



Night Watch



'Take' cannot be played against ships in this quarter of the sea (4 cards. ▢)

8



Magic Seaweed

Ships in this space cannot be boarded

6

Mermaid's Breath

Any ship in a haunted space must move +1 space in its direction of travel. The captain must pay the mermaids a coin or lose all souls

W
Wind

Fair Wind

4

Ships may rest on or pass through haunted spaces unhindered.

E
Wind

Becalme

4

Ships within or entering a haunted space must stop until the wind changes.

S
Wind

Storm

4

Ships entering or leaving a haunted space loses a soul. Ships entering and leaving lose 2 souls.



n
Wind








'Wind' is conjured at dusk.
Cast a soul into the sea.
Move the wind direction
up to two quadrants
clockwise by flipping over
the wind direction cards.





'Sea' is conjured at dusk.
Cast a soul into the sea.
Flip a sea card over or
switch non-polar
opposites.
All cards must
be unoccupied.





Rackham's Map

When you arrive on this
space you may cast a
blue soul into the sea to
take all the coins from
the 'Spanish Gold'.





Rackham's Map

When you arrive on this
space you may cast a
red soul into the sea to
take all the coins from
the 'Spanish Gold'.








'Moon' is conjured at
dusk. Cast a soul into
the sea. Go first this
round before the holder
of the sun token.

Go First (out of turn)








'Stars' is conjured at Dusk.
Cast a soul into the sea.
Move your ship to a star
of the same colour as the
discarded soul.








Tide

If you play 'Jax' when your ship in this space take one more soul than you would normally receive

Jax +1 





Night Watch



'Take' cannot be played against ships in this quarter 






Luck

When you are in this space your broadside power to attack or defend is increased by +1




Spyglass

When you arrive on this space view another pirate's Voodoo-blessed playing card and return it to them









Luck

When you are in this space your broadside power to attack or defend is increased by +1






Magic

Ships in this space cannot be






Ghost Ship



When you are in this space
The Ghost Ship fires a
Broadside at you with a
power of 2 souls.

10



Replace

When you arrive here
you may cast your
Voodoo-Blessed Playing
card into the sea (face-
down to the bottom of
the pile) and draw another.

8



Sand

When you arrive here:
You may bury one of your
'objects' under this card.
OR
You may take (unseen) any
one of the objects
buried here.

5

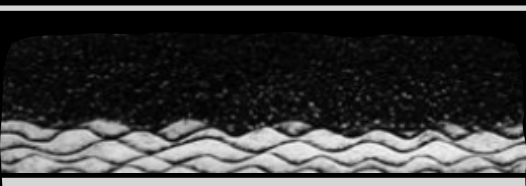


Tide →

If you play 'Jax' when your
ship in this space take one
fewer soul than you would
normally receive

Jax - 1


11



Fog

When you are in this
space you cannot fire or be
fired upon or boarded.
Fog does not protect you
from 'Take'

5



Time Flies

If this is not the last
round you may cast a soul
into the sea to move the
time marker one card
clockwise (forward
one round). The current
round then continues.

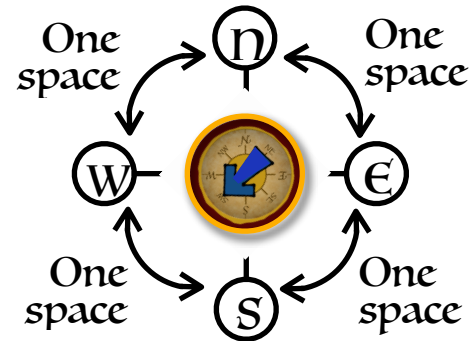
6



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.

Voodoo Mask

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

Take any card
from the
object discard pile



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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

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.

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.

Ghost Whisper



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

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.



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.



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.



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.



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.



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



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.



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.

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.

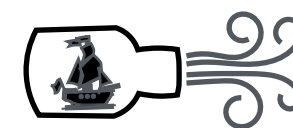
Return the rest along with this card and shuffle the deck.

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

Ghost Whisper



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



Tix




Move the victim's ship +1 clockwise or anticlockwise and your ship +1 in the opposite direction



