

# ZAPOMNIANE MORYZA

TM

## INSTRUKCJA



# OPIS GRY

W Grze *Zapomniane Morza*, gracze wcielają się w rolę wilków morskich, wyrównujących się ku przygodzie na pokładzie pirackiego statku. Razem będą służyć pod tym samym nietuzinkowym kapitanem piratów i współpracować, by z powodzeniem ukończyć kapitańską przygodę. Ale każdy z graczy będzie też zabiegał o własną chwałę, wypełniając gwiazdy na swoim arkuszu gracza. Kiedy gracze dotrą do końca przygody, ich los zostanie określony przez liczbę gwiazdek, które wypełnili.

## APLIKACJA ZAPOMNIANYCH MÓRZ

*Zapomniane Morza* wymagają wykorzystania darmowej aplikacji przeglądarkowej. By z niej skorzystać wejdźcie na [fvcrossroads.com](http://fvcrossroads.com), korzystając z waszej przeglądarki na telefonie lub komputerze. Ilekoń gra nakaże wasm przeczytać wpis, podajcie jego numer w aplikacji. Znajdziecie tam również dzienniki okrętowe i arkusze gracza do wydrukowania, gdyby wasm ich zabrakło.

W aplikacji opisano również warianty dla 1 i 2 graczy. Nim jednak się z nimi zapoznacie, powinniście być zaznajomieni z zasadami tej instrukcji.

## KOMPONENTY

1 instrukcja	8 żetonów Działa
7 12-ściennych kości	25 żetonów Przerzutu
1 Księga Obszarów	20 żetonów Pechu
1 Mapa	9 żetonów Blokady
1 plansza Cieśli	15 żetonów Wydarzeń Konstelacji
1 plansza Bosmana	20 żetonów Obszaru Specjalnego
1 plansza Ochmistrza	30 żetonów Nawigacji
1 plansza Puszkarza	5 żetonów Zagrożenia
1 plansza Kwatermistrza	1 znacznik Kadłuba
1 plansza Obserwatora	1 znacznik Zapasów
1 bloczek arkuszy	1 znacznik Załogi
Statkowego Skryby	1 znacznik Niezadowolenia
1 bloczek arkuszy gracza	7 znaczników Niesławny gracza
89 kart Skarbów	7 tekturowych pionków Piratów
10 kart Celów	1 tekturowy pionek Statku
96 kart Opowieści	8 podstawek do pionków
7 kart Skrzyni Skarbów gracza	
5 Sterów Obszarów	
2 karty Specjalnych Zasad	

## SKŁADANIE STERÓW OBSZARÓW

Przed rozpoczęciem gry złożcie każdy z pięciu Sterów Obszarów na planszy Puszkarza, jak pokazano poniżej.



## KSIĘGA OBSZARÓW



1. Nazwa Obszaru	6. Pomocnicze Symbole Akcji
2. Rodzaj Obszaru	7. Rodzaj Akcji
3. Cechy Obszaru (będą powiązane ze Sterami Obszarów)	8. Kolejność Rozpatrzenia Akcji
4. Niebezpieczeństwo na Obszarze	9. Efekt Akcji
5. Nazwa Akcji	10. Część dotycząca Końca Rundy

## KARTA SKARBU/OPOWIEŚCI



1. Nazwa	3. Efekt
2. Numer Karty	4. Premia do Zdolności

## KARTA CELU



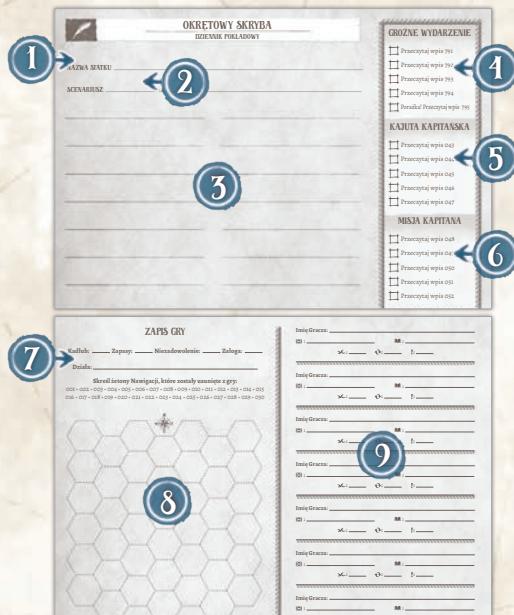
1. Numer Karty
2. Nazwa
3. Cel
4. Limit Zagrożenia
5. Zestaw Celu

## ŻETONY DZIAŁ



1. Poziom
2. Status
3. Premia do Celności

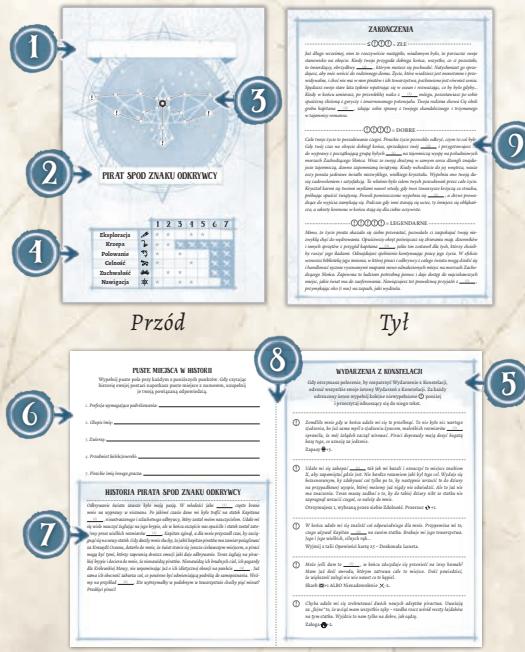
# ARKUSZ STATKOWEGO SKRYBY



1. Nazwa Statku
2. Nazwa Scenariusza
3. Dziennik
4. Groźne Wydarzenie
5. Kajuta Kapitana
6. Misja Kapitana
7. Zapis Statystyk Rozgrywki
8. Zapis Mapy
9. Zapis gracza

# ARKUSZ GRACZA

**Uwaga:** Arkusze gracza należy złożyć wzdłuż przerywanej linii, aby utworzyć książeczkę.



1. Imię Pirata
2. Tytuł
3. Konstelacja
4. Zdolności
5. Wydarzenia z Konstelacji
6. Puste miejsca w historii
7. Historia Postaci
8. Przerywana linia Gry
9. Opis na Zakończenie Gry

# ŻETONY NAVIGACJI



1. **Słoneczne:** Duża szansa na spokojo morze.
2. **Sztorm:** Duża szansa na wzburzone morze.
3. **Statek:** Duża szansa na inny statek.
4. **Mgła:** Duża szansa na Tajemnicę.
5. **Wyspa:** Duża szansa na Ląd.
6. Numer Wpisu
7. Symbol Zatrzymania
8. Rewers żetonu Nawigacji

# POZOSTAŁE ELEMENTY



1. Plansza Bosmana
  - a. Tor Niezadowolenia/Załogi
  - b. Tor Głodu Załogi
2. Plansza Cieśli
  - a. Tor Kadłuba
3. Plansza Ochmistrza
  - a. Tor Zapasów
4. Plansza Obserwatora
  - a. Miejsce na kartę Celu
  - b. Tor Zagrożenia
5. Plansza Kwaternistrza
  - a. Tor Niesawy
6. Plansza Puszkarza
  - a. Stery Obszarów
  - b. Miejsca na Działą
7. Znaczniki współczynników Statku
8. Żetony Obszaru Specjalnego
9. Karta Skrzyni Skarbów
10. Tekturowy pionek Statku
11. Tekturowe pionki Piratów
12. Żeton Przerzutu
13. Żeton Pechu
14. Żeton Wydarzenia z Konstelacji
15. Żeton Zagrożenia
16. Żeton Blokady
17. Znaczniki Niesawy Graczy

# PRZYGOTOWANIE DO GRY



- Włączcie aplikację Zapomnianych Mór (fvcrossroads.com) i wybierzcie scenariusz. Dopóki nie ukończycie z powodzeniem scenariusza „Poza Krawędzią Oceanu”, wybierzcie właśnie go. Kliknijcie „Pokaż Przygotowanie”, usuńcie wszystkie wskazane elementy i kontynuujcie przygotowanie, w razie potrzeby odwołując się do aplikacji.  
**Ważne:** Jeśli ukończyliście „Poza Krawędzią Oceanu,” możecie wybrać dowolny scenariusz.
- Jeśli w rozgrywce bierze udział 4 graczy (lub mniej), włączcie do gry kartę specjalnej zasady - Głodni Piraci. Podczas rozgrywki dla 3 graczy dodajcie do gry również kartę specjalnej zasady - Zamaskowany Pirat.
- Umieśćcie Księgę Obszarów pośrodku stołu w zasięgu każdego z graczy. Zapewnijcie wystarczająco miejsca, by mogła leżeć otwarta.
- Umieśćcie Mapę na środku obszaru gry, obok Księgi Obszarów. Umieśćcie pionek Statku i żetony Obszaru Specjalnego na Mapie, zgodnie ze wskazaniami scenariusza.
- Potasujcie karty Skarbów i utwórzcie zakrytą talię Skarbów.
- Umieśćcie żetony Nawigacji w zakrytym stosie.  
**Uwaga:** Żetony Nawigacji mają kształt heksu i widoczny obok rewers.
- Umieśćcie wszystkie żetony Przerzutu ⚡, żetony Pecha ⚡, żetony Blokady, żetony Wydarzenia z Konstelacji i karty Opowieści (nie tasujcie ich) w oddzielnych stosach.
- Każdy gracz wybiera pionek Pirata i zabiera 12-ścienną kostkę w jego kolorze, Skrzynię Skarbów oraz znaczek Niesławę ☰.
- Uwaga:** Podczas rozgrywki dla 3 graczy, żaden z graczy nie może wybrać zamaskowanego Pirata (pomarańczowego), jako swojego pionka Pirata.
- Każdy gracz bierze ołówek i arkusz gracza, upewniając się, że każdy arkusz ma inny tytuł. Każdy gracz wymyśla imię dla swojego Pirata i zapisuje je na swoim arkuszu gracza. Jeśli chcecie możecie skorzystać z generatora pirackich imion na stronie 8.
- Każdy gracz uzupełnia część „Puste miejsca w historii” na swoim arkuszu gracza.

- Przydzielcie każdą z ról/obowiązków graczom. Każdy gracz musi mieć przynajmniej 1 rolę. Jeśli gracie w mniej niż 7 osób, niektórzy gracze będą musieli wcielać się w wiele ролей.
- Statkowy Skryba:** Zapisuje i odwołuje się do informacji w Dzienniku Pokładowym.
  - Weź arkusz Statkowego Skryby. Poproś współgraczy o pomoc w nazwaniu waszego statku, zapisz jego nazwę oraz nazwę rozgrywanego scenariusza w Dzienniku Pokładowym.
- Kwaternistrz:** Śledzi Niesławę ☰ i upływ czasu w Fazie Planowania.
  - Weź planszę Kwaternistrza i znaczek Niesławę każdego z graczy. Umieść znaczki Niesławy na torze Niesławy w losowej kolejności.
- Bosman:** Ma oko na Załogę ☰, która determinuje również Głód 🍖 i jej Niezadowolenie ✗.
  - Weź planszę Bosmana. Umieść znaczki Załogi i Niezadowolenia na wartościach wskazanych w przygotowaniu scenariusza.
- Cieśla:** Dba o Kadłub ⚓ statku.
  - Weź planszę Cieśla i umieść znaczek Kadłuba na wartości wskazanej w przygotowaniu scenariusza.
- Ochmistrz:** Pilnuje Zapasów 📦 na statku.
  - Weź planszę Ochmistrza i umieść znaczek Zapasów na wartości wskazanej w przygotowaniu scenariusza.
- Puszkarz:** Dogląda statkowych dział.
  - Weź planszę Puszkarsza i umieść na niej żetony działa tak, jak wskazano w przygotowaniu scenariusza.
- Obserwator:** Wypatruje Zagrożeń ✗ i pilnuje aktualnego Celu.
  - Weź planszę Obserwatora i stwórz obok niej zasób żetonów Zagrożenia.
- Postępujcie zgodnie z pozostałymi instrukcjami przygotowania scenariusza.
- Pozostałe elementy mogą na razie pozostać w pudełku. Po ukończeniu przygotowania, kliknijcie w aplikacji przycisk kontynuuj, znajdujący się na dole strony instrukcji scenariusza.

# ROZGRYWANIE RUNDY

Gra Zapomniane Morza toczy się na przestrzeni kilku rund. Każda runda ma miejsce na stronie Księgi Obszarów. Każda runda składa się z 3 faz, które muszą być rozegrane w poniższej kolejności:

## 1. FAZA PLANOWANIA

Podczas tej fazy gracze będą mieć ograniczoną ilość czasu, by wybrać, lecz jeszcze nie rozpatrywać, swoje akcje na tę rundę. Rozpoczynając fazę Planowania, Kwatermistrz bez zwłoki uruchamia stoper klikając na przycisk „Włącz Stoper Rundy” w aplikacji. Następnie w kolejności od najwyższej do najniższej Niesawy , każdy z graczy musi wybrać akcję umieszczając pionek Pirata na dostępnej akcji. Jeśli czas dobiegnie końca nim ostatni z graczy umieści swój pionek, podnieście Niezadowolenie  o 1, a następnie kontynuujcie wybór akcji, aż zrobi to każdy z graczy.

**Podpowiedź:** Przed wyborem akcji gracze NIE powinni tracić czasu na czytanie, co dokładnie robi dana akcja. Powinni skupić się na ich nazwach i pomocniczych symbolach każdej akcji, by ułatwić sobie wybór właściwej akcji.

### RODZAJE AKCJI:



**Nieograniczona Akcja:** Dowolna liczba graczy może wybrać tę akcję.



**Ograniczona Akcja:** Gdy 1 gracz wybierze tę akcję, przestaje być ona dostępna dla pozostałych graczy w tej rundzie.



**Zablokowana Akcja:** Zablokowane akcje nie mogą zostać wybrane. Akcje stają się Zablokowane po umieszczeniu na nich żetonu Blokady, gdy nakazuje to efekt pojawiający się w grze.



**Wymagana Akcja:** Wymagane akcje MUSZĄ być wybrane dokładnie przez 1 gracza. Jeśli 1 lub więcej wymaganych akcji pozostaje niewybranych przed tym, jak ostatni gracz (gracze) wybrał akcję na tę rundę, wtedy musi on (muszą oni) wybrać wymaganą akcję.

### RODZAJE POMOCNICZYSTYCH SYMBOLI AKCJI:



Biały symbol pomocniczy oznacza, że gracz może otrzymać przedstawioną Zdolność ORAZ może być zmuszony by przetestować tę Zdolność.



Czarny symbol pomocniczy oznacza, że gracz może otrzymać przedstawioną zdolność/zasób albo zmniejszyć/zwiększyć przedstawiony Ster Obszaru.

## 2. FAZA AKCJI

W tej fazie gracze rozpatrzają akcje, które wybrali w fazie Planowania. Akcje rozpatrywane są zgodnie z kolejnością wartości. Najpierw wszyscy gracze, którzy wybrali akcję 1 rozpatrują ją, jeden po drugim, w kolejności od najwyższej do najmniejszej Niesawy .

Po tym jak wszyscy gracze, którzy wybrali akcję 1 rozparzyli ją, gracze, którzy wybrali akcję 2 rozpatrują ją w kolejności Niesawy, i tak dalej, aż wszystkie wybrane akcje zostaną rozpatrzone. By rozpatrzyć akcję postępujcie zgodnie z instrukcjami wskazanymi pod daną akcją. Po tym, jak gracz rozpatrzy swoją akcję, usuwa swój pionek ze strony.

## 3. FAZA KOŃCA RUNDY

Przeczytaj wpis wskazany w części dotyczącej Końca Rundy na obecnej stronie.

# PRZECZODZENIE NA KOLEJNĄ STRONĘ

Przechodząc na nową stronę w Księdze Obszarów, najpierw usuńcie z aktualnej strony wszystkie żetony. Jeśli znajduje się tam część dotycząca Niebezpieczeństwa na Obszarze, przeczytajcie ją na głos, ponieważ może pomóc graczom w podjęciu decyzji, które akcje wybrać i podpowiada jakie negatywne efekty mogą pojawić się na koniec rundy.

## NIEBEZPIECZEŃSTWO NA OBSZARZE



Po przeczytaniu części dotyczącej Niebezpieczeństwa na Obszarze, nie zatrzymujcie się, by przeglądać opisy efektów akcji na nowej stronie. Przejście od razu do nowej rundy, rozpoczynając fazę Planowania (włączcie stoper i wybierzcie akcję zgodnie z kolejnością Niesawy ).

**Uwaga:** Jeśli zostaniecie poproszeni o „rozpoczęcie nowej rundy na tej stronie”, natychmiast zacznicie nową rundę, nie usuwając żetonów. Jednak jeśli zostaniecie poproszeni o odwrócenie strony, usuńcie żetony z tej, na której aktualnie się znajdujecie.

# ZWYCIĘSTWO I PORĄŻKA

Gra może zakończyć się na 4 sposoby:

- Zatonięcie:** Kiedy Kadłub statku  osiągnie 0, wtedy wszyscy gracze przegrywają. Przeczytajcie wpis zamieszczony na planszy Cieśli.
- Bunt:** Jeśli Niezadowolenie  stanie się równe lub wyższe od Załogi , wtedy wszyscy gracze przegrywają. Przeczytajcie wpis zamieszczony na planszy Bosmana.
- Zagrożenie:** Kiedy osiągniecie ostatnie Groźne Wydarzenie, wtedy wszyscy gracze przegrywają.
- Osiągnięty Cel Scenariusza:** Jeśli wpis scenariusza mówi, że gracze ukończyli scenariusz, wszyscy gracze, którzy ukończyli przynajmniej 4 Wydarzenia z Konstelacji, zwyciężają. Jeśli gracz ukończył wszystkie 5 swoich Wydarzeń z Konstelacji, osiągnął legendarne zwycięstwo. Zaczynając od gracza z najwyższą Niesawą  i dalej zgodnie z ruchem wskazówek zegara, każdy z graczy sprawdza opis na zakończenie gry na swoim arkuszu gracza i czyta wskazane zakończenie.

