

This file contains the six playmats for the ships of :

Moonstone (red)

Loot (Blue)

Deadeye (Yellow)

Whisper (Green)

Reaper (Purple)

Magpie (Black)

Each Pirate has their own ability described at the top of the playmat.

"Loot (Blue) may steal two items When boarding another ship"

Each playmat has a Player Pirate side and a Cursed Pirate side.

The Cursed Pirate side includes the order of preference of the Cursed Pirate when taking things from the supplies after playing 'Take' or from another pirate when boarding their ship. The order of preference is shown on the deck of each pirate's ship at the rear of the ship. The order is not the same for all Cursed Pirates

For example: Moonstone (Red) will take a coin 🪙 and if no coins are available then an object 🗡️ and if no objects then a poppet 🧟 and if no poppets then lastly a soul 🗡️ (a colour of their choosing from those available).

Player pirates use the other side of the playmat and choose an item for themselves based on their tactics or strategy at the time.







May steal two items  
when boarding a ship

Loot



Doonstone

Doonstone's ship move one extra space  
when playing a red soul in a Hoodoo ritual





The image shows a ship deck layout for the character Deadeye. The deck is a grey, rectangular area with a central 2x3 grid of six skull-shaped tiles. The tiles are numbered 1 through 6 in a clockwise direction starting from the top-left: 1 (top-left), 2 (top-right), 3 (middle-right), 4 (middle-left), 5 (bottom-left), and 6 (bottom-right). The deck is bordered by a yellow frame. On the left side, there is a yellow plus sign, a red circle containing a white skull icon, and a white circle containing the number 1. On the right side, there is a white circle containing the number 1, a red circle containing a white skull icon, and a yellow plus sign. At the top of the deck, there are three icons: a blue square with a white target symbol, a yellow circle with a white 'H' symbol, and a red pin icon. At the bottom of the deck, there are three icons: a red pin icon, a yellow circle with a white 'H' symbol, and a blue square with a white target symbol. A yellow character with a black top hat and a yellow coat is positioned at the top of the deck, and another yellow character with a black top hat and a yellow coat is positioned at the bottom of the deck. The background is black with white, jagged, lightning-like patterns.

**Deadeye**  
 Greets all Poppet ties as a  
 +1 Hit when firing a broadside



The image shows a ship deck layout for the character Whisper. The deck is a grey, rectangular area with a central 2x3 grid of six skull-shaped tiles. The tiles are numbered 1 through 6 in a clockwise direction starting from the top-left: 1 (top-left), 2 (top-right), 3 (middle-right), 4 (middle-left), 5 (bottom-left), and 6 (bottom-right). The deck is bordered by a green frame. On the left side, there is a green plus sign, a red circle containing a white skull icon, and a white circle containing the number 1. On the right side, there is a white circle containing the number 1, a red circle containing a white skull icon, and a green plus sign. At the top of the deck, there are three icons: a blue square with a white target symbol, a yellow circle with a white 'H' symbol, and a red pin icon. At the bottom of the deck, there are three icons: a red pin icon, a yellow circle with a white 'H' symbol, and a blue square with a white target symbol. A green character with a black top hat and a green coat is positioned at the top of the deck, and another green character with a black top hat and a green coat is positioned at the bottom of the deck. The background is black with white, jagged, lightning-like patterns.

**Whisper**  
 Moves an extra space when using a  
 green soul in a hoodoo ritual

## Dagpie

Dagpie's ship has storage space for six items. The middle store can hold two poppets. two objects or one of each.



## Reaper

When receiving the moon and without souls Reaper takes a soul from the bag or the ritual grid.



## Dagpie

Dagpie's ship has storage space for six items. The middle store can hold two poppets or two objects or one of each.



## Reaper

When receiving the moon and without souls Reaper takes a soul from the bag or the ritual grid.