#oodoo



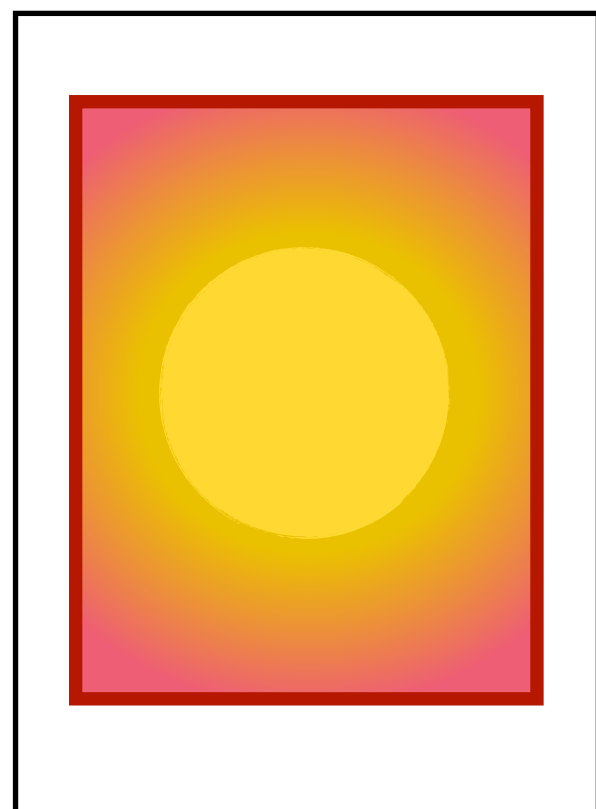

Move the wind clockwise X
'#oodoo' played this round.
Play soul to move ships clockwise or anticlockwise



Jax




Collect one soul for the first 'Jax' in the round, two for the second, and so on..




TOK




Call a colour soul that you have and collect all matches from other pirates Or the ritual grid



Take



If more than one 'Take' played in this round go to jail and take no part or bribe (2 coins).
If only one 'Take' played steal 2 items from the same or different supplies.




Fix



Move the victim's ship +1 clockwise or anticlockwise and your ship +1 in the opposite direction



#oodoo



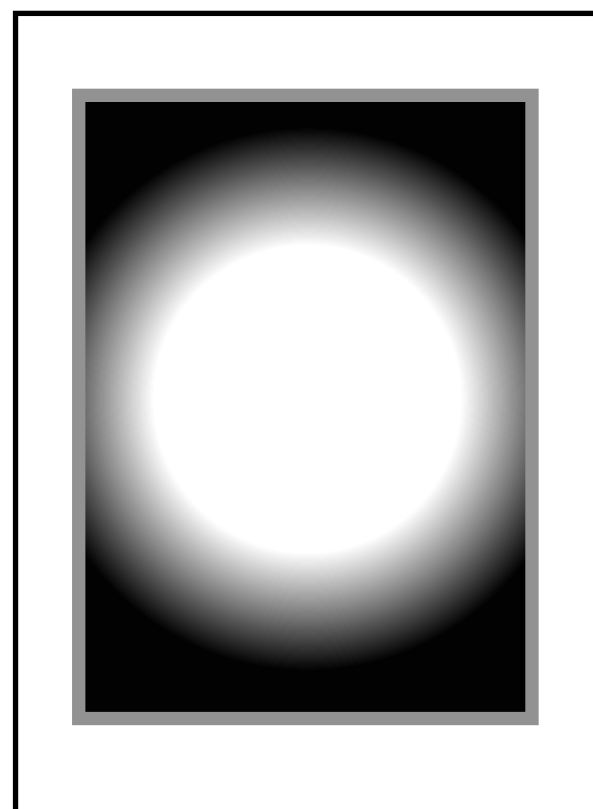
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'#oodoo' played this round.
Play soul to move ships clockwise or anticlockwise

 **Jax**




Collect one soul for the first 'Jax' in the round, two for the second, and so on..

1	2	3
8	9	4
7	6	5

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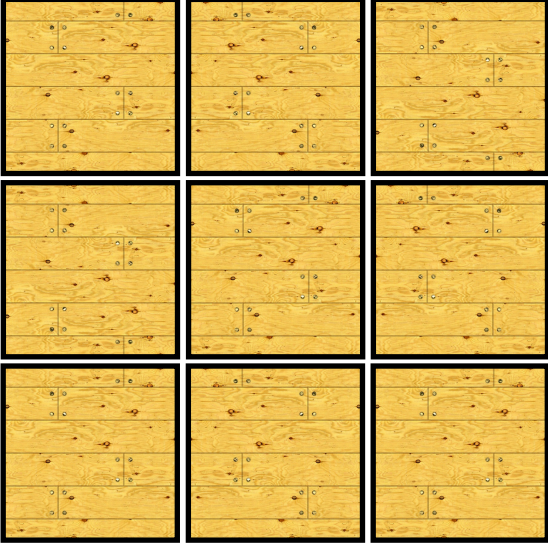
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#oodoo

Move the wind clockwise X
'#oodoo' played this round.
Play soul to move ships clockwise or anticlockwise



Jax




Collect one soul for the first 'Jax' in the round, two for the second, and so on..



BONES

'Bones' is conjured at dusk.
Cast a soul into the sea.
Play two action cards face down. Choose which to use when all other pirates have revealed theirs.

4



Tok




Call a colour soul that you have and collect all matches from other pirates Or the ritual grid



Take



If more than one 'Take' played in this round go to jail and take no part or bribe (2 coins).
If only one 'Take' played steal 2 items from the same or different supplies.

