

Barrel Magic (Player Aid)

Barrel Magic

Selected and Conjured at Dusk



Moon: You go first (out of turn) in the 'Moonlight' phase. Other pirates take their turn in the usual order starting with the holder of the Sun token



Sand: Bury any number of possessions (except the GriGri) until Dawn. Whilst buried they cannot be used or stolen.



Bones: See the future. Play another Action card (face down) next to the one you have already played. Select one of them to play when all other pirates have revealed theirs.



KRKEN: Place the Kraken anywhere on the Sea of Souls without a ship. Ships cannot end their move on the Kraken. Ships in the 8 adjacent spaces to the Kraken cannot be fired upon or fire broadsides.

Barrel Magic

Selected at Dusk or by the pirate with the moon if the barrel is unoccupied
Conjured when a pirate has the Moon token

Stars: Move your ship upto two spaces in any of the directions shown on space '1' in the harbour. You may do this anytime during your turn.



Wind: During your turn you may change the wind direction once only. Move the weather vain upto two quadrants clockwise.



Sea: Move an unoccupied Sea Tile to a space anywhere on the Sea of Souls without a ship.



Tide: Anytime during your turn and only once, you may change the direction of the tide.