# ZAPISYWANIE GRY

Kiedy gracze dotrą do 2 części scenariusza, otrzymają możliwość zapisania gry, by móc wrócić do niej później. Zapisując grę gracze otrzymają polecenie, by zapisać „Część 1 Ukończona” w Dzienniku Pokładowym oraz dowiedzą się jak zapisać aktualny stan gry na drugiej stronie Dziennika Pokładowego.

Wracając do zapisanej gry, przejdźcie w aplikacji do odpowiedniego scenariusza, kliknijcie przycisk „Pokaż Przygotowanie” i postępujcie zgodnie z poleceniami dotyczącymi przygotowania gry.

# ROZPATRYWANIE EFEKTÓW W GRZE

## TESTOWANIE ZDOLNOŚCI

### PRZYKŁAD TESTU ZDOLNOŚCI

1. Rzuć 12-ścienną kością. Wyjście: 12. Następnie wykonaj test Polowania.

2. Do wyniku dodaj 1 za każde wypełnione pole tej Zdolności na arkuszu gracza.

3. Dodaj cyfrę pod każdą ikoną na swoich kartach Skarbu i Opowieści, która odpowiada tej Zdolności.

**3. LOWIENIE RYB**  
Polowanie  $\text{P}+1$ . Następnie wykonaj test Polowania.

1-4	... Zaloga $\text{P}+1$ . Zapasy $\text{B}+1$ . Niesława $\text{B}+2$ .	12-15	... Zapasy $\text{B}+3$ . Skarb $\text{B}+1$ . Niesława $\text{B}+2$ .
5-8	... Zapasy $\text{B}+1$ .	16+	... Zapasy $\text{B}+3$ . Skarb $\text{B}+2$ . Niesława $\text{B}+3$ .
9-11	... Zapasy $\text{B}+2$ . Skarb $\text{B}+1$ .		

4. PRZYGOTOWANIE

Agata musi wykonać test Polowania  $\text{P}$ . Wyrzuca 12, dodaje 3 za wypełnione pole Polowania na jej planszy gracza oraz dodaje 1 premii za swoją kartę skarbu: Ozdobna kabura. W związku z tym, że jej łączny wynik wynosi 16, rozpatruje odpowiednią opcję, zdobywając 3 Zapasy, 2 Skarby i 3 Niesławę.

Kiedy gracz ma przetestować Zdolność, musi wykonać poniższe kroki w podanej kolejności:

1. Rzuć 12-ścienną kością.
2. Do wyniku dodaj 1 za każde wypełnione pole tej Zdolności na arkuszu gracza.
3. Dodaj cyfrę pod każdą ikoną na swoich kartach Skarbu i Opowieści, która odpowiada tej Zdolności.
4. Odwołaj się do tekstu związanego z testowaną Zdolnością i rozpatrz opcję odnoszącą się do swojego wyniku.

#### ŽETONY PECHA



Jeśli wykonując rzut kością (nie dotyczy odwracania kości) na test Zdolności, masz przynajmniej 1 żeton Pecha, rzuć dodatkowo drugą kością i zatrzymaj tą z niższym wynikiem (po ewentualnych przerzutach). Następnie odrzuć 1 żeton Pecha.

#### ŽETON PRZERZUTU



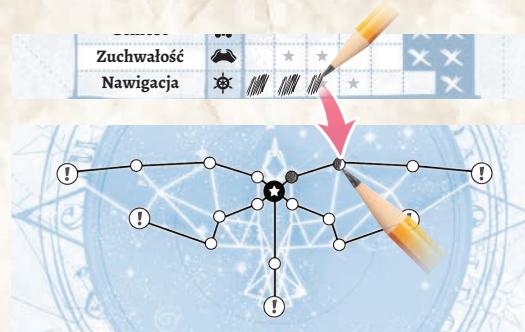
Jeśli masz przynajmniej 1 żeton Przerzutu, po wykonaniu rzutu kością (lub kością), by przetestować Zdolność, możesz odrzucić żeton Przerzutu, by przerzucić 1 kości. Możesz robić to wielokrotnie podczas jednego testu.

**Uwaga:** Pech i Przerzut mają zastosowanie tylko do testów Zdolności, a nie do pozostałych rzutów kościemi.

## ZDOBYWANIE ZDOLNOŚCI



Kiedy gracz zdobywa zdolność (np: Polowanie  $\text{P}+1$ ), wypełnia on dla tej zdolności pierwsze niewypełnione pole po lewej na planszy gracza. Jeśli w tym polu jest  $\star$ , gracz wypełnia również gwiazdę  $\text{O}$  na swojej Konstelacji.



**Uwaga:** Pola na których nadrukowane są symbole  $\text{X}$  nie mogą być wypełnione. Gracz nie zdobywa Zdolności, jeśli wszystkie pola dostępne dla zdolności są już wypełnione.

## NAJWYŻSZA/NAJNIŻSZA ZDOLNOŚĆ

Określając kto ma najwyższą lub najniższą wartość danej Zdolności, policzcie tylko wypełnione pola na arkuszu gracza. Nie wliczajcie Zdolności zdobytych z kart Skarbów i Opowieści.

## WYPEŁNIANIE GWIAZD W KONSTELACJI

Każdy z graczy na arkuszu gracza posiada Konstelację. Im więcej gwiazd  $\text{O}$  w swojej konstelacji jest w stanie wypełnić gracz podczas gry, zwłaszcza tych, które zawierają  $!$ , tym lepszym jest piratem.

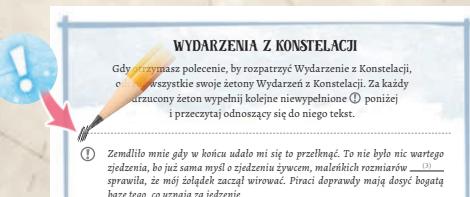
Jeśli gracz otrzyma polecenie, by wypełnić gwiazdę  $\text{O}$  w swojej konstelacji, musi wybrać i wypełnić gwiazdę, która jest połączona z początkową  $\text{P}$  lub z uprzednio wypełnioną gwiazdą. Jeśli gwiazda, którą wypełnił gracz, zawiera  $!$ , otrzymuje on żeton Wydarzenia z Konstelacji.

**Istnieją 2 główne sposoby, dzięki którym gracz może wypełnić gwiazdę:**

- +** Zyskiwanie Zdolności. Za każdym razem gdy gracz wypełnia pole, w którym znajduje się również  $\star$ , wypełnia on też gwiazdę  $\text{O}$  w swojej Konstelacji.
- +** Zakupywanie Skarbów. Akcje niektórych Obszarów pozwalają graczowi Zakopać (odrzucić) Skarb  $\text{B}$ , wypełniając gwiazdę  $\text{O}$  w Konstelacji za każdy zakopany Skarb.

## ROZPATRYWANIE WYDARZEŃ Z KONSTELACJI

Kiedy gracz otrzymuje polecenie, by rozpatrzyć swoje Wydarzenia z Konstelacji, musi przejść do sekcji Wydarzeń z Konstelacji na swoim arkuszu gracza i odrzucić wszystkie swoje żetony Wydarzeń z Konstelacji. Za każdy odrzucony żeton zaznacza kolejne, jeszcze nie zaznaczone, Wydarzenie z Konstelacji i odczytuje je na głos, uzupełniając w trakcie czytania wszystkie puste miejsca, odpowiednimi słowami z sekcji Pustych miejsc w historii ze swojego arkusza.



## ZYSKIWANIE/TRACENIE/TESTOWANIE ZAGROŻENIA ✕

Kiedy efekt obecny w grze sprawia, że gracz zyskuje lub traci 1 (i więcej) Zagrożenia ✕, Obserwator dodaje lub usuwa odpowiednią liczbę żetonów Zagrożenia z toru Zagrożenia.

Kiedy otrzymujesz polecenie, by przetestować Zagrożenie (i tylko jeśli otrzymujesz to polecenie), jeśli liczba żetonów Zagrożenia na Torze Zagrożenia jest równa lub większa od aktualnego Limitu Zagrożenia wskazanego na karcie Celu, zaznacz kolejne, jeszcze nie zaznaczone, pole Groźnego Wydarzenia w Dzienniku Pokładowym i przeczytaj wstęp.



## ZYSKIWANIE/TRACENIE WSPÓŁCZYNNIKÓW STATKU

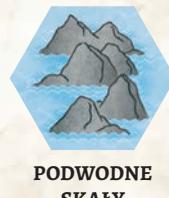
Kiedy efekt w grze sprawia, że gracze zyskują lub tracą współczynnik Statku, wtedy odpowiedni gracz (Bosman, Cieśla lub Ochmistrz) musi przesunąć wskazany znaczek współczynnika statku, zwiększając lub zmniejszając jego pozycję na torze. Wartość współczynnika statku nie może przekroczyć jego określonego maksimum lub spaść poniżej 0.



## PORUSZANIE STATKU

Kiedy efekt w grze nakazuje graczowi, by poruszył statek, ten gracz porusza statek na sąsiednie pole. Za każdym razem, kiedy statek miałby zostać poruszony na puste pole (takie, na którym nie znajduje się żeton nawigacji lub żeton specjalnego Obszaru) dobierz żeton Nawigacji i umieść go odkrytego na polu, przed poruszeniem się na nie.

**Poruszając statek NIE przechodź do wpisu wskazanego na nowym polu, dopóki nie otrzymasz stosownego polecenia.**



Jeśli statek zostanie poruszony na pole zawierające żeton Nawigacji lub żeton specjalnego Obszaru, na którym jest symbol !, statek nie może poruszyć się już dalej w tej rundzie.

Statek nie może zostać poruszony na żeton specjalnego Obszaru podwodnych skał.

## BADANIE OKOLICY

Kiedy gracz otrzymuje polecenie, by zbadać jedno lub więcej pól, należy wykonać następujące kroki w podanej kolejności:

1. Dobierz żeton Nawigacji z zakrytego stosu i umieść go zakrytego na pustym polu Mapy, które sąsiaduje z polem, na którym jest statek lub sąsiaduje z uprzednio umieszczonym żetonem Nawigacji. Należy powtarzać ten krok tyle razy, ile pól gracz miał zbadać.
2. Po tym jak wszystkie nowo dobrane żetony Nawigacji zostaną umieszczone, odwróć je awersem do góry.

## DZIAŁA

Kiedy otrzymujesz polecenie, by ulepszyć działo, Puszkarz może usunąć żeton Działa z planszy Puszkarza i zastąpić go działem z zasobów, którego poziom jest o 1 wyższy. Jeśli zastępowane działo było niezaładowane, nowe działo jest również niezaładowane, i odwrotnie.

Na statku może znajdować się do 4 działa. Działa mogą być odrzucone w dowolnym momencie, by zrobić miejsce dla nowych.

## ZYSKIWANIE/TRACENIE NIESŁAWY ☠

Kiedy efekt w grze sprawia, że gracz zyskuje lub traci 1 (i więcej) Niesawy ☠, Kwatermistrz musi przesunąć znaczek Niesawy tego gracza na wyższą lub niższą pozycję, przesuwając znaczniki innych graczy tak, by zrobić miejsce. Znaczniki Niesawy różnych graczy nigdy nie powinny znajdować się na tym samym polu. Nie może też być pustych pól pomiędzy znacznikami.

### PRZYKŁAD: NIEBIESKI ZYSKUJE 2 NIESŁAWY



## ROZSTRZYGANIE REMISÓW

Jełkroć dwóch lub więcej graczy remisuje w zakresie rozpatrywanego efektu gry, remis należy rozstrzygnąć zgodnie z kolejnością Niesawy ☠ remisujących, przy założeniu, że gracz o wyższej Niesawie ma wyższy wynik.

## KARTY CELU

Przeznaczeniem karty Celu jest przypominanie graczom do czego powinni w danym momencie dążyć. Zawsze w grze będzie dokładnie 1 karta Celu. Kiedy gracze otrzymają polecenie, by odrzucić kartę Celu, otrzymają również polecenie, którą nową kartą Celu należy ją zastąpić.

## KARTY SKARBÓW

Kiedy gracz zyskuje 1 (i więcej) Skarb, gracz ten dobiera i umieszcza w grze 1 kartę Skarbu za każdy uzyskany Skarb. Jeśli talia Skarbów się wyczerpie, należy potasować stos kart odrzuconych kart Skarbów, tworząc z niego nową talię. Karty Skarbów zagrywa się awersem do góry, a ich efekt jest korzystny dla gracza, który je otrzymał. Można również pozyskiwać Skarby, kradnąc je od innych graczy.

Gracz nie może mieć w grze jednocześnie więcej niż 4 karty Skarbów. Jeśli gracz miałby zagrać piątą kartę, musi najpierw odrzucić jeden z posiadanych już Skarbów albo zdecydować, by odrzucić nowy Skarb. Za każdą odrzuconą w ten sposób kartę, Zapasy 1+1. Efekty „Po tym jak zyskasz tę kartę” widoczne na karcie Skarbu, należy rozpatrzyć tylko, jeśli gracz zdecydował się zatrzymać kartę.

Gracz NIE wypełnia pola na swoim arkuszu gracza, gdy zyskuje kartę Skarbu, na której jest ikona Zdolności. Premie te są dodawane do testów Zdolności niezależnie od Zdolności zdobytych przez gracza.

Niektóre karty posiadają efekt, który aktywuje się po odrzuceniu. Efekty te rozpatruje się tylko wtedy, gdy gracze odrzucają kartę dokładnie w tym celu. Kiedy gracz odrzuca kartę z jakiegokolwiek innego powodu (np. zakupując Skarb lub odrzucając do limitu 4 kart), nie rozpatruje się efektu „odrzucenia”. Gracze mogą użyć efektów odrzucenia tylko w swojej turze (podczas rozpatrywania swojej akcji w fazie Akcji), chyba że na karcie wyraźnie napisano inaczej.

## KARTY OPowieści

Karty Opowieści działają w podobny sposób co karty Skarbu, ale nie są kartami Skarbu i nie mogą być zakopane, odrzucone, ukradzione albo wykorzystane, by opłacić koszt Skarbu. Nie ma limitu kart Opowieści, jakie gracz może posiadać. Jeśli to możliwe karty Opowieści powinny być dobierane z talii Opowieści. W przeciwnym razie należy je wziąć od gracza, który je posiada.

# GENERATOR PIRACKICH IMION

Rzuć dwiema 12-ściennymi kościemi, pomnóż ich wyniki przez siebie i sprawdź w tabeli swój piracki przydomek. Następnie rzuć dwiema 12-ściennymi kościemi, pomnóż ich wynik przez siebie i sprawdź w tabeli imion swoje imię. Połącz oba wyniki, aby stworzyć swoje pirackie imię.

## PRZYDOMEK

1	...Różowe oko	25	Fantazyjny(a)...	64	...Kurza nóżka
2	Łapiząb...	27	...el Burro	66	Zarządcza/Zarządczyni...
3	Suchousty(a)...	28	...Świetlik/Świetliczka	70	Nowy(a)...
4	Smakowity(a)...	30	...Śpioch	72	Worek...
5	... Rolada	32	Przerzążający(a)...	77	Krótki(a)...
6	Bogata(y) Ciotka/Wuj...	33	Cnotliwy(a)...	80	...Gardziółko
7	...Mięsożerca	35	Rozsądny(a)...	81	...Bum-bum
8	Trupiolicy(a)...	36	...Łapa	84	...Wierszokleta/ Wierszokletka
9	Przewrotny(a)...	40	„Admirał”...	88	Złota Korona...
10	Klnący(a)...	42	...Szczur Lądowy	90	...Flak
11	Zgniłooki(a)...	44	...Brązowy nos	96	Podpity(a)...
12	Prostacki(a)...	45	Atrakcyjny(a)...	99	...Szpila
14	Doświadczony(a)...	48	...Mięsień	100	...Miecznik
15	...Cyngiel	49	...Kokos	108	...Tik-Tak
16	Mały(a)...	50	„Święty(a)”...	110	...Mors
18	...Błazen	54	...el Pollo	120	Krępy(a)...
20	...Gorące Bułeczki	55	Twarzysz(ka)...	121	...Kaczy Dziób
21	Lepki(a)...	56	...Zęza	132	Łobuz...
22	...Żądny(a) Krwi	60	Plocienny(a)...	144	Babka/Dziadek...
24	...Śpioch	63	...Socjopata(ka)		

## IMIĘ

1	McHale	25	Paola/Pablo	64	Checkers
2	Jeanne/Jean	27	Britches	66	Charlotte/Chuck
3	Helga/Hugo	28	Birdy/Burt	70	Turner
4	Jackie/Jacques	30	Basilfinger	72	Ditty/Jakobe
5	O'Dell	32	Hawkins	77	Miller
6	Carla/Carl	33	Olive/Otis	80	Sally/Sal
7	Marley	35	Zheng	81	Jojo
8	Isabelle/Ismael	36	Coco/Carl	84	Flores
9	Zhu Zhu/Zebulon	40	Freida/Fred	88	Shandy
10	Irma/Ernie	42	Mao	90	Jill/Jack
11	Wilma/Wally	44	Maude/Mac	96	Petunia/Pete
12	Jones	45	McGillicuddy	99	Rachel/Ross
14	Kate/Kev	48	Packo	100	McGee
15	Greta/Hans	49	Smith	108	Ramirez
16	Bobbie/Bob	50	Louise/Louis	110	Frannie/Frank
18	Watanabe	54	Edna/Ed	120	Rora/Rory
20	Alice/Al	55	Cookie	121	Goose
21	McMuffins	56	Van Der Veer	132	Flo/Phil
22	Skeet	60	Mackey	144	Snoopy
24	She/He-Beast	63	Hsu		

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**LUBISZ MORSKIE KLIMaty?**  
**WYPŁYŃ RAZEM Z SERIĄ KRÓLESTW PÓŁNOCY!**



# FORGOTTEN WATERS<sup>TM</sup>

## ENTRY BOOK



ONE DAY I'LL PASS THE OCEAN'S EDGE, TO BE A PIRATE TRUE,  
I'LL FIND A WORLD TO BE ME HOME, WITH ME OWN LOYAL CREW;  
I'LL RIDE UPON THE ENDLESS WAVES, AND FIND ALL TREASURE NEW,  
I'LL LIVE THE PIRATE'S LIFE ONE DAY, AND BID THIS WORLD ADIEU.

