



## 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

## Becalmed

4

Ships within or entering a haunted space must stop until the wind changes. These ships cannot be boarded

S  
Wind

## Storm

4

Ships within or entering a haunted space cannot move until the storm is over. These ships cannot be passed.

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 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





## 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.

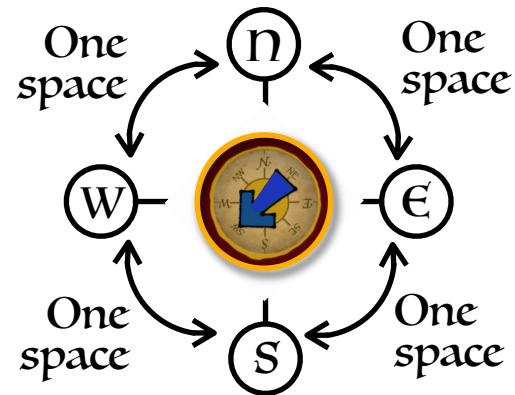
6



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



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



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At the end of the  
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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.

## 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 **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.



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**one VP** to your score  
plus  
an extra **two VPs** for every  
Blue Soul you have.



At the end of the  
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plus  
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Green Soul you have.



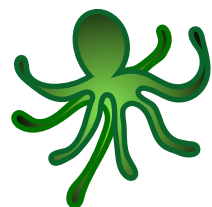
## Voodoo Mask



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.

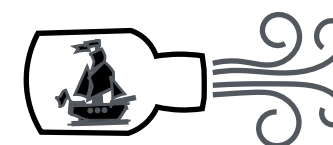
Return the rest along with this card and shuffle the deck.

## 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.





# Fix



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

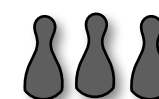
# #oodoo



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



# Jax



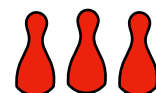
Collect one soul for the first 'Jax' in the round, two for the second, and so on..



'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.



# Tix



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

# #oodoo



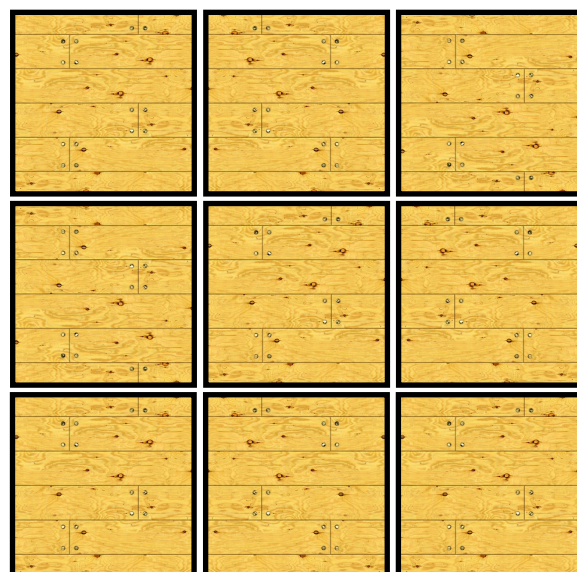
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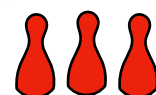
# jax



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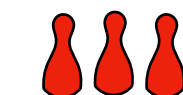
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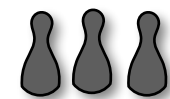
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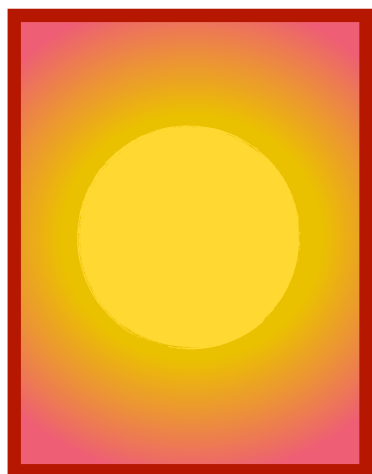
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Play soul to move ships clockwise or anticlockwise



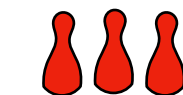
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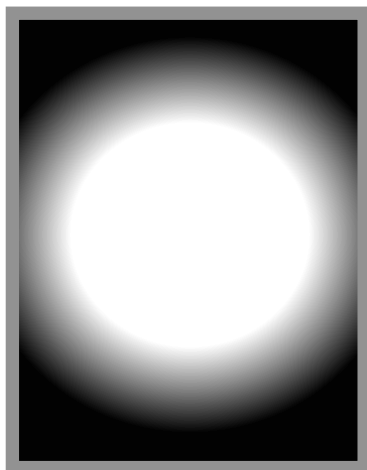
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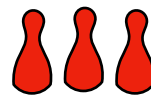
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