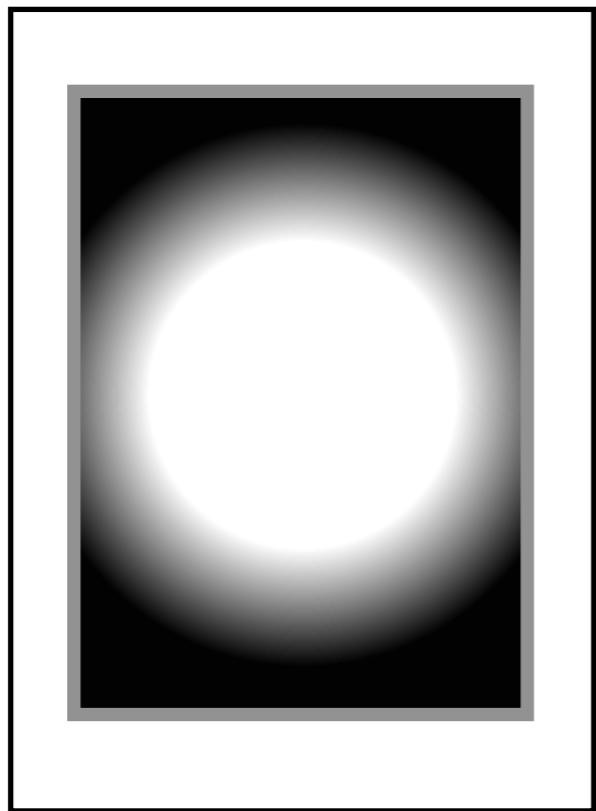
To dispose of the cursed skull bury it under the 'Sand' card.

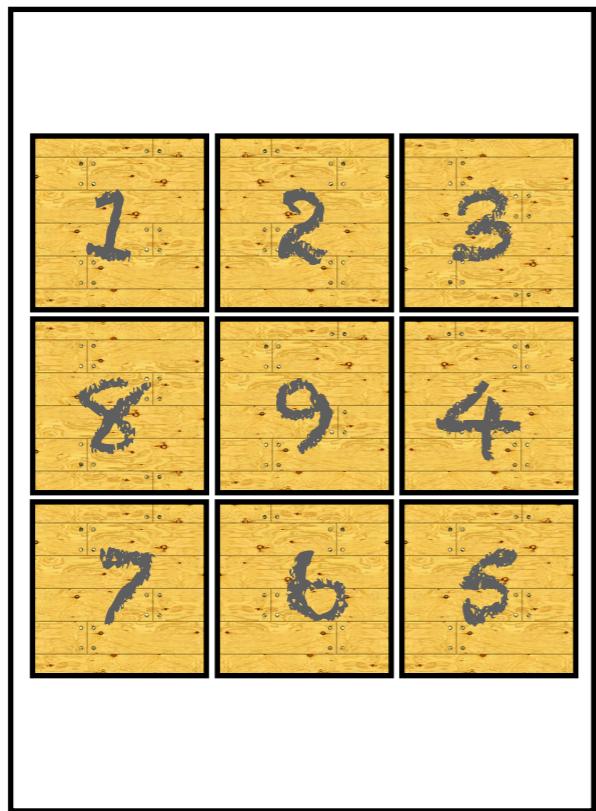
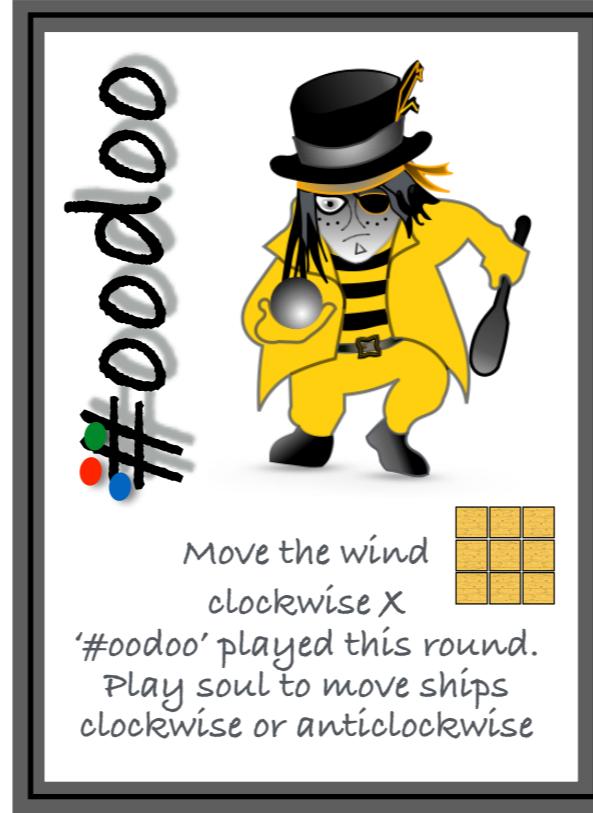
Ghost Whisper

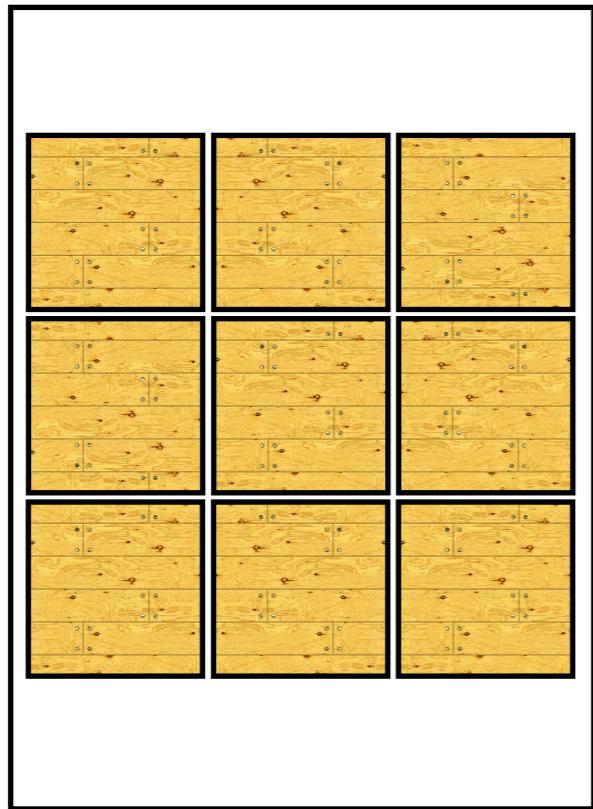


When you have the moon: release this whisper to the wind to move your ship One space in either direction.



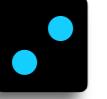








Score Sheet

	Pirate	The value of the ship's location on the Sea of Souls (1-13)
		
	Ships Power (1-6)	
	Gold Coins	
	Bonuses from Object Cards	
	Highest/Lowest Ranked Playing Card (+3\0\3)	
Total		