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# HOW TO USE THIS BOOK

This book is intended for use in place of the Forgotten Waters app. The app, can be found by going to [fwcrossroads.com](http://fwcrossroads.com). If you have access to the app, we strongly suggest you use it... If you hate it, you can always come on back here.

Still here? Okay, when this book tells you to turn to a page, turn to that page in the location book (not this book).

After reading an entry, unless it directs you to go to another entry, or directs you otherwise, continue play.

## GAME SETUP

The setup instructions in the rulebook direct players to launch the Forgotten Waters app and select a scenario. To select a scenario using this book, reference the index on the back page of this book and turn to the first page of your chosen scenario. There you will find the scenario specific setup instructions.

After completing setup, read the Special Rules section (if there is one) and then read the Introduction section and follow its instructions.

## FINDING AN ENTRY

When directed by the game to 'read' or 'go to' an entry make sure you are going to that entry within the correct scenario section of this book. For example: If you are playing the Beyond the Ocean's Edge scenario, make sure you are searching for the entry only on the pages that say Beyond the Ocean's Edge at the bottom of them. In the case of Beyond the Ocean's Edge, that would be pages 5-28.

If you can't find your entry, check that the number is correct, that you are in the correct scenario section of this book and that you are on the correct location book page.

## MAKING CHOICES

Many entries will ask you to make a choice and will direct you to other entries depending on which choice you make. Example:

- If you attempt to save your crewmate, go to 8-1.
- If you ignore her, the ship and your safety is more important, go to 8-2.

When given a choice like this, choose 1 of the options and follow its instructions.

## CONTINUING A SAVED GAME

When continuing a saved game for a scenario, go to the first page of that scenario and skip to the Continued Game section. Follow its instructions then read the Special Rules section (if there is one) and read the Adventure Continued section and follow its instructions.

# NAVIGATION/LOCATION TOKENS

The special setup steps for the various scenarios will mention navigation tokens and special location tokens. Navigation tokens are the hexagonal tokens labeled 001-030 with a ship wheel icon on the back. Special Location tokens have different special locations printed on either side and are labeled 953-977.

### NAVIGATION TOKENS



001  
001-030

### SPECIAL LOCATION TOKENS



953  
953-977



BEYOND THE OCEAN'S EDGE

## SETUP

# NEW GAME

**IMPORTANT: Remove all of the purple cards from the treasure deck for this scenario.** Then follow all remaining steps in the Game Setup section of the rulebook, referencing the map and numbers below as needed. When you reach step 19, proceed to “Special Setup” below.

## MAP SETUP



## SHIP SETUP



(Cannons: Level 1 loaded, Level 1 unloaded)

## SPECIAL RULES

1. If you are asked to read the entry of a space containing special location token 962 and another token, read only entry 962.

**IMPORTANT:** Reading entry 962 will result in players losing the game. Special location token 962 should be avoided at all costs!

# INTRODUCTION

Have each player read the backstory section of their player sheet aloud, filling in any blanks as they read with the corresponding word from the story blanks section of their sheet. Then, read the following aloud: *Long ago, people spoke of a land called Sunset, a place full of honorable merfolk, powerful witches, towering monsters, and legendary pirates. A world that stretched so far and wide that not even the royal Monts could claim dominion over it. But as the years passed, and the world twisted, the legend of Sunset faded and most forgot about its wonder. Most, except Captain Jesbut J. Vance. He never for a moment questioned that Sunset was real, and spent his life searching for it. Now an old man, he has decided to set off on one last adventure to find the fabled waters of Sunset and has convinced you to join him.*

Your quest begins in search of the fabled Clearing Stone. Captain Vance is convinced it is the key to getting into Sunset. You have struck some luck in acquiring a map that should lead you to the stone, but none of you can understand it in its entirety. Because of this, you sail to Precipice Island where an old friend of the Captain may be able to decipher the map. The quest seems easy enough, but Captain Vance's previous adventures have made him some enemies, most notable of which is the royal Mont family, who have hired the notorious Captain Razor to hunt you down.

Begin the first round on page 19.

## SPECIAL SETUP

1. Retrieve objective card 1 – Decipher the Map from the objective deck and place it on the Lookout Board.
2. Place the ship on special location token 953.
3. All players: Treasure  $\square + 1$  (all players draw 1 treasure card).
4. Write Seeds of Doubt on the ship's log.

## CONTINUED GAME

If 'Part 1: Complete' is written on the ship's log, you can resume your saved game by following the directions below.

1. Remove all of the purple cards from the treasure deck.
2. Place the ship standee and special location tokens on the map board as indicated in the map setup section below. Make any map or token changes as recorded on the back of the ship's log.
3. Give each player a pencil and their player sheet from your previous session.
4. Each player collects a pirate standee and its matching color 12-sided die, treasure chest card and infamy  marker.
5. Assign each of the 7 roles to the players.
6. Place infamy  markers in the order players are listed on the ship's log.
7. Remove from the game all navigation tokens recorded on the back of the ship's log and create a supply out of the remaining navigation tokens.
8. Set the hull , supplies , discontent , crew , and cannons to the state recorded on the back of the ship's log.
9. Give each player the treasure  cards, story cards, misfortune  tokens, re-roll  tokens and constellation event tokens recorded under their name on the ship's log.
10. Reminder: If playing with 4 or fewer players, put the Hungry Pirates special rules card into play. If playing with 3 players, also put the Masked Pirate special rules card into play.
11. Retrieve objective card 2 – Find the Clearing Stone from the objective deck and place it on the Lookout Board.

## MAP SETUP



## SPECIAL RULES

1. If you are asked to read the entry of a space containing special location token 962 and another token, read only entry 962.

**IMPORTANT: Reading entry 962 will result in players losing the game. Special location token 962 should be avoided at all costs!**

## ADVENTURE CONTINUED

After visiting the captain's friend, Esmeralda, you visit a nearby town to restock and prepare for the trip to Red Rock Island. Esmeralda said to search the painted caves there to find the Clearing Stone. Once that stone is in your possession, you'll finally be able to cross the Ocean's Edge.

Turn to page 21 and begin the first round of the game.

**001**

## CROSSROADS EVENT – FIGHT

Read the following aloud to the player with the highest swagger :  
*A fight between two crewmates turns to blows on the ship's deck. Captain Vance had ordered you to keep the peace among the crew, but these two have been at each other's throats for a while, and you feel that letting them fight it out might result in their working it out of their systems.*

- If you break them up before someone gets hurt, go to 1-1.
- If you let 'em fight it out, go to 1-2.

**1-1** *You're able to stop the two from fighting, but not before taking a punch to the kisser. While in recovery, Captain Vance brings you a gift for following his orders. "Good on ya, matey," he says.*

Remove navigation token 001 from the game. Retrieve card 74 Stern Eyepatch from the story deck. Hull -1. Treasure +1. Turn to page 3. Check threat .

**1-2** *The fight escalates, leaving both of the sailors bruised and beaten, and in the absence of leadership, other crew step in to pull the combatants away from each other. The entire encounter does nothing to mend the anger between the two. The next time you see Captain Vance, the old man looks away and shakes his head in disappointment.*

Remove navigation token 001 from the game. Discontent +1. Turn to page 7. Check threat .

**002**

*The flag on the merchant ship bears the royal crest with a large bumblebee emblazoned over it.*

*"The Bumblebee Delivery Service! Easy pickin's, me hearties," laughs the captain. "Place yer bets now on what they're haulin'. Is it dry goods? Chests o' coin? Or maybe beautiful barrels o' rum?"*

Remove navigation token 002 from the game. Flip a loaded cannon to its unloaded side. If you cannot, hull -1. Set dial A to 5. Turn to page 53.

**003**

## CROSSROADS EVENT - HAUNTING VOICE

Read the following to the player with the highest exploration :  
*You are headed topside when you overhear a voice coming from the Captain's quarters.*

*"Time is a resource you have little of, Vance," the voice hisses.*

*"We're close, I swear it," Captain Vance urges. Is that fear you detect in the old man's voice?*

*"You'd better be!" the voice snaps back. You feel the ship tremble as the voice utters each syllable. You press your ear to the Captain's door to try to hear more, but Captain Vance suddenly opens it and you tumble in at him.*

*"What're you doin', me matey?" the captain asks, one eyebrow arching suspiciously. You look around and see no one else in the room.*

- If you confront Captain Vance about the voice you heard, go to 3-1.
- If you play it off as if nothing happened, go to 3-2.

**3-1** *"Har, that's a good one," Captain Vance laughs. "You must be hearin' things! Been at sea too long." The captain doesn't mention the incident again, but the sound of that voice continues to haunt you.*

Remove navigation token 003 from the game. Discontent +1. Infamy +2. Hull -1. Set dial A to 4. Turn to page 11. Check threat .

**3-2** *"Sorry 'bout that cap'n," you say, your mind racing for an excuse. "I was... doin' some dustin', and well, I saw yer door was dusty somethin' awful and, I, uh... I should go check on things topside. Well, be seein' ya,*

*cap!" You congratulate yourself on the ruse as you hurry away, but the voice you heard still haunts you. Were you right to place your faith in the old man?*

Remove navigation token 003 from the game. Re-roll +1. Hull -1. Set dial A to 4. Turn to page 11. Check threat .

**004**

*Traveling across the calm waters brings you to a reliable royal merchant route, and sure enough, a plump merchant vessel bearing the flag of the Bumblebee Delivery Service can be seen in the distance. You work together to overtake them, and soon Captain Vance is calling for boarding parties. "Look lively, you lot!" he cries. "We've got a beautiful bee ahead o' us, and it's laden with pollen!"*

Remove navigation token 004 from the game. Flip a loaded cannon to its unloaded side. If you cannot, hull -1. Set dial A to 6. Turn to page 53.

**005**

## CROSSROADS EVENT - THE THOUGHTFUL SURGEON

Read the following to the player with the most treasure :  
*You've once again caught a case of Bovine Yellowgut, so you pay a visit to Patches, the ship's surgeon.*

*"Ya ever think about it all? The big picture?" asks Patches. You sit on a chair below decks as he looks at your stomach. "Like, is there more to life than stabbin' decent folk in the guts and takin' their stuff?"*

*"Well sure," says you. "There's also stabbin' horrible folk in the guts and takin' their stuff."*

*"Oh yeah!" says Patches, brightening at the prospect. "By the gods, this is the life! Here, take this medicine and in a couple o' days you'll be right as rain."*

- If you drink the unwholesome smelling medicine, go to 5-1.
- If you avoid Patches' swill and wait the illness out, go to 5-2.

**5-1** *The medicine kills your malady. And your eyesight. You spend a day stumbling around, cursing Patches under your breath.*

Remove navigation token 005 from the game. Misfortune +2. Supplies -1. Turn to page 7. Check threat .

**5-2** *You don't make many friends among the crew, spewing as you do every time the boat lurches. In a week's time the Yellowgut passes.*

Remove navigation token 005 from the game. Discontent +1. Supplies -1. Turn to page 7. Check threat .

**006**

## CROSSROADS EVENT - MAKE IT SNAPPY

Read the following to the player with the highest hunting :  
*The waters are so crystal clear you can see a sunken ship below the surface. It's not too far down to be out of your reach. Excited at the prospect of loot, the crew prepares to dive into the waters in search of treasure, but you stop them and point out at the many small fins that crest the water.*

*"Caution's needed here, ya scurvy gits. There's grim snappers out there. If we dive, we might not all make it back."*

If you keep the crew on board and sail past the wreck, go to 6-1.

If you join the crew for a dive. Because, treasure, go to 6-2.

**6-1** *You sail past the wreck, and congratulate yourself on showing caution when you come across a Bumblebee Delivery Service vessel that promises easy rewards.*

Remove navigation token 006 from the game. Flip a loaded cannon to its unloaded side. If you cannot, hull -1. Set dial A to 6. Turn to page 53.

**6-2** Remove navigation token 006 from the game. In infamy **3**: order, each player may roll a die. On a result of 10 or higher: Treasure **1**. On a result of 2 or less: Crew **-1**. Once all players are finished, turn to page 3. Check threat **X**.

## 007

You find a charming piece of land in the middle of the ocean. It isn't much, but it proves to be a great place for a pirate picnic, and if there's one things pirates love, it's picnics. Everyone has a lovely time, but as you while away the hours, the weather turns.

Remove navigation token 007 from the game. Supplies **2+2**.

Discontent **X-1**. Set dial A equal to the number of players. Turn to page 11. Lock action 1. Check threat **X**.

## 008

### CROSSROADS EVENT - OVERBOARD

Read the following to the player with the lowest infamy **3**:

Waves crash against the ship, rocking it violently as the storm grows. You are struggling to lower the sails that are being torn by the wind, when you hear a crewmate shout for help. She's gone overboard! The rest of the crew doesn't notice, too involved with making sure that the ship doesn't sink.

- If you attempt to save your crewmate, go to 8-1.
- If you ignore her, the ship and your safety is more important, go to 8-2.

**8-1** You tie a rope around your waist and dive in after her. You are able to hold onto her and climb back up onto the ship. Both of you collapse when you get to the deck. Captain Vance notices what you did, and commends your bravery, despite the fact that by leaving your post the ship took on damage.

Remove navigation token 008 from the game. Hull **-1**. Supplies **2-2**. Infamy **3+4**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

**8-2** The woman quickly vanishes in the storm.

Remove navigation token 008 from the game. Crew **-1**. Set dial A equal to the number of Read the following aloud: players. Turn to page 11. Check threat **X**.

## 009

A royal galleon appears out of nowhere, and before you know it their cannon fire begins raining down upon the ship. The captain turns the ship as soon as he notices them.

"There's a storm a-brewin', me mateys!" cries Captain Vance, and the old man laughs aloud as the wind whips across the deck. He runs over to the starboard side and, holding the railing, yells, "Follow us into the storm, you devils, I dare ya! We'll all be makin' merry music soon!" You and the rest of the crew give each other confused looks.

"Er, cap'n?" you ask nervously. "What are you doin'?"

He laughs, "We'll be fine, me mateys, you'll see!" as you barrel into the storm.

The royals cease their pursuit. "Cowards!" the captain chuckles. "Now look lively everyone! We have a ship to keep afloat!"

Remove navigation token 009 from the game. Discontent **X+1**.

Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

## 010

### CROSSROADS EVENT - PERFECT STORM

Read the following to the Gunner:

Dark gray clouds roll in and cover the sky. Thunder rumbles and the wind intensifies. Sparks of light flash threateningly.

"Perfect!" cries Three-Legged Pete. "Come on, mateys, help me with this. Trust me, I've done it before." The crew helps Pete load a cannon onto a rowboat and lower it into the water.

"What in the hell are you doin'?" you cry.

"Trust me!" replies Pete. "There's no time to explain!"

- If you say, "Stop Pete. The cannon is too valuable to bet on his crazy idea." Go to 10-1.
- If you let Pete continue with his plan, go to 10-2.

**10-1** The cannon is grudgingly pulled back onto the ship and you flee the storm.

Remove navigation token 010 from the game. Discontent **X+1**. Turn to page 7. Check threat **X**.

**10-2** The rowboat floats out into the approaching storm. Suddenly, lightning strikes it. The boat shatters, sending the cannon down into the depths. As you watch the cannon disappear from sight, it is suddenly replaced by dozens of electrocuted fish floating to the top of the water. "Net 'em up!" you cheer.

Remove navigation token 010 from the game. Remove 1 cannon, if able. Supplies **2+4**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

## 011

### CROSSROADS EVENT - THE LURE OF GOLD

Read the following to the player with the highest infamy **3**:

A storm comes in the night. Most of the crew are up on deck tending the sails and bailing seawater. After completing a chore below deck, you consider it a perfect opportunity to see what booty your fellow senior crew have been hiding.

- If you search the quarters for treasure to steal, go to 11-1.
- If you go and help the crew, go to 11-2.

**11-1** You find all manner of glittery goodies stashed away by your peers. But just as you chuckle over your good fortune, you hear a deep voice behind you.

"What you be doin', me matey?" growls Captain Vance angrily. "Those don't be belongin' to ye. Put 'em back where ya found 'em." You rush to comply, but as you pass by the captain on your way to the stairs, he says, "The penalty for thievin' is death. You be rememberin' that now." The next day, Captain Vance demotes you, and for the next few days the water and sky are as rough as your disposition.

Remove navigation token 011 from the game. Infamy **3-3**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

**11-2** You go up on deck to help the crew, and while there you notice debris floating in the storm-tossed waters. It looks like remnants from another ship that must have been damaged by the squall. You alert the crew and they are able to hoist up some barrels that contain pleasing rewards. The storm rages on, but spirits are high.

Remove navigation token 011 from the game. Supplies **2+3**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

## 012

### CROSSROADS EVENT - A BLUE LIGHT

Read the following to the player with the highest exploration **4**:

Through the storm you see a blue light, small but piercing in the distance. As your ship draws near, the light reveals itself to be a woman in a small dinghy. In her hand is a lantern that contains a strange, blue flame. She signals for help as she nears the ship.

"Blessed is my fortune," the woman says as you hoist her small craft aboard. "I was beginning to lose hope, but the flame was a faithful guide." Captain Vance appraises her and frowns. "See here, lass, I be the captain

## 013 - 022

o' this ship. We're happy to help ya in this time o' need, but I'm gonna need ya to drop that light into the sea before I let ya go any further."

The woman grips her lantern and backs away from the Captain. "Part with my flame?" the woman cries. "I would sooner part with my soul." She pleads with the Captain.

- If you try to convince the Captain to let her keep her lantern, go to 12-1.
- If you trust the Captain's judgment, go to 12-2.

**12-1** Vance stubbornly shakes his head. "That light pierced the very clouds. I won't have it signalin' ambishers or the like. Snatch it from her and throw it overboard."

"No, wait!" the woman cries. "Return me to the storm, and let me keep my light aboard my own boat."

The Captain agrees and orders the crew to return the woman to the water. There is some muttering, for surely the stranger will not survive alone on the waves for long. Soon she is gone, and the storm rages on. You do not see her light again.

Remove navigation token 012 from the game. Discontent **X+1**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

**12-2** You snatch the lantern from the woman's hands and throw it overboard. She screams and attempts to jump after it before being restrained. She kicks and fights as the light sinks into the depths below, before collapsing into anguished sobs.

"Throw her into the brig," orders Captain Vance. "She can disembark at the next port we find." The next day the woman acts as an entirely different person. She seems to have no memory of the flame or how she came to be stranded. When she asks to join your crew, Vance considers her carefully, then agrees.

Remove navigation token 012 from the game. Crew **0+1**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

## 013

### CROSSROADS EVENT - FIGHT OR FLIGHT

Read the following to the player with the highest navigation **X**:

Thunder rumbles in the distance, but no one looks back at the encroaching storm. All eyes are on the royal frigate far off to port.

"Aye, she's changed course," agrees Captain Vance, watching the larger ship through his spyglass. "Headed this way. Well, matey, we have a difficult choice. We can stay and fight that beast, or try to lose it in the storm. Either might be the right way to go. Or the death o' us all."

- If you retreat into the storm, go to 13-1.
- If you prepare to face the oncoming ship, go to 13-2

**13-1** "I'd rather die upon the trident of the sea god than get shot in the pooper by a cannonball. Hard to starboard!" Vance cries.

Remove navigation token 013 from the game. Hull **0-1**. Supplies **0-1**. Set dial A equal to the number of players. Turn to page 11. Check threat **X**.

**13-2** "Aye, we can take 'em," agrees the captain. "Stay the course and ready the cannons!" he bellows.

Remove navigation token 013 from the game. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 5 and dial B to 3. Otherwise, Set dial A to 6 and dial B to 4.

## 014

You come across a marshy, uninhabited island.

Remove navigation token 014 from the game. Place special location token 967 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 33.

## 015

### CROSSROADS EVENT - FOG TEST

Read the following to the player with the highest navigation **X**:

You enter a troubling fog that rises up without warning.

"An ill omen, this be," says the captain. He turns to you and asks, "So, matey, let us test yer skills. What should we do when facin' a foul gloom such as this?"

- If you advise the captain to stay the course and push through the fog, go to 15-1.
- If you advise the captain to slow the ship until the fog passes, go to 15-2.

**15-1** "Good choice, matey!" says the captain. "We could see fer miles before the fog, so we know it's clear ahead. No point wastin' time on a fog that will vanish any minute."

Remove navigation token 015 from the game. Infamy **0+2**. Turn to page 3. Check threat **X**.

**15-2** "Perfect choice, me matey," says the captain with an approving nod. "Always best to play it safe. No point crashin' into who-knows-what."

When the fog evaporates, you spy an enemy ship off the port bow. It too seemed to be moving cautiously in the fog. If you had been sailing at top speed, you could have crashed into it.

Remove navigation token 015 from the game. Re-roll **0+1**. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 3 and dial B to 6. Otherwise, Set dial A to 4 and dial B to 7.

## 016

You approach distant shadows in the water, and you notice them jetting brine into the air.

"Whales!" cries a sailor from the nest. Everyone gathers starboard as the ship draws closer to the magnificent creatures.

"It's a shame they's such a rare sight," Captain Vance says sadly. "Back when I was a lad, I'd see them every time I was at sea. Now yer lucky to see 'em once in a lifetime. Damn royals have fished 'em so heavily, most're now gone from these here waters." He sighs. The mighty beasts swim alongside your ship until the sun sets. The crew give them names, and laugh whenever the whales playfully blast water onto the ship. As you part ways, Captain Vance tips his hat to the visitors.

Remove navigation token 016 from the game. Discontent **X-1**. Turn to page 3. Check threat **X**.

## 017

### CROSSROADS EVENT - STOWAWAY

Read the following to the Cooper:

You cannot sleep, and decide to sneak to the hold for a nip of rum. But lo! Inside the cask you find a stowaway, a wild-eyed lass looking half-starved and delirious.

"Where the blazes did you come from?" you demand.

"I'm so sorry," says she, a little disoriented, "but I was bound for Port Gerrard. I don't think I was meant to be on this vessel at all!" You cough quietly as you recall recently boarding and robbing a ship bound for Port Gerrard. "Please," she says, "give me but a bit of food and water, and re-seal my barrel, and I'll give you the treasure I was paying my way with."

- If you do as she says and receive your payment, go to 17-1.
- If you take her to the captain for judgment, go to 17-2.

**17-1** "Suit yerself," you say with a shrug. Newly laden with supplies, she thanks you and hands over something wrapped in a soiled rag. You still get your nip of rum before bed, and make a mental note to check on the passenger in a month or two.

Remove navigation token 017 from the game. Re-roll **0+1**. Treas-

sure +1. Set dial A equal to the number of players. Turn to page 11. Check threat .

**17-2** "We ain't headin' nowhere near Port Gerrard, so best ya come meet the cap'n." The woman, half out of her mind from dehydration, fights like a wildcat when you try to pull her from the barrel.

"Ya got fightin' spirit, lass," says Captain Vance later. "We need that. Plus ways I see it, ya owe me fer room, board, and the rum. So get to work, pull yer weight, and we can drop ya at the next port if ya want."

Remove navigation token 017 from the game. Crew +1. Discontent +1. Set dial A equal to the number of players. Turn to page 11. Check threat .

## 018

You approach an unexplainable shape on the horizon and see it sink beneath the waves. Its strange shape, briefly glimpsed, is disquieting as it suggests the presence of a creature of enormous size. Many among the crew begin muttering prayers. The waves grow larger soon after that, and before you know it, the ship is being tossed about along the edge of a large storm. And you are not alone! A royal frigate, also battling the waves, is drawn to your location. All fear of the strange shape is lost as your crew bravely prepares for a fight.

Remove navigation token 018 from the game. All players: Re-roll +1. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 6 and dial B to 3. Otherwise, Set dial A to 7 and dial B to 4.

## 019

### CROSSROADS EVENT - LARS

Read the following to the player with the highest swagger :

On the horizon you notice a small island heavily guarded by the royal navy. Unable to land, you turn away, but notice a small frigate racing toward you, oddly turning away from the island as well.

"Private ship!" shouts the lookout from above. "El Pavo Real. I see a lot o' people on deck. More than normal! Passenger ship mays be." The crew cheers at this, eager for plunder.

"El Pavo Real?" a young man next to you asks, his face turning white. "No! I... I have people on that ship. People who matter. Please. Yer a senior member o' the crew. Help me, and I'll gives ya somethin' sparkly I recently found."

- If you tell the sailor rules are rules, and El Pavo Real is fair game, go to 19-1.
- If you take the young man's treasure and help convince the crew, go to 19-2.

**19-1** The sailor vanishes until El Pavo Real is pulled alongside for boarding. The boy springs out with a cry and a cutlass, and attempts to hold off his crewmates. He cuts down one peer, but then a bullet sends his corpse into the water.

Remove navigation token 019 from the game. Crew -2. Set dial A to 7. Turn to page 53.

**19-2** "I'm tellin' ye, El Pavo Real is a nightmare born in hell, and set loose upon the waves!" You stand by the mizzenmast, calling out to the crew. "When those souls of the damned board yer ship, they don't come fer booty and supplies! Oh no! They leave with yer souls and the very skin flayed from yer corpses!"

"Well ferget 'em then!" shouts a toothless sailor. "I be likin' me skin right where it is!" Many among the crew agree, and minutes later your ship flees from what would have been easy prey.

Remove navigation token 019 from the game. Treasure +1. Turn to page 7. Check threat .

## 020

### CROSSROADS EVENT - LEFT FOR DEAD

Read the following to the First Mate:

You are drawn in by smoke on the horizon. As you approach, burning pieces of a sailing vessel float past, and you can hear people screaming in the distance.

"What happened here?" Captain Vance asks of a survivor you pull aboard. "Captain Razor," gasps a man, as the sound of thunder rumbles in the distance.

"The royal navy did this?" Vance shakes his head in disbelief, then leans in towards you. "What say you, matey?" he whispers. "Bring 'em aboard and learn their story, or grab some loot the pirate way?"

- If you bring the survivors aboard and hear their story, go to 20-1.
- If you loot what you can before the storm hits, go to 20-2.

**20-1** Coughing up blood, the man tells their story. "They came upon us fast, cannons firin'. When they boarded us, they tore apart the quarters and stowage. Kept demandin' we tell them where the Clearing Stone was. Have you ever heard o' such a thing?"

The captain stares out at the waves for a moment before calling out, "Rough seas ahead! Get these people below! Treat their wounds! Then prepare for a rough ride!"

Remove navigation token 020 from the game. Crew +2. Set dial A to 5. Turn to page 11. Check threat .

**20-2** "We don't need no trouble with the navy," Vance agrees. "Have the crew look fer useful items before that storm hits."

"You monsters!" the man screams. "Just you wait! Captain Razor will find you too! You'll see!"

Remove navigation token 020 from the game. Supplies +2. Treasure +1. Turn to page 3. Check threat .

## 021

Sailors curse as they race across the decks and prepare for battle. You were all so excited to find a port that you didn't notice the ship flying royal colors that was already there.

Remove navigation token 021 from the game. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 4 and dial B to 3. Otherwise, Set dial A to 5 and dial B to 4.

## 022

### CROSSROADS EVENT - STICK IT TO 'EM

Read the following to the player with the highest aim :

The crew begins to board a whaler they've brought to heel, but the bastards on the other boat perform a quick maneuver that pulls your ships apart. Boarding planks and screaming sailors fall into the water. You are already on the enemy ship's deck, where you spy a harpoon gun. If you fired it at your boat, it might hold fast and prevent your prey from escaping.

- If you fire the harpoon gun, go to 22-1.
- If you jump overboard and swim to your ship, go to 22-2.

**22-1** You fire the gun, and cheer as the harpoon sinks into the hull of your ship. The line between the harpoon and gun grows taut, but it looks like it is going to hold.

Remove navigation token 022 from the game. Hull -1. Treasure +1. Set dial A to 7. Turn to page 53.

**22-2** You beckon the crew that are with you to leap. Minutes later, you are all fished out of the water. The whaler is lost, but you aren't.

Remove navigation token 022 from the game. Turn to page 3. Check threat .

**023**

## CROSSROADS EVENT - ROYAL MARINES

Read the following to the Gunner:

*A royal frigate approaches and you oversee the crew responsible for loading the cannons. A muffled, gurgling scream from behind you steals your attention, and turning you see two men dressed all in black and soaking wet. The royal insignia covers their left breasts, and you realize your crew faces some new threat heretofore unknown.*

*"Sails!" Captain Vance bellows. "Unfurl the sails! Flee, me mateys! We must flee!"*

- If you leave your crew to their fate, and run to the sails to save the ship, go to 23-1.
- If you engage the invaders and save your crew, go to 23-2.

**23-1** *You dash off to the sails, and succeed in helping to ready the ship so your enemies might be evaded. Later, when you return to fend off the invaders, you see the grisly cost of abandoning your crew.*

Remove navigation token 023 from the game. Crew **Q-2**. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 4 and dial B to 5. Otherwise, Set dial A to 5 and dial B to 6.

**23-2** *Determined to help your crew, you bravely engage your marine opponents. When the last one is cut down, you breathe a sigh of relief, but notice there is now no escaping the incoming ship.*

Remove navigation token 023 from the game. Hull **Q-1**. Brawn **Q+1**. Infamy **Q+3**. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 4 and dial B to 5. Otherwise, Set dial A to 5 and dial B to 6.

**024**

## CROSSROADS EVENT - HAWKEYE

Read the following to the player with the highest infamy **Q+3**:

*As you chase a small merchant vessel, a fellow pirate ship approaches in the distance. Captain Vance orders the crew to spill wind and let the other ship run alongside you. On the other craft is Captain Shruti Hawkeye, a heavyset woman with dark skin, a patch over her eye, and a stern look on her face. She calls to Captain Vance.*

*"Vance! These be my waters, and we've been trackin' that merchant for hours. You know the code. Best sail away."*

*"She's right about the code," he says, "but she could be lyin' about the merchant. What do you say?"*

- If you yield the ship to Captain Hawkeye out of respect for the code, go to 24-1.
- If you challenge Captain Hawkeye's claim, go to 24-2.

**24-1** *You don't like losing potential loot, but the code is the code.*

*"It's fer the best," agrees Vance, but not all among the crew are sympathetic. You later discover that some are missing, presumably choosing to go overboard and join Captain Hawkeye. But it's their loss, for as thanks for honoring the code, Shruti Hawkeye shares some tactical knowledge with Captain Vance, concerning other ships in the area.*

Remove navigation token 024 from the game. Crew **Q-2**. Write "Hawkeye" on the ship's log. Turn to page 3. Check threat **X**.

**24-2** *"Hold up, Shruti," Captain Vance calls back. "Let's parley a tick." Captain Hawkeye boards your ship, and the two retreat to Vance's quarters. Not ten minutes later they re-emerge and you see Captain Hawkeye clutches a large tome of considerable age.*

*When the rival ship pulls away, the Captain calls out, "Okay, boys and girls, let's get back to our prize. It looks like they've fled, but we'll catch up lickety split!"*

Remove navigation token 024 from the game. Discontent **X-1**.

Check off box 5 of the Captain's Mission on the ship's log without going to its entry. Set dial A to 6. Turn to page 53.

**025**

## CROSSROADS EVENT - OLD FRIENDS

Read the following to the player with the lowest infamy **Q+3**:

*The passenger ship is an easy catch. You and the crew board it and begin to raid its cabins. But one passenger is shockingly recognizable. "Emily?" you ask her. She nods her head silently. She seems mute, and you notice the large scar on her neck that travels down to her shoulder. Seeing her here now floods your mind with memories, and the sad realization that the world you left behind did this to her.*

- If you push aside sentimentality and the friendship you once held dear and continue with what you are there for, go to 25-1
- If you untie her, and plead with the captain to stop the raid, go to 25-2.

**25-1** *You and the crew successfully raid the ship. As you sail away, you see Emily run to the deck and stare in your direction. Her angry eyes sear themselves into your memory.*

Remove navigation token 025 from the game. Supplies **Q+3**. Treasure **Q+1**. Misfortune **X+2**. Turn to page 7. Check threat **X**.

**25-2** *"Feelin's and piratin' don't mix, me hearty," warns the captain. "But so be it. For the respect I holds fer ya, I'll call off the raid." Though you tell Emily to stay with her ship, she insists on joining you. The time spent with her is pleasant, and two days pass swiftly by.*

*Then you discover the captain of Emily's last ship has alerted the royal navy. As your ship braces for an attack, you can feel the angry stares of your shipmates prickling your skin.*

Remove navigation token 025 from the game. Crew **Q+1**. Infamy **Q+3**. Discontent **X+2**. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A to 4 and dial B to 6. Otherwise, Set dial A to 5 and dial B to 7.

**026**

*You've been sailing through this fog for what seems like days when the lookout spots a small strip of land. You set down anchor and head for shore in the rowboats.*

*"Somethin' ain't right," whispers Captain Vance as you approach. "No, no, no, we need to leave this place."*

*As you turn back toward the ship, you see the silhouettes of figures approaching through the fog.*

*"Get us the hell out o' here!" the captain shouts as dozens of nightmarish figures emerge from the fog.*

*"Food," groans one, its skin gray and bloated.*

*"Friend," groans another, covered in open festering sores. You quickly escape back to the ship.*

*"The royal ghouls," Vance sighs. "They was people once, but then the royals took 'em. A terrible experiment left 'em like that. When you run into those things, you know somethin' sinister is happenin'." The captain looks out to sea. "You see, me mateys, this is why we need to bring magic back. It's the only thing that will stop those royal twits." No one really understands what the captain means by this, but neither does anyone question him.*

Remove navigation token 026 from the game. All players: Re-roll **Q+1**. Turn to page 3. Check threat **X**.

**027**

## CROSSROADS EVENT - PA'S WHISKEY

Read the following to the player with the highest aim **Q+3**:

*A royal frigate bears down on you, but you're looking down at the bottle of*

Bleached Liver Whiskey you hold in your hands, a final gift from yer pa. He left the world as he entered it, drunk off his ass and naked, but at least he was kind enough to leave one bottle for you to drink and remember him by.

- If you fashion the bottle of harsh, low-class whiskey, barely suitable for human consumption, into a flaming cocktail to be hurled at the enemy ship, go to 27-1.
- If you guzzle the whiskey, preferring to die drunk and happy than sober and screaming, go to 27-2.

**27-1** Every eye on the ship stares at you in wonder. Screams of burning sailors assault your ears, and you watch the frigate burn into the water in its entirety, a howling vortex of flame and death.

"Matey," gasps Captain Vance in both wonderment and fear, "what in the unholy hells was in that bottle?"

"A drunk father's love," you answer.

Remove navigation token 027 from the game. Aim +1. Discontent -1. Turn to page 7. Check threat .

**27-2** Whoooooooooooo! I'm ready fer battle! you say with the kind of unshakable confidence only a drunken fool who's stripped off all their clothing could possibly know.

Remove navigation token 027 from the game. Brawn +1. Set dials A and B to 6. Turn to page 55. If "Hawkeye" is written on the ship's log, set dial A and B to 5. Otherwise, Set dial A and B to 6.

## 028

You come across a sandy, uninhabited island.

Remove navigation token 028 from the game. Place special location token 955 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 25. Check threat .

## 029

### CROSSROADS EVENT - SCORCHED EARTH

Read the following to the player with the highest exploration :

You and the crew land a rowboat on a small island. On it you find the ruin of a village that has been burned to the ground.

"This musta been recent," a crewman says. "Embers are still hot."

You come across what looks like a charred corpse, but when you attempt to search it, its eyes open.

"Please...help," the woman coughs. Seeing her inevitable death, you set her down. "Wait!" she gasps. "I know I am to die. But... could you stay with me until I do? Please."

- If you stay, go to 29-1.
- If you leave her to die alone, go to 29-2.

**29-1** She holds on for nearly twenty minutes more, and in the time you sit with her she tells you her name is Rebecca. Before she passes, as thanks for staying with her, she shares with you the location of hidden valuables she had stashed away. The crew does not find anything else on the island, so you hastily row back to the ship.

Remove navigation token 029 from the game. Treasure +1. Turn to page 3. Check threat .

**29-2** When you and the crew return to the ship empty handed, you don't tell anyone about what you saw.

Remove navigation token 029 from the game. Misfortune +1. Turn to page 3. Check threat .

## 030

You come across a wooded, uninhabited island.

Remove navigation token 030 from the game. Place special loca-

tion token 971 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 37. Check threat .

## 043

"Beggin' pardon, cap'n," you say, knocking on the door to his quarters. "I was hopin' I could speak to ya about this sailin' past the Ocean's Edge business. Some of the crew be worried, cap'n."

"I'll stop ya right there, me matey," he interrupts. Vance points to a group of books lying on the table. "All these I swiped from the Mont family when I was a boy. They speak o' the land of Sunset, a world o' unimaginable riches and magic. And every one shares such similarities that I'm convinced they ain't just coincidence."

"But how do ya know they ain't just stories, cap'n?" The captain sighs, as if he has explained this all before.

"I'll tell ya what, me matey: you settle the crew down a bit, and I'll fill you in on some more, once we have a moment to rest up on land." You nod and walk away, feeling no better, but you still do your best to calm the crew.

Discontent -1. Gain 1 skill of your choice.

## 044

You run past Captain Vance, trying to hold back your tears.

"What's wrong, me matey?" he asks.

"I don't wanna talk about it," you blubber, salty tears running down your cheeks. The captain sighs.

"Yer heart got broken again, didn't it?" You give a sorrowful nod. "Lordy be, yer one of them pirates o' the new generation. Always talkin' 'bout yer feelin's and whatnot."

"It's-it's-it's not fair, cap'n," you sniffle. "Ya give someone yer heart, ya don't expect 'em to just hurl it back in yer face." Captain Vance chuckles at this.

"I had me heart broken once," he says. "Beautiful lass, my Esmeralda. Smartest little thing I ever saw. Hair, red like fire, and she set a fire in me bed too. I loved her, I did. But the lure of me life's quest took me away from her one time too many. She ended it, o' course. I still feel the pain o' it right here," and he taps his chest. You sniffle and wipe your snotty nose on your jacket sleeve.

"How'd you get over her, cap'n?"

"Several pipefuls o' crystallized sourcap mushrooms. Hallucinated fer thirteen days. When I came to, I was wearin' a new bear pelt and nothin' else, and had the legendary treasure o' Captain Ernest Birdwhistle in me hands. But, uh, in yer case I'd just stick to lettin' some time pass, okay?"

"Yeah, okay, cap'n."

Gain 1 skill of your choice.

## 045

"Damn it all!" Captain Vance bellows as you enter his quarters. The place is torn apart, books, papers, and clothes scattered everywhere.

"Somethin' wrong, cap'n?" you ask. The old man groans in irritation.

"Nah, whaddya be needin', matey?"

"I found this down below," you answer, and hold up a beautifully ornate compass.

"Me compass!" he cries, and just like that all care evaporates from his face. "Thank ya, my friend. Ya don't know how vexed I was to misplace such a treasured item. Here, take this as a proper sign o' gratitude," and he tosses you a useful item.

"I noticed the strange markin's along the edge," you say.

"Aye," agrees the captain. "Tis written in the Old Salt Tongue, somethin' not too many people knows about these days. I don't quite recall what it says. Me friend Scrawgs told me years ago, before he went and caught a

cannonball in his chest. Good pirate, Scrawgs. I ever tell you about the time he and I sold liquor to the royal navy, only it wasn't no liquor, it was sheep's laxative?"

"Ya sure did, cap'n," you say politely. "Well, gots to be goin'! Lots o' chores to get done."

Treasure +1. Re-roll +1.

## 046

"See them over there?" Captain Vance asks, pointing down at the foamy bilge.

"The devil are those?" you gasp. Large black fish skip along the surface of the water, bones sticking out like spikes, jagged yellow teeth jutting out of their maws. There must be dozens of them.

"Those be grim snappers," says Vance in a tone that tells you you're getting honest-to-goodness pirating know-how. "Despite their gruesome appearance," he continues, "for the most part they just keep to themselves. The captain points to his peg leg and says, "Unfortunately, I didn't catch one on a good day and it took me leg clean off."

"Why were you in the water with them?" you chide.

"A few years back I had to test out a theory. They say snappers turn colors if they get near real magic. I had some jewels I had bought from a psychic, who swore up and down that there was still magic left in 'em. For a moment I swore I saw the creature turn green, but instead he just ate me leg. Anyways, drop a net on these bony gits while they're still followin' us."

Supplies +2. Gain 1 skill of your choice.

## 047

"I hear tell you used to be in the Royal Navy," you say to the captain as the two of you take in the sights. He chuckles at this.

"I'd be a sorry navy that took in Jesbut J. Vance," he says. "But the mistake can be forgiven, for there was indeed a Captain Vance in the Royal Navy. A real bastard too."

"You knew him?"

"He was me brother. Captain Alistair Vance. Right proper fella he was." Your head swirls in wonder at this.

"Beggin' yer pardon, cap'n, sir, it's just hard to imagine any o' yer kin workin' fer the royals."

"Aye, he was the black sheep o' the family to be sure, gettin' all educated and losin' his authentic pirate dialect. Worked for ol' Nicoli Mont hisself, that bloated royal piss stain."

"The king? That's amazin'!"

"Fer all the good it did him. He's dead now, another soldier in the service of the gods of brine."

"Sorry to hear it, cap'n," you say.

"Pah!" the old man spits. "Serves him right. Now he's down in the deep with all the other men and women he killed. But I can't speak naught but ill of him. If it wasn't fer Ali, I wouldn't be here. We worked at cross purposes, he and I. Oh, we shall meet again in the end, but I will have fulfilled my purpose, and he won't. Gods, that'll torment him. I can't wait." And at that, the captain gives a mighty smile that lasts the remainder of your walk.

Fill in 1 star ★ on your constellation.

## 048

Gathered around a fire, you and some of the crew listen to the captain read from one of his books.

"All witches have a tell," he says. "Despite their ability to shape-shift, each form they might take will still carry the blackened spot upon the back o' their neck. Beware the mark, for it means a witch in hidin'. A witch in her

true form is an allurin' and hideous sight. Pale violet skin, eyes that glow like starlight, and..."

The captain's voice trails off as Big Henry begins to snuffle, tears rolling down his cheeks.

"What is it, Big Henry?" Vance sighs.

"I think I'm a witch, cap'n," the large man bawls, pointing at a mole on his neck.

"Big Henry, yer not a witch," groans Captain Vance. "Now all of ya listen to me. I ain't readin' this fer fun. You'll understand soon enough, but this stuff could save yer lives one day." Everyone grows silent, and listens as the old man picks up where he left off.

Gain 1 skill of your choice.

## 049

CROSSROADS EVENT - PINEAPPLE STEW

"You wanted to see me, cap'n?" you ask.

"Ah yes, come here, come here," says he with a wave. "I need ya to do me a mighty big favor. This here list is all the ingredients I need to make me dear old mum's pineapple stew. I'd surely love to eat some once more before, well, before it's too late."

"You got it, cap!" you agree. You then spend the better part of the day scouring the area for the needed supplies. When finally you have them all, you head back to the ship with full arms. But on your way you spy a small group of merchants with several crates of goods. It would be child's play to steal their booty.

- If you return to the ship with the ingredients you promised the captain, go to 49-1.
- If you drop the ingredients (you want that booty), go to 49-2.

49-1 "You did it, matey!" shouts Vance, clapping you on the back. "It's all here too—the pork rump, the pineapple, the fresh garlic and onions, and of course the pickled sea slugs. By gar, just seein' this takes me back. Why it seems like yesterday, I was suppin' on this when momma stabbed daddy right in the guts fer bein' a no-good lout. Those were the good ol' days."

That night the crew enjoys savory bowls of the captain's delicious stew.

Discontent -1. Supplies +2. Treasure +1.

49-2 "Er, I had some bad luck, cap'n, and wasn't able to gather any of the things ya wanted. But lookit! I nabbed all this great loot!"

"Well now, that is some mighty fine loot," agrees the cap'n, trying hard not to look too disappointed. And he wanders off on his own to deal with the soul-crushing realization that he really is all alone in the world. But you don't know about that, because you're in your bunk, giggling and playing with your new toys!

Treasure +1. Infamy +3.

## 050

"Do me a favor, won't ya?" the captain asks. "There's an abandoned house on the farthest reaches of this island that contains a pendant that looks like this." And he hands you a simple charcoal and paper drawing. "Would ya fetch it fer me?"

You find the house late in the afternoon. Large and foreboding, it was once a fine manor that has been left to ruin. Inside, it is eerily still. In an upstairs bedroom you find the pendant on a rotting dresser. You snatch it, and hastily retreat to the stairs. But there you are accosted by a glowing apparition of an elderly woman dressed in servant's garb.

"Jesbut, is that you?" she moans. You freeze, and she passes right through you. "Where are you? Oh silly boy, your father will be home soon. Why must you always take things too far?"

When you return to the ship, you give Captain Vance the pendant and describe your encounter with the ghost.

"Weird," says he. "That's quite the coincidence, but then I suppose Jesbut is a fairly common name." He pays you for your assistance, but says no more about it.

Treasure **1**+2.

## 051

The captain sends you on a secret mission to spy on some royals that have made port farther down the coast. You sneak into their encampment using superior piratey sneakcraft, and listen in on a fireside conversation between a couple sailors.

"When's the captain going to relent, and let us go home?" complains one. "Ain't the captain," says the other. "Rumor is that King Mont hisself ordered this mission."

"What? The king? Why the blazes would he want us hunting for some lousy pirate captain? The Lanslets are more of a threat than any pirate. They almost took over Harkburrow, I hear. And now those Fire Starters are terrorizing the western seas, setting ablaze every village they find. Why aren't we going after them?"

"Dunno," shrugs the other. "All I know is, the king's got a bug in his silk knickers for this pirate ship. Thinks they're gonna do something real dangerous or something. Say, what's that noise?"

Both sailors turn to look at your hiding place, but you're already gone, with some of their supplies to boot. You rush back to the captain and report what you heard.

Supplies **1**+2. Infamy **1**+3. Treasure **1**+1.

## 052

The captain asks you to join him on a hike. There you come across a small patch of greenery and twigs strewn about the ground. Vance pulls back the debris in a single motion to reveal it is all part of a woven tarp, and beneath it is a large pit filled with glistening treasure.

"This be all me treasure, me matey. If anything were to happen to me, I wants you and the crew to have it all."

"Really, cap'n?" you gasp. "Such a thing is unheard of. Every pirate dreams of dyin' and leavin' behind a secret hoard."

"But I ain't no ordinary pirate," says he. "If things go south, just make sure you do right by the crew and share it with 'em."

"You can trust me, cap'n!" you assure him.

A minute passes and he says, "You know if you try to steal this while I'm still alive, I'll gut ya, right?"

"Oh, goes without sayin', cap'n."

All players: Fill in 1 star ★ on your constellation.

## 225

"There ain't nothin' out here to find," you grouse, and angrily fling a rock into the water. Seconds later a dead humpback whale rises to the surface, a noticeable lump on its noggin.

Supplies **1**+5. Lock action 3.

## 226

### CROSSROADS EVENT - ANNABELLE'S RESTING PLACE

You discover an old ship on the sea bed, none other than the Piercing Dawn. It was the ship of Annabelle Mont, lost daughter of the king. You dive deep, and luckily you find her quarters near the great cabin. The girl's skeleton lies on a bed, but more pleasant are the two chests that sit nearby. You will only be able to return with one.

- If you take the chest covered in strange symbols, go to 226-1.
- If you take the chest with the image of a large jewel carved into its lid, go to 226-2.

**226-1** The chest contains several journals that are in miraculously good condition, thanks to the airtight seal. You find one curious passage: "Father doesn't approve of my trips to Sunset, saying I undo the work our family began centuries ago. But I say he is a fool, for he fails to understand the knowledge that can be gained."

"Bad luck," says a peer when shown your book, "but I tell you what: I'll trade you that book for some o' my loot. I'm gonna learn to read one day, so that book will really come in handy." You eagerly agree.

Re-roll **1**+1. Treasure **1**+1. Lock action 3.

**226-2** You open the chest and discover sea water and the skeleton of a fish. Angry, you slam the lid shut. "Oh, now that looks fancy," says a member of your crew, nodding at the chest.

"Trade?" you offer.

"Hells yes!" he crows. You make the trade and hasten away.

Infamy **1**+2. Treasure **1**+1. Lock action 3.

## 249

You hoist a human-sized container from the sea, and everyone marvels at its beautiful manufacture. Made of rounded, polished wood, its top is painted in the likeness of a woman lying at rest.

"Musta' been on a merchant vessel," says Captain Vance. "Sarcophagus. Nice one too."

"What's a sock-off-a-magus?" asks Old Cookie.

"A coffin," says the captain, and lightning stabs the sky.

"Toss it back overboard!" yells Stabby Jane. "It's a cursed thing is that—prob'lly sunk the ship it was on. Filled with black magic."

"Pish-posh, you ninnies," laughs Vance. "There's no magic like that in this world. Not now. Not yet." And with that he unlatches the lid and flips it open. To everyone's astonishment, there is no body inside, but rather an odd assortment of things.

Treasure **1**+1. All players: Re-roll **1**+1. Lock action 4.

## 273

The horizon is as black as tar, and as you stare at the ocean's vanishing point, you are overwhelmed with the sensation of vertigo. You turn away and see yourself standing by the mizzenmast, holding newborn babes in your arms.

"What are you doin'?" you call to yourself, but your twin only throws back their head and laughs. An hour later you are found in the hold, trembling with fright and muttering nonsense.

Discontent **1**+1. Misfortune **1**+1. Lock action 2.

## 274

You stare downward, into the swirling black waters, and the waters part as if repelled by your gaze. Downward and downward you peer. The ocean here is shallow, but oddly, your vision pierces vast depths of black waters, as if you sailed above the ocean's deepest point. And there in the depths you see him – a rotting king chained to an anchor of cold iron. He looks up at you, the eyes long absent from his skull, and he howls in anger.

"Boss?" asks Larry the Lout, pulling you from the vision. "You okay?"

"Yeah, yeah," you say. "Just thinkin'."

Misfortune **1**+1. Lock action 2.

## 275

The blackness of the horizon draws you in, and you begin to feel your pulse beating in your ears. Somewhere a gull calls, its shrill voice like the cracking of a great door that has been closed for eons. "Soon," you whisper, though you don't know why.

Re-roll **1**+2. Lock action 2.

**276**

You stare downward, into the swirling black waters, and the waters part as if repelled by your gaze. Downward and downward you peer. The ocean here is shallow, but oddly, your vision pierces vast depths of black waters, as if you sailed above the ocean's deepest point. And there in the depths you see him – the smiling face of Donny Dodo, cartoon mascot of Donny's Donuts.

"Have a delicious, donutty day!" the bird says to you, just like in the advertisements you've seen painted on the sides of buildings back on the mainland.

"We gotta get out of these waters!" you cry.

Re-roll **Q**+1. Lock action 2.

**277**

You look out over the bow and see black water meeting a black sky. It pulls you in, and you find yourself trembling. But suddenly the Sun breaks free of the clouds. Its rays are weak, yet still the Sun makes its presence known. And though you don't know why, you are filled with a sense of promise that great things are ahead.

Gain 1 skill of your choice. Lock action 2.

**278**

You don't find anything among the ruined ships, though afterwards your arm sprouts a new mouth. Granted, it's just a small mouth, but its presence is disconcerting, as is its predilection for calling you "Dave." You try to explain to it that your name is not actually Dave, but it just tells you to shut up.

Misfortune **Q**+2. Then, if your pirate is actually named Dave, misfortune **Q**+1. Lock action 3.

**279**

You stand on the deck of the rotting hulk that sits upon the water.

"Good work, boys and girls," you say as your crew lowers your new prize to the rowboat below. "Simmons, get everyone ready to go." Simmons doesn't turn around or respond, but stands near the open door looking into the darkness of the great cabin.

"Simmons?" The sailor turns around, her face white as a sheet, her eyes wide with panic. And she draws her pistol and discharges it in her own face. "Sweet mother!" you cry out, terrified, and from out of the great cabin comes the sound of chittering laughter. "Out!" you call to the others. "Everyone get out now! We are leaving!"

Crew **Q**-1. Treasure **Q**+1. Infamy **Q**+1. Lock action 3.

**280**

Searching a collection of floating wreckage yields some lovely trinkets.

Treasure **Q**+1. Lock action 3.

**281**

"Shouldn't we get a cut o' the loot?" asks one of the crew angrily.

"Right ya are," you agree. "But since there's not enough for an even divide amongst us all, I'll hold onto it in the meantime." The fool smiles amicably at this, and gets back to work.

Infamy **Q**+3. Treasure **Q**+2. Lock action 3.

**282**

CROSSROADS EVENT - SEEDS OF DOUBT

"He's crazy, you know," a crewman whispers into your ear.

"Who's crazy? Ol' Ricky Nobbins? Yeah, he's nuts," you respond.

"No, not Ricky, you dullard, Cap'n Vance! He's gonna get us all killed. I

mean look at this place. This is the end of the world, godsdammit. There ain't nothin' past this! We're all gonna die if we follow him any further!"

- If you try to convince the crewman that he is wrong, go to 282-1.
- If you try to threaten the crewman into silence, go to 282-2.

**282-1** Perform a swagger **Q** check.

- On a result of 1-8, go to 282-3.
- On a result of 9+, go to 282-4.

**282-2** Perform a brawn **Q** check.

- On a result of 1-8, go to 282-3.
- On a result of 9+, go to 282-4.

**282-3** Make a tick mark next to "Seeds of Doubt" on the ship's log. Discontent **Q**+1 for each tick next to Seeds of Doubt. Lock action 4.

**282-4** Discontent **Q**-1. Re-roll **Q**+1.

**297**

"Pssst, hey sailor!" hisses the strange pirate with a peg nose. "I've got somethin' ya might be wantin' to buy. It'll make ya the envy of all who know ye!"

Retrieve card 20 Cool Hat from the story deck. Choose 3 Market Options from action 1. Lock action 1.

**298**

CROSSROADS EVENT - ANNABELLE'S GIFT

As you search the abandoned building, you spy flickering lights in a room ahead. You creep closer and overhear some men speaking.

"Come on, let's go already," you hear one say. "Ain't nothin' here. The Monts took everythin' with them."

A fairer voice says, "You don't know that. Annabelle may have hidden something in these books. Just give me a moment." A few minutes pass in silence, then, "Listen to this: 'My trips to Sunset have left my memories scattered, despite my family's protections I cannot trust that I will remember where I have hidden...'" The scavenger stops to shout, "Sweet mercy, this a list of treasures she hid around the city! You see? I told you we would find somethin'!"

- If you fight the scavengers and steal the list they have found, go to 298-1.
- If you let them go on their wild goose chase while you continue searching the building, go to 298-2.

**298-1** You surprise the scavengers, killing two of them and sending the other screaming.

Brawn **Q**+1. Infamy **Q**+2. Retrieve card 7 Annabelle's Gift from the story deck. Lock action 2.

**298-2** You wait for the scavengers to leave, then continue your search. You congratulate yourself when you find several items of great value.

Retrieve card 7 Annabelle's Gift from the story deck. Treasure **Q**+1. Lock action 2.

**299**

"Gimme a drink, on the house," you snarl. "Make it quick and maybe I won't beat ya so badly. I'm a pirate, after all!" The barkeep stares at you with a blank, unresponsive face.

"What aren't ya gettin' here?" you demand. "I wanna free drink, and I want it now, 'cause otherwise I'll beat yer face! I'm a pirate, see?" You are ushered to a smoky backroom. There you are met by a woman in a strangely elegant dress, wearing an ebon mask over her face.

"I hear you're a pirate," she whispers. "I have use of a pirate."

"Why do you wear a mask?" you ask nervously. And the strange woman

smiles demurely and reveals her face. You return to the ship four hours later, your hair a ghostly white, and with strange markings beneath your eyes. Misfortune **••+1**. Infamy **•••-1**. Retrieve card 23 Cursed Mark of Sight from the story deck. Lock action 3.

## 300

"I wants ya to answer some questions fer me," you growl at the barkeep. "Sure," she says. "The answer to each of them is 'no.'"

"Now watch yer mouth!" you snap.

"Watch yer own," she growls. And with that the two of you lock in a passionate embrace. A half hour later you stumble out of the Tipsy Tortoise and head back to the ship.

"Did you learn anythin'?" a peer asks you when you return.

"I got no answers," you admit. "Just a new fiancee and the need for a bath."

Re-roll **••+1**. Lock action 3.

## 301

You stand over the barkeep, holding him down on the floor with your boot. You laugh maniacally while chugging the rum you've stolen from behind the counter.

"Hey, stop that right away, you ruffian!" shouts a high-pitched voice. You turn to see a small, chubby lad no older than twelve, dressed in a princely hat and cape. His tiny fists tremble with rage, and with a great cry, he charges at you.

Rum spews from your nostrils as you laugh. But the lad leaps, and his first punch sends you reeling backwards, blood running from a split lip.

"What the deuce?" you scream, but the boy only howls like a wolverine and flings himself at you. Outside the tavern, passersby hurry away as the sound of smashing glass and splintering wood tells a tale of shocking violence within. Minutes pass, and your broken body is flung from an upstairs window.

You are later forced to tell your staring crewmates what happened, and they mock you mercilessly. The laughter at your expense helps raise morale. Well, at least you were able to swipe some things from the barkeep before you were beaten like a cheap rug.

Infamy **•••-1** Treasure **••+1**. Re-roll **••+1**. Lock action 3.

## 302

"There is a great selfishness in your heart. Its grasp on you pushes those near you away. I foresee many nights alone in your future." You return to the ship and discover your bunkmate has moved out.

Crew **••-1**. Lock action 4.

## 303

"You have placed your faith in a fool. You do not see him for who he truly is and this blind faith will lead you and those near you to a haze my sight cannot pierce. I fear your future is cursed."

Discontent **••+1**. Misfortune **••+1**. Lock action 4.

## 304

"I see you accepting a major award for writing a hit song," says the psychic, "and you perform the song at the award ceremony. It is a duet and you are accompanied by a man named Peabo Bryson. The performance is a singular sensation, and leaves the audience in tears, yet cheering for your genius."

"Argh, but I'm tone deaf," you point out.

"Wait, my mistake," she says. "I see you making toast on a Thursday instead."

Gain 1 skill of your choice. Lock action 4.

## 305

"Your path is choked with shadows. I see a shining stone, and a golden statue. There is a door that should not be opened, and past it is an ocean of strangeness. I do not know what these visions foretell, but I see that I must help them take place. Here, take this and let it guide you when you find a trial too great."

Retrieve card 54 Rainbow Pearl from the story deck. Lock action 4.

## 309

If "Magic Beans" written on the ship's log, continue below. Otherwise, go to entry 388.

You notice a young lad in the marketplace, dumbly patting an old cow.

"Nice cow," you say as you pass by, and provide a loud snort to show you don't mean it.

"Oh thank you," says he, too foolish to catch your sarcasm. "This is Old Bess and I do love her so. Ma says I'm to sell her fer money, but the thought breaks me heart."

"Tells you what," says you. "Seein' as how mere coins are a poor trade for a magnificent beast such as this, what say I buy Old Bess from you fer a kingly price? You see, I've got these magic beans." Five minutes later the lad is walking off, excited to show his mother his sack of beans. You, on the other hand, are walking off with his cow, and a selection of treasures given to the boy by his late father. You can't wait to tell the crew they'll be eating beef for a month.

Years later the lad goes on to become a powerful business tycoon after cornering the market on golden eggs. You go on to die of high cholesterol, but at the moment that's neither here nor there.

Treasure **••+2**. Supplies **••+4**. Lock action 1.

## 310

The voice from the waterfall speaks to you.

"I'm not surprised. You're kind of a mediocre pirate, aren't you?"

"Oh, ouch," you say. "A little heavy on the hot sauce ain't we, waterfall?"

"Relax, kid," says the waterfall. "Wish granted."

Gain 1 skill of your choice. Lock action 2.

## 311

"Wish granted," says the waterfall, "though I'm afraid the ship you came here on has now sunk."

"What? Sunk?"

"Unimaginable wealth is a lot, kid. Crushed your ship and sent everyone onboard screaming to their deaths."

"Oh, what have I done?" you cry.

"Relax, kid, I'm joking. Check your pockets."

Treasure **••+1**. Lock action 2.

## 312

The voice from the waterfall speaks to you.

"Oh hey, is that all? A new path? What am I supposed to do with that? I'm a magic waterfall, not a life coach."

"Yeesh, sorry for askin'," you reply.

"Relax, kid," says the waterfall. "Wish granted."

Scout 2 spaces. Gain 2 skills of your choice. Lock action 2.

## 313

"Wish granted," says the waterfall.

"Funny," you say, "but I don't feel no different. Shouldn't I be in a palace somewhere?"

"Hey, you didn't mention a palace," the waterfall argues. "I gave you what you asked for – the legal authority to rule the world. You've got it."

"But how will all the people know?"

"That's up to you, kid."

"You're a crap magical waterfall!" you snarl.

"And that it is no way for the ruler of the world to speak," it replies.

Infamy -6. Re-roll +1. Lock action 2.

## 314

You wander the graveyard, pointing out graves of note to the crew.

"Yessir," you say. "It's a real point o' pride to walk among the stones of such fine pirates who came before us. I really feel at home here." And with that, you fall into an open grave.

Retrieve card 41 Impressive Peg Leg from the story deck. Lock action 3.

## 315

You walk through the graveyard looking at the headstones of legendary pirates like Rory "Pukeface" McAllister and Captain Wilma Slaughterfist. Pride swells inside you, and when you leave, you do so with a little more piratey swagger.

Re-roll +2. Infamy +1. Swagger +1. Lock action 3.

## 316

You stroll through the pirate graveyard, basking in the glory of those legends who came before.

"Your deeds have truly earned you a place o' note in the piratin' world," says a wavering voice behind you, and turning around, you are startled to see the ghostly form of the legendary pirate Howard Scrawgs. He points a bony finger at you. "As a reward, I now name thee as one o' the damned!" "Whoa!" you say, "I am totally not okay with that."

"Arr, that be true, matey?" asks Scrawgs. "Pirates used to be really into that kind o' thing. Very well. Er, as a reward, I now name thee as, I dunno, a pretty nice pirate. You're a real decent sort, aside from the vile deeds committed professionally, o' course."

"Thank you, Scrawgs," you say. "It's a real honor to be thus recognized. I thank you, and pledge to do my piratey best."

"I don't recognize this world anymore," sighs the ghost, and it disappears. Infamy +3. Gain 1 skill of your choice. Lock action 3.

## 317

"Listen you," and you punctuate your words by pointing angrily at the muscular woman who glowers at you, "I'm gonna wrestle those arms o' yours till ya blubber like a baby. I'm an arm wrasslin' machine. Who do you think ya are anyway, walkin' around like ya own the place?"

"I'm Helga Armripper," she replies, "three time champion of the Pirating Arm Wrasslin' World Tournament. And I do own this tavern."

"Ah, well that all makes perfect sense," you say, and three seconds later she snaps your wrestling arm like a twig.

Retrieve card 40 Horrifying Hook Hand from the story deck. Lock action 4.

## 318

You challenge the proprietor, the esteemed Helga Armripper, to a contest of arms. She readily accepts and as the two of you clasp hands, biceps bulging in ways that make you both look totally cool, you realize you've got what it takes to defeat her. But then she actually makes an effort and you are sent flying across the room.

"Har!" she laughs. "I like you kid, you've got spirit."

"Thank you, Helga!" you call from your place on the floor behind the bar.

Swagger +1. Re-roll +1. Lock action 4.

## 319

You sit at the table, hand locked with that of the fearsome Helga Armripper, one of the finest athletes ever to grace the noble sport of arm wrestling. Sweat pours down both your faces, veins pop on your muscular arms, and after seven minutes of neither of you moving an inch, the match ends in a draw.

"This little one drinks for free!" declares Helga, and she slaps you on the back. "You have earned my respect, sprout," says she, "as well as a reward."

Brawn +1. Infamy +3. Treasure +1. Lock action 4.

## 333

"Sweet Patty Patootie!" says the sailor, and she gives an appreciative whistle. You nod your head in agreement. There in a secret room hidden within the ship's hold, you find a skeletal captain slumped in a chair, surrounded by a small fortune. You can't believe your eyes! You've found Captain Chang and his legendary lost treasure! It's a shame he lied about just how much treasure he actually had.

Treasure +2. Infamy +2. Lock action 1.

## 334

You enter the cave. Shortly after, you notice that the cave splits into many pathways.

- If you follow the path that glows red, go to 334-1.
- If you follow the pitch black path, go to 334-2.
- If you follow the path where you can hear laughter, go to 334-3.

**334-1** You come upon a small box, covered with strange markings. You attempt to open it, but nothing you do is able to pry it loose. You take the box to Evelyn DuChamp, a member of your crew who collects ornate containers. She agrees the box looks interesting and offers you a trade for it. Because you can't open it, you accept.

Treasure +1. Lock action 2.

**334-2** If any player have the Fancy Lantern treasure card, go to 334-4. Otherwise continue below.

"Turn it off!" a voice screams as you approach. You draw nearer and discover a shriveled man with red eyes. You shutter your lantern as you approach and notice that he appears stuck in a small pathway in the cave wall.

"Thanks for dimming the light," he says with a friendly smile. "Don't have much call for that kind of thing down here."

"Are ya stuck?" you ask him.

"Oh yes, very," he replies.

"Here, we'll get ya out," you say.

"Why in blazes would you do that?" he asks incredulously. "Look, why don't you just take that treasure over there and get out of my house?" You leave bewildered but substantially richer.

Treasure +1. Supplies +2. Lock action 2.

**334-3** The tunnel does not go far before drawing too narrow for you to continue.

"Penny for your thoughts," says an odd voice, and you and your crew shriek in terror. There, sitting against the wall, so still and wrinkled as to appear as part of the rock itself, is a little old man. His beard has grown so long it covers his entire body.

"Good gods, man!" you snap. "Ya made us soil our britches. What the devil are ya doin' down here all alone like this?"

"Shakin' me giblets," says the old-timer casually.

"Yer what now?" And the old man springs to his feet and begins dancing a merry jig, which is when you discover to your horror, that the gentleman has long since abandoned the notion of wearing clothing. You and your crew flee in disgust and confusion.

"Whatcha find down there?" a crew member asks you later.

"A complete lack of human dignity," you reply.

Misfortune **1**+1. Re-roll **2**+1. Lock action 2.

**334-4** The path grows too dark and twisted for you to continue down. You return with only a bit of black powder you found.

Supplies **1**+2. Lock action 2.

## 335

"I heard you spent the day loungin' out on the beach," says Captain Vance. "Good on ya! It's important to kick up yer peg leg and just relax from time to time."

"I did plenty o' that," you assure him.

"There's a special type o' crab that lives down on that beach," continues the captain. "Fascinatin' creatures. Did you see 'em? Exceptionally intelligent. They live together very much like humans do. Even seen 'em sharin' with one another. I once watched a wee crabling take care of an elder, and I tell ya it touched me heart. There's a lot we can learn from animals, I says.

Say, what ya got in that big bag there?"

"Er, some food I caught while I was out," you answer warily.

"It's stuffed with crab, ain't it?" asks the captain.

"Yessir."

"Killed 'em all, did ya?"

"With a rock," you admit.

"Well," says the captain, and he gives a weary sigh. "Guess I'll have to get Old Cookie to whip up some of his famous tar-tar sauce."

Supplies **1**+3. Infamy **1**+2. Lock action 4.

## 357

You knock on the front door, but no one answers. When you knock a second time you hear a rattling sound, and several bones roll off the roof and land near your feet. One is clearly a human hipbone. You decide you've seen enough, and leave.

Re-roll **2**+1. Lock action 1.

## 359

You try to quietly pry open a crate that sits behind the cottage, and are disturbed by what you find. Inside one, buried in a bed of straw, you find a collection of skulls, though none of them appear to be normal. They are all misshapen in different ways. Some have eye sockets that seem far too large, and one has an extra socket in the middle of the forehead. Another has a tiny jaw, with equally tiny teeth. You decide it is best not to explore further, and quickly retreat to the ship.

Re-roll **2**+1. Infamy **1**+1. Lock action 1.

## 360

You lead several crew to the shack, where you bravely kick open the door. Aside from some rotting furniture, the only inhabitants live in the large rainbowjacket hive in the floor. The angry, buzzing rainbowjackets chase you and the crew all the way back to the water. When they finally disperse, despite your eyes being swollen from the stings, you can still see how beautiful they look swarming away in the sky.

Fill in 1 star ★ on your constellation. Lock action 1.

## 361

Leading a small group of crew, you kick in the back door, only to be met by an elderly woman brandishing a kitchen knife.

"Pirate scum!" she shrieks before one of your sailors puts her down. But no one else is to be found inside.

"Did... did we just murder an old lady for no reason?" asks a sailor.

"Take a look at this!" someone else gasps, pulling out an open box from a cupboard. Inside are a variety of scored bones, along with a book detailing how to best butcher a human being.

"Oh, thank the heavens," you gasp. "She was a filthy cannibal. Whew, that was close to be sure." You spend a few hours scouring the home for items of value.

Treasure **1**+2. Supplies **1**+3. Infamy **1**+3. Lock action 1.

## 362

### CROSSROADS EVENT - FORK IN THE ROAD

You follow a trail made in the forest. Eventually it splits in two.

- If you follow the path more worn, go to 362-1.
- If you follow the path choked with weeds and leaves, go to 362-2.

**362-1** As you follow the worn path, the woods grow silent. You come upon a group of pirates from another ship, and note the path is worn due to the humongous sack they drag behind them.

"Whoa, lads!" calls one of the pirates. "This is as good as any place to bury our treasure. Gods, what a clever bunch we are to bury it all the way out here where no one will ever find it."

You sneak away, and return later under cover of night with your crew to dig up the treasure.

All players: Treasure **1**+1. Lock action 2.

**362-2** You follow the unused path, though it only barely qualifies as a path. You are thinking of turning back when something catches your eye. It is a human skeleton. Well, human-ish, anyway. The head is overlarge and the arms and legs are overlong, and the canines in the mouth are too pointy for your liking. Feeling the skeleton is an important discovery, you bundle it in your cloak and carry it back to the ship. The captain's eyes light up.

"By all the gods," he gasps, and gives an appreciative whistle. "This, boys and girls, is a remnant of the old world that was."

"But what is it exactly?" you inquire.

"I couldn't rightly say," answers the captain. "But I've heard tales. Tales of apes the size of people, who walked and talked like we did. Supposedly they had a great kingdom once, long before magic was sealed away from the world. Or there are tales of people changed by foul magics. Monstrous they was, and cravin' human flesh. Whatever the case, me mateys, I suspect we will one day know the answer." He stows the bones in a crate and canters back to his quarters in a merry mood.

Re-roll **2**+1. Lock action 2.

## 363

You find a lovely meadow with a big tree you can fall asleep under, only to find another pirate, apparently from a rival ship, looking to do the same thing. Your first tense moments consist of angry exchanges and empty threats, but soon the two of you discover you actually have quite a bit in common. Anger leads to a great conversation, and the intoxicating breeze and flowery aromas of the meadow soon lead to an intense romantic interlude.

Later, as you pull your underthings back on, your new companion asks, "I suppose I won't be seein' ye again?"

"Oh, ya never know," you answer. "Next time ya land on a deserted island,

take a look 'round. Maybe that'll be me, sittin' under the tree, waitin' to take you in me arms once again."

They leave, misty-eyed, totally unaware you've robbed them blind.

Treasure **1**+1. Supplies **2**+2. Infamy **3**+3. Lock action 4.

## 381

"Greetings, strangers," you say to the castaways, as you step out of the brush. They sit around a campfire looking a little worse for wear.

"Greetings to you, newcomer!" says a scrawny woman with a friendly smile. "Come, share our fire and our food." You join them and give polite nods all around.

"Tell me, how did you lot end up on this here island?"

"Shipwreck," answers a weathered man with a sad shake of his head. "You see, we are missionaries headed to..."

"I'm sorry, did ya say 'missionaries?'" you interrupt.

"Yes, you see we were on a mission to bring the word of our..."

"I'm just gonna stop ya right there. Missionaries. Lordy work and what not. Just nothin' in common, I'm afraid. Good luck with the whole havin' no fun thing." You hurry back to the ship, thankful you were able to escape what would have been a super boring conversation.

Re-roll **2**+1. Lock action 1.

## 382

You surprise the castaways as they sit around a fire. They seem old, tired and starved, but looks can be deceiving. You make it back to your ship with most of your crewmates dead or missing, and a crude arrow sticking out of your rump.

"I'd ask if you got their booty," says Gouty Joe, "but it looks like they got yours."

Crew **1**-1. Misfortune **2**+1. Infamy **3**-2. Lock action 1.

## 383

"Surprise, ya gits!" you yell enthusiastically, jumping out of the brush. The castaways shriek in fright. "We're here to save ya!" says you, flashing everyone a grin. "You're no longer marooned!"

"Oh praise be!" says a weathered man, holding his hands to the sky in thanks. "We prayed for deliverance and here you are! You see, we're missionaries, and we've been looking..."

"Say what now?" you ask.

"Just think," says a scrawny woman, "we can bring religion to the crew of your ship. Why, we can hold services every evening."

"Oh boy," you mutter and you begin looking around for an out.

"Where's your ship anchored?" someone else asks.

When the missionaries ask to say grace at the dinner table later that evening, you grin nervously at the angry faces made by your annoyed crew.

Crew **1**+3. Discontent **2**+2. Lock action 1.

## 385

You charge the castaways, cutting them down with ease. You spy a chest filled with glittering trinkets, and everyone gives a cheer. But the cheer rouses all the croc-o-gators the castaways were hiding from, leaving your team to flee in haste.

Treasure **2**+2. Crew **1**-1. Lock action 1.

## 386

After hours of seeing nothing more than a few lizards, you stumble upon something both beautiful and terrifying. It stands in a clearing, coming out of the water like some ancient tooth. It is an obelisk of stone, weathered, its age beyond your reckoning. Upon its sides are hieroglyphics that

seem to tell a story, though what that story is, you cannot say. There are carvings of people, though their legs are depicted as fish tails. One carving shows a fishy woman holding aloft a stone, from which seems to come a glowing light.

"Interesting," you say, but it isn't treasure, so you get bored and leave. On your way out of the marsh, you trip over a chest hidden in the murk.

Treasure **1**+1. Re-roll **2**+1. Infamy **3**+1. Lock action 2.

## 387

You find the enormous footprints of a great creature. You track the prints cautiously, only to have them lead you to a nest of overlarge eggs.

Supplies **3**+4. Brawn **2**+1. Lock action 3.

## 388

### CROSSROADS EVENT - MAGIC BEANS

You put up your feet and lounge in your hammock below deck. But just before you can doze off, you're visited by Harriet the Nose.

"Sorry for the bother," says she, "but I thought you'd find these fascinating." In her leathery hands she holds what appears to be a bunch of beans. "Beans?" you ask, but Harriet clucks her tongue.

"No, these are magic beans, sold to me by someone pedalin' objects o' antiquity. Plant 'em in some earth, and they grow golden eggs. Or somethin' like that—I don't recall the particulars. Say, why don't you trade me some of yer treasure. A smart pirate like you is bound to make somethin' great happen with these."

- If you trade for the magic beans, go to 388-1.
- If you reject Harriet's offer, go to 388-2.

**388-1** You agree with Harriet's assessment of your brains, and you quickly trade away some old treasure for the fabulous beans.

You chuckle to yourself when the sailor leaves. Poor Harriet just isn't clever enough to capitalize on something as wonderful as magic beans.

Discard 1 treasure **1**, if able. Write "Magic Beans" on the ship's log. Lock action 4.

**388-2** "Beans ain't a fair trade for treasure," you inform Harriet before turning over in your hammock and passing out.

Re-roll **2**+1. Lock action 4.

## 417

"Pssst! Hey you!" hisses the old man with liver spots dotting his scalp. "Wanna know how the world ends? Only cost you a couple coins." You shake your head.

"Not today, grandfather. Besides, you've got the crazy-eye if ever I saw it." "Then I'll tell ya for free," he says, and he whispers something in your ear. "Bollocks," you say. "Utter bollocks." You wander off and manage to do a little shopping, but your mind is burdened by a feeling of dread.

Choose 3 Market Options from action 1. Misfortune **2**+1. Fill in 1 star ★ on your constellation. Lock action 1.

## 418

"What brings ya to me shop?" growls the blacksmith. The seven-foot man is quite intimidating, and his massive body seems made of naught but muscle and hair. "This is all I got for sale today. If you're lookin' for somethin' custom, you'll have to come back another time."

If you purchase gunpowder, go to 418-1.

If you purchase an item, go to 418-2.

**418-1** Supplies **2**+6.

**418-2** Look at the top 3 cards of the treasure **1** deck. Gain 1 and discard the rest.

## 419

If any player has the Clearing Stone story card, go to 419-1. Otherwise, continue below.

You and the crew are able to locate the Clearing Stone in the painted caverns just as Esmeralda said you would. You watch Captain Vance wrap up the glowing rock in his coat. The stone gives off such a blinding white light, that even wrapped up, it fills the cavern with a white-blue glow.

Shadows dance over the monkey statue that once held the stone, making it appear angry and menacing. The retrieval makes you feel uneasy, but you are all able to exit the cave unharmed.

Treasure  $\text{Hull}+2$ . Write "Clearing Stone" on the ship's log. Retrieve card 15 Clearing Stone from the story deck. Discard the current objective card and replace it with objective card 3 – Secure the Stone from the objective deck.

**419-1** You see the spot where the Clearing Stone used to be. "Yup," you say aloud to no one in particular.

Nothing happens.

## 420

"I've got this in the bag," you tell your friends with a confident wink, and plunk down several bottles onto the table.

"Har! What're those?" the pirate laughs. "Those aren't real drinks!"

"Arr, but they're me favorite!" you insist. "Ye Olde Wine Coolers – blueberry flavor!"

"Fairy piss," says the pirate, wiping them away with a meaty arm.

"Tonight, we're drinkin' Dead Man's Pooper," and he slams several angry-looking brown bottles onto the table. You gulp anxiously and look back at your friends. Fifteen minutes later they collect your unconscious body from the floor.

Misfortune  $\text{X}+1$ . Lock action 4.

## 421

Your hulking opponent scoffs at how small you are next to him. Two large cups of rum are plunked down in front of you. He swallows his drink in seconds, belches, and declares, "Your turn." You smile at him, and take a large swig from your glass. You watch him as he begins to wipe sweat from his brow, and look around nervously.

"Don't feel so goooooood," he slurs, before succumbing to the poison you slipped him.

"Looks like I win!" you declare proudly.

Infamy  $\text{X}+3$ . Lock action 4.

## 422

"I'm not so sure about this," you admit to your friends, before plunking down several bottles onto the table.

"Har! What're those?" the pirate demands. "Those aren't real drinks!"

"This is the hard stuff!" you insist. "One-Eyed Pete's Ten-Year, Fermented, Small Batch, Orphan's Blood."

"Kiddy-wine," huffs the pirate, wiping the bottles away with a meaty arm. "Tonight, we're drinkin' Ye Old Wine Coolers – blueberry flavor!" And he slams several petite, light blue bottles onto the table.

Five minutes later, your opponent is under the table, snoring. You take the opportunity to steal what you can from him.

Treasure  $\text{Hull}+1$ . Infamy  $\text{X}+3$ . Lock action 4.

## 501

Your negotiations don't go as well as you hoped.

All players must simultaneously vote on the following (highest infamy  $\text{X}$  player breaks ties):

**THUMBS UP OPTION:** Stop boarding the ship.

**THUMBS DOWN OPTION:** Reject the enemy captain's offer.

- If players vote thumbs up, go to 501-1.
- If players vote thumbs down, go to 501-2

**501-1** Supplies  $\text{Crew}+2$ . All players: Re-roll  $\text{Crew}+1$ . Set dial A to 0, then immediately resolve the End of Round phase, skipping all remaining actions.

**501-2** Continue the round as normal.

## 505

Your negotiations go much better than anyone expected.

All players must simultaneously vote on the following (highest infamy  $\text{X}$  player breaks ties):

**THUMBS UP OPTION:** Stop boarding the ship.

**THUMBS DOWN OPTION:** Reject the little captain's offer.

- If players vote thumbs up, go to 505-1.
- If players vote thumbs down, go to 505-2

**505-1** Supplies  $\text{Crew}+4$ . All players: Treasure  $\text{Hull}+1$ . Discontent  $\text{X}-1$ . Set dial A to 0, then immediately resolve the End of Round phase, skipping all remaining actions.

**505-2** Continue the round as normal.

## 506

If "Li'l Gertie" is written on the ship log, go to 506-1.

Otherwise, read the following to the player with the highest brawn  $\text{B}$ :

"Oh sweet mother!" cries a horrified crew member of the other ship.

"They've killed Li'l Gertie!" You look down at the burly woman you just ran through with your sword.

"I... love you all," she gasps. "Be... be true... to each other." She gives one last wheezy gasp before her eyes gloss over.

"Monster!" cries another crew member, and holding a fist in the air, he begins to chant, "Li'l Gertie! Li'l Gertie!" Others of his crew join in and you begin to feel awkward, standing there with your sword stuck in the woman and all. You pull it free, but the ensuing mess you make only incites the crowd further.

"Mark my words, you beast," spits a woman with patches over both eyes. "We will not soon forget this vile deed. She was the best o' us. She helped me change me life around—helped all o' us! Oh, there shall be a response. Blood for blood! Revenge fer Li'l Gertie! Revenge!" And all of her crew, including one or two confused members of your own crew, take up the chant.

Write "Li'l Gertie" on the ship log. Infamy  $\text{X}+3$ . Re-roll  $\text{Crew}+1$ . Reduce hull  $\text{Hull}$ , crew  $\text{Crew}$ , and/or supplies  $\text{Crew}$  by a total of X. X = the value of dial A. The highest infamy  $\text{X}$  player moves the ship 1 space. Read the entry listed on the ship's new space.

**506-1** Read the following to the player with the highest brawn  $\text{B}$ :

You give a loud, "Huzzah!" and cut down your opponent. She hits the floor hard, rolling to the side to reveal a double set of eyepatches. "Wait a moment," you say. "You seem familiar."

"You!" she hisses. "No! It had to be you, didn't it? Oh, Li'l Gertie, I've failed you! I swore revenge, only to fall victim to the same foulness that butchered you."

"Look, it's combat, right?" you argue, pointing at your sword. "A little bit of hack and slash? I'm just tryin' to do me job. If ya got to know me, you'd think I was a pretty decent sort."

"All devils claim decency," spits the dying woman.

Perform a Swagger  $\text{Crew}$  check:

- On a result of 1-15, go to 506-2.
- On a result of 16+, go to 506-3.

**506-2** "Look, I'll show you," you insist. "First, I'm just going to pull out me sword. There! And now I need to staunch the flow of blood. I'll just... I'm not sure... maybe place my hands... right here... and... oh dear. Oh dear, oh dear."

"Shouldn't a pulled the blade out, idiot," sighs a nearby sailor.

Treasure **█+1**. Misfortune **█+1**. Reduce hull **◆**, crew **●**, and/or supplies **■** by a total of X. X = the value of dial A. The highest infamy **●●** player moves the ship 1 space. Read the entry listed on the ship's new space.

**506-3** Well if you loves Li'l Gertie so much, you can join her in hell," you say with a cruel smile. You pull your sword from her, and with a second swing remove the woman's head. Lightning crashes overhead, and the sky begins to darken.

"Oh, you're screwed now, mate," insists another sailor. "That's an omen. You're marked for death or somethin'."

"Don't be silly. It's just a coincidence," you say with a shake of your head. But feeling unnerved, you quickly turn to walk away and promptly fall down a flight of stairs.

Retrieve card 51 Omen-Marked from the story deck. Treasure **█+1**. Misfortune **█+1**. Infamy **●●+2**. Read the following to the player with the highest brawn **◆**:

You have a merry time, hacking and slashing, and sending mariners to their doom. But then you spot a glowering man who eyes you with great ferocity.

"For Li'l Gertie!" he screams, before lunging at you with two daggers. You leap aside, accidentally tripping the man over your boot. He falls on his own daggers and screams, "You've butchered me! Just as ya did Li'l Gertie!"

"Oh for Pete's sake," you groan, and relieve him of his belongings.

Treasure **█+2**. Discontent **█+1**. Reduce hull **◆**, crew **●**, and/or supplies **■** by a total of X. X = the value of dial A. The highest infamy **●●** player moves the ship 1 space. Read the entry listed on the ship's new space.

## 507

"Look at all this gunpowder!" you cackle as you and some crew roll the barrels onto the ship.

"Hey, boss, look at this," says a sharp-eyed pirate, and she points to a barrel slathered in blood. "Looks like someone croaked up against this barrel. Reckon the blood coulda seeped into the powder? Gotten it wet?"

"Don't be silly," you say. "Barrels are airtight."

"I dunno," she says. "Barrel's pretty banged up."

"Enough!" you insist. "Nothin' could possibly go wrong."

Supplies **■+3**. Treasure **█+2**. Discontent **█+1**.

## 508

"Listen up, you sorry sacks," you say to the prisoners you've taken from the other ship. "There's no reason to sit in a cramped cell feeling all bitter. Why not join our crew?"

"What are your health benefits like?" asks a defeated sailor.

"We've got a surgeon who's really good with a saw," you reply.

"Are there annual bonuses?" asks another.

"Every year ya live is a bonus, in a way," you answer.

"Is there a retirement plan?"

"If ya lives that long, I'm sure we can think of somethin'." The crew agrees this sounds like a pretty good deal, and quite a few sign up.

Crew **●+3**. Infamy **●●+3**.

## 509

"Look at this finely-crafted cannon," you say to a couple of crew. "Tis a work of art... Let's nick it!"

Perform a brawn **◆** check:

- On a result of 1-10, go to 509-1.
- On a result of 11+, go to 509-2.

**509-1** You and your crew strain with all your might to lift the cannon. It doesn't budge.

Infamy **●●+1**.

**509-2** Gain 1 loaded level 4 or lower cannon.

## 525

If "Fighting Razor" is written on the ship's log, go to entry 526.

Otherwise, continue below.

### CROSSROADS EVENT - CAPTAIN RAZOR

*Captain Razor swings over to your ship, and everyone gasps in awe at his radiant manliness.*

*"Ooooh, he can get it," says a lusty Emma Brown.*

*"Girl, you know that's right!" agrees the guy next to her. Captain Razor draws his cutlass and storms toward Captain Vance.*

*"Stop fawnin' over him, you fools!" you shout. "Defend the cap'n!"*

- If you attack Razor head on, go to 525-1
- If you try to sneak up behind Razor, go to 525-2.

**525-1** Write "Fighting Razor" on the ship's log. Perform a brawn **◆** check.

- On a result of 1-12, go to 525-3.
- On a result of 13+, go to 525-4.

**525-2** Write "Fighting Razor" on the ship's log. Perform a hunting **◆** check.

- On a result of 1-12, go to 525-5.
- On a result of 13+, go to 525-6.

**525-3** Captain Razor sends you flying into a tangle of rigging.

Hull **◆+1**. Reduce dial C by 1.

**525-4** You successfully defend the captain.

Re-roll **●+1**. Infamy **●●+2**.

**525-5** You swing at Captain Razor from behind, but sensing your presence he gracefully dodges and your momentum sends you stumbling into Captain Vance.

Infamy **●●+3**. Reduce dial C by 1.

**525-6** You briefly snag Captain Razor in a coil of rope. As he reels backward, you notice something shiny drop from his coat.

Re-roll **●+1**. Treasure **█+1**. Gain 1 skill of your choice.

## 526

If "At the Helm" is written on the ship's log, go to entry 527.

Otherwise, continue below.

### CROSSROADS EVENT - NO ONE AT THE WHEEL

*You and Captain Vance do your best to repel Captain Razor, but the veteran soldier threatens to overwhelm you both. To make matters worse, you notice the wheel is now unmanned, and the ship has started drifting at the whim of the Ocean's Edge, all while being hammered with cannon fire from Captain Razor's ship.*

- If you continue to defend the captain, and call to the nearest crew member to man the wheel, go to 526-1.
- If you leave Captain Vance to duel alone against Razor, while you go steer the ship, go to 526-2.

**526-1** Write "At the Helm" on the ship's log. Perform a swagger  check.

- On a result of 1-12, go to 526-3.
- On a result of 13+, go to 526-4.

**526-2** Write "At the Helm" on the ship's log. Perform a navigation  check.

- On a result of 1-12, go to 526-5.
- On a result of 13+, go to 526-6.

**526-3** No one hears your voice above the chaos. The ship begins to rock as it crashes against the waves. You barely keep your feet, and Razor takes advantage of your instability.

Hull -1. Infamy -4. Reduce dial C by 2.

**526-4** You successfully gain the attention of Winnie LeRoux who quickly jumps into action and grabs hold of the wheel. Her expert steering gives your cannons a clear shot into the enemy hull.

Reduce dials A and B by 1.

**526-5** You reach the helm, but before you can grab the wheel, Razor's vessel releases a volley into your hull, and you are knocked from your feet and sent into the railing. You see Captain Vance fly up against the mast as Captain Razor pursues him.

Hull -1. Infamy -3. Reduce dial C by 2.

**526-6** You rush to the helm and seize the wheel. It takes every muscle in your arms to take control of it, but you are able to stabilize the ship. You notice Captain Vance is now able to hold his own as you provide more stable footing.

Increase dial C by 1. Infamy +2.

## 527

If "Magic Can" is written on the ship's log, go to entry 528.

Otherwise, continue below.

### CROSSROADS EVENT - SECRET WEAPON

You catch Captain Vance as he recoils from Captain Razor's slashing blade.

"We're not doin' so well, are we, me matey?" Captain Vance asks as he coughs up some blood. "I think it's time fer me secret weapon!"

"What's that, cap'n?" you ask, wondering if the old man has finally lost it. "Here you go, me matey. Eat this." The captain pulls a tin can from his jacket and pushes it into your hands. You peel back the lid and spy an odd green mush inside. "This'll make any sailor as strong as an ox," he insists. "Trust me."

- If you eat the green mush, go to 527-1.
- If you refuse it, and help the old man up, go to 527-2.

**527-1** You slurp down the can of mush as quickly as you can. As it slides down your throat, you feel a power growing inside you, but before you grasp what is happening, Captain Razor appears behind you, his blade lifted high, aimed at the center of your back. You dodge out of the way and strike Captain Razor with a forearm that has grown several times the size it once was. The blow sends Razor flying, giving you more than enough time to gather up the captain, and get him to a safer place on the ship.

"That tasted like spinach," you say. "Was that spinach?"

"Don't be ridiculous!" Vance laughs. "How would spinach do that? Nah, me matey. Those were the brined and shredded genitals o' sea cows. Real magic stuff!"

Write "Magic Can" on the ship's log. Retrieve card 12 Can of Magic Stuff from the story deck.

**527-2** "I ain't eatin' that!" you insist, and you toss the can overboard. "Come on, cap'n. Back on yer feet!" You attempt to lift him up, but Razor

is upon you in a flash, and you drop Vance to parry the steel flashing out at you.

Write "Magic Can" on the ship's log. Perform a brawn  check.

- On a result of 1-12, go to 527-3.
- On a result of 13+, go to 527-4.

**527-3** Captain Razor knocks you aside like a bug, leaving the captain to fend for himself once more.

Infamy -4. Reduce dial C by 2.

**527-4** You are able to hold him off.

Infamy +4.

## 528

### CROSSROADS EVENT - LAST SHOT

"What's the matter, Jesbut?" Razor snarls. "You're not fading already, are you?" Vance parries each blow aimed at him, but the old man's reactions are clearly slowing.

"He's not gonna make it!" Big Henry cries.

"We have to help him!" Left-Eye Laura shouts back. The two pirates work together to pull a cannon out of its placement on the deck, and slowly turn it toward the dueling captains.

- If you help them take the shot, go to 528-1.
- If you tell them to put the cannon back, go to 528-2.

**528-1** Perform an aim  check.

- On a result of 1-12, go to 528-3.
- On a result of 13+, go to 528-4.

**528-2** "Put that back, you fools!" you bellow. "If you want to help the captain, charge!" You and the others run toward the battle with swords in hand, shouting in unison. Captain Razor is distracted for a moment, but quickly sends you and the others flying off the edge of the ship.

Misfortune +2. Infamy -3. Set dial C to 0. Lock action 6.

**528-3** The cannon fires straight into the mast of the ship, sending it crashing down onto Captain Vance, and pinning him beneath.

Hull -2. Infamy -5. Set dial C to 0. Lock action 6.

**528-4** The cannon's muzzle flashes with a boom, and smashing through the railing, the artillery piece recoils right over the ship's edge. When the smoke from the shot clears, you see Captain Vance panting with relief. All that remains of Razor is a pair of smoking boots.

Remove 1 cannon from the ship, if possible. Fill in 1 star ★ on your constellation. Infamy +5. Lock action 6.

## 791

A sickly looking parrot crashes onto the deck. The crew gathers around it, thinking it is surely dead.

"Poor little blighter," blubbers Sad Sally.

"Stop yer weepin'," Captain Vance chuckles as he pushes everyone aside. "This here is me old parrot Flapjacks, and believe me, he will outlive us all! What is it, me boy?" Flapjacks jumps to life, rustling the sad patch of feathers on his back.

"Razor on the move!" the parrot squawks. "Razor coming for you. Coming for you all!" The crew gasps, fearing what Captain Razor would do if he found them.

"Best get movin' then!" Captain Vance shouts.

Discontent +1. Move special location token 962 one space toward the ship. If the ship and special location token 962 are now on the same space, go to entry 962. Otherwise, remove all threat  from the threat track.

**792**

Another visit from the parrot Flapjacks warns you of Captain Razor's approach. Captain Vance rewards the parrot with all of the maple syrup you had on board, which leaves you wondering how Flapjacks is so long-lived. The next day, Old Cookie is furious that Flapjacks left nothing behind for his famous saltwater waffles.

Discontent  $\mathbb{X}+1$ . Supplies  $\mathbb{0}-1$ . Move special location token 962 one space toward the ship. If the ship and special location token 962 are now on the same space, go to entry 962. Otherwise, remove all threat  $\mathbb{X}$  from the threat track.

**793**

"Razor has come!" Flapjacks squawks as he crashes into the lookout's face. "Doom is here! Doom is here!"

Captain Vance tries to calm some of the crew down, but by nightfall a few take off on a dinghy, fearing Captain Razor would get to the ship by daybreak.

Crew  $\mathbb{0}-2$ . Supplies  $\mathbb{0}-1$ . Move special location token 962 one space toward the ship. If the ship and special location token 962 are now on the same space, go to entry 962. Otherwise, remove all threat  $\mathbb{X}$  from the threat track.

**794**

Flapjacks, covered in soot and ash, dives straight into the lookout, knocking them both out of the crow's nest and onto the deck below. The little parrot pants in the lookout's arms, mumbling whispers of "All is lost. All is lost," before it finally passes out.

All players: Misfortune  $\mathbb{M}+1$ . Move special location token 962 two spaces toward the ship. If the ship and special location token 962 are now on the same space, go to entry 962. Otherwise, remove all threat  $\mathbb{X}$  from the threat track.

**795**

"Razor is here!" Flapjacks squawks before being blasted out of the sky by a cannonball.

Move special location token 962 to the same space the ship is on. Go to entry 962.

**800**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\mathbb{S}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .

**802**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\mathbb{S}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .

**804**

Threat  $\mathbb{X}+1$ . Reduce hull  $\mathbb{S}$ , crew  $\mathbb{C}$ , and/or supplies  $\mathbb{0}$  by a total of X. X = the value of dial A. Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\mathbb{S}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .

**806**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\mathbb{S}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .

**808**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\mathbb{SKULL}$  player must choose 1 of the following:

- Stay: Crew  $\mathbb{0}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .
- Leave: The highest infamy  $\mathbb{SKULL}$  player moves the ship 1 space. Read the entry listed on the new space.

**809**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\mathbb{SKULL}$  player must choose 1 of the following:

- Stay: Crew  $\mathbb{0}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .
- Leave: The highest infamy  $\mathbb{SKULL}$  player moves the ship 1 space. Read the entry listed on the new space.

**811**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\mathbb{SKULL}$  player must choose 1 of the following:

- Stay: Crew  $\mathbb{0}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .
- Leave: The highest infamy  $\mathbb{SKULL}$  player moves the ship 1 space. Read the entry listed on the new space.

**815**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\mathbb{SKULL}$  player must choose 1 of the following:

- Stay: Crew  $\mathbb{0}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .
- Leave: The highest infamy  $\mathbb{SKULL}$  player moves the ship 1 space. Read the entry listed on the new space.

**816**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\mathbb{SKULL}$  player must choose 1 of the following:

- Stay: Crew  $\mathbb{0}-1$ . Begin a new round on this page. Check threat  $\mathbb{X}$ .
- Leave: The highest infamy  $\mathbb{SKULL}$  player moves the ship 1 space. Read the entry listed on the new space.

**817**

Threat  $\mathbb{X}+1$ . Starting with the player with the highest infamy  $\mathbb{SKULL}$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\mathbb{SKULL}$  player must choose 1 of the following:

- Stay: Crew **0**-1. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **0** player moves the ship 1 space. Read the entry listed on the new space.

## 818

Threat **X+1**. Starting with the player with the highest infamy **0** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **0** player must choose 1 of the following:

- Stay: Crew **0**-1. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **0** player moves the ship 1 space. Read the entry listed on the new space.

## 825

Reduce hull **0**, crew **0**, and/or supplies **0** by a total of **X**. **X** = the value of dial A. The highest infamy **0** player moves the ship 1 space. Read the entry listed on the ship's new space.

## 826

If the ship moved this round, read the entry listed on the new space. If the ship did NOT move this round and dial A is at 0, go to 826-1. If the ship did NOT move this round, dial A is NOT at 0, but dial B is at 0, go to 826-2. Otherwise, go to 826-3.

**826-1** "Let us aboard!" cries the enemy crew as their boat sinks, but you all grunt in disapproval.

"We have booze!" they cry.

"Welcome aboard!" you all cry.

Crew **0+2**. The highest infamy **0** player moves the ship 1 space. Read the entry listed on the new space.

**826-2** Discontent **X-1**. Turn to page 53. Set dial A equal to the number of players.

**826-3** They attack!

Roll a die.

- On a result of 1-2, go to 826-4.
- On a result of 3-7, go to 826-5.
- On a result of 8-11, go to 826-6.
- On a result of 12, go to 826-7.

**826-4** Reduce hull **0**, crew **0**, and/or supplies **0** by a total of 2. Begin a new round on this page.

**826-5** Reduce hull **0**, crew **0**, and/or supplies **0** by a total of 3. Begin a new round on this page.

**826-6** Reduce hull **0**, crew **0**, and/or supplies **0** by a total of 4. Begin a new round on this page.

**826-7** Reduce hull **0**, crew **0**, and/or supplies **0** by a total of 5. Begin a new round on this page.

## 827

If dial A is at 0, go to 827-1.

If dial A is NOT at 0 and dial C is at 0, go to 827-2.

Otherwise, go to 827-3.

**827-1** You cannot believe your eyes as Razor's ship begins to sink beneath the waves. The moment you are safe from Razor, Captain Vance grabs the ship's wheel. You watch as Razor's crew members jump ship while yours drifts into the magical mist before you. You're unsure who is more doomed. But as your ship crosses past the Ocean's Edge, sailing into that mist, your vessel is not harmed, though it begins to make a terrible creaking noise.

"Steady now!" cries Vance.

"Rogue waves!" comes a voice from the crow's nest. And indeed, your hearts sink as massive waves coming from either side, tower over your ship. The crew shrieks in terror as the two waves curl in to crash down upon you. But the crash doesn't come, and looking up you see the waves have met each other and now form a perfect tunnel of water through which you sail.

The tunnel ends in utter darkness, but Vance unveils the Clearing Stone, and lo! You now sail a black sea from which rises a towering column of sculpted stone. It resembles a monkey with glowing red eyes. Its hands are held out as if awaiting an offering. The ship passes alongside it, and Captain Vance tosses the Clearing Stone into its cupped hands.

Lightning stabs the sky as a storm rolls in at impossible speeds. A glow appears deep within the waters. It spreads, as if another sun rises up from the depths, and your ship is tossed about on monstrous waves. Strange shapes begin to emerge from the water. In the distance, you see enormous tentacles break from the surface and thrash about. Something else, a winged beast the size of an elephant, bursts up from the water, and begins flapping away into the storm. Lights of all manner of color shoot up from below and zigzag into the air. There is a sound, like a horn blowing, and then suddenly everything goes black.

When you come to, heaven knows how many hours later, the sky is bright and blue and your ship, with no one at their post, is sailing past an island. A quadruple rainbow hangs on the horizon, and you look at each other, marveling at the sights and sounds.

"Is this the world beyond the edge?" someone asks. But something about the island seems familiar to you.

"I'm not sure," someone else answers. "Perhaps it is, or perhaps this is the world we've always known, only now, it is changed."

Captain Jesbut J. Vance is nowhere to be found. You spend days searching the surrounding waters, but all you find is a piece of paper hidden in his hat that he left behind. It bears the lyrics to an old children's song that goes:

One day I'll pass the Ocean's Edge, to be a pirate true,  
I'll find a world to be me home, with me own loyal crew;  
I'll ride upon the endless waves, and find all treasure new,  
I'll live the pirate's life one day, and bid this world adieu.

Congratulations, you have completed this adventure! Return all of the purple cards to the treasure deck.

Starting with the player with the highest infamy **0** and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**827-2** "Is this all there is to Jesbut Vance?" Razor lifts your captain into the air and laughs evilly. "Did you fools really risk life and limb for this old sack of bones? Give me the Clearing Stone now, and perhaps I'll let you live."

"Aw, whaddya know about livin'?" growls Vance, and suddenly he has a dirk in his hand. It sinks into Razor's collarbone, and the enemy captain cries out, and drops Vance to the deck. "Fight on, boy and girls!" screams Vance. "For death or glory!"

Begin a new round on this page. If dial A is not at 0 by the next End of Round phase, reduce your hull **0** to 0.

**827-3** They attack!

Roll a die and add the value of dial B to the result.

- On a result of 1-6, go to 827-4.
- On a result of 7-12, go to 827-5.
- On a result of 13+, go to 827-6.

**827-4** Reduce hull , crew , and/or supplies  by a total of 3. Begin a new round on this page.

**827-5** Reduce hull , crew , and/or supplies  by a total of 4. Reduce dial C by 1. Begin a new round on this page.

**827-6** Reduce hull , crew , and/or supplies  by a total of 5. Reduce dial C by 2. Begin a new round on this page.

## 849

Congratulations, you have reached the end of Part 1. The highest infamy  player chooses 2 of the following:

- Supplies +3.
- Discontent -2.
- Crew +3.
- Hull +3.

At this time players may choose to continue on to part 2, or take a break by saving their game and returning to play part 2 at a later date. If you would like to stop now and save your progress go to entry 850. Otherwise, continue below.

*After visiting Esmeralda, you visit a nearby town to restock and prepare for the trip to Red Rock Island.*

Flip objective card 1 over to objective card 2 – Find the Clearing Stone. Turn to page 21.

## 850

Write 'Part 1: Complete' on the ship's log then record the following on the back of the ship's log:

1. The current hull , supplies , discontent , and crew  values.
2. The current cannons status: what level each is and whether it is loaded.
3. The navigation tokens that have been removed from the game.
4. Any changes from the map setup image below, e.g. any added, removed or moved tokens.



5. In infamy  order, each player's pirate name followed by the card number of each treasure  and story card that player

has, and the number of misfortune , re-roll  and constellation event tokens that player has.

Store the ship's log and the player sheets together. When you want to resume play, return to this scenario's setup page in this book and follow the instructions in the 'Continued Game' section.

## 852

*You return to the ship with Captain Vance as he carefully carries the stone in his coat. "Listen up, me mateys," he says. "It's time I fill you in on what we're doin'. We've got the Clearing Stone now, and ain't no turnin' back. There are goin' to be those that try to stop us, but we're not gonna let 'em. Once we get past the Ocean's Edge, we're not only gonna find a new world, but we're gonna unleash magic on this world too, the likes o' which you ain't never seen."*

*"Is that wise?" a crew member asks.*

*"Wise?" laughs the captain. "We's pirates, damn it! We live fer adventure, and I ask ya, what's more adventurous than sailin' seas with mermaids, cuttin' deals with strange witches, blowin' a massive serpent to smithereens with yer cannons, and findin' mysterious magical treasures? Ya wanna head back to the mainland and spend yer life bowin' and scrapin' fero noble folk, or do ya wanna have some fun with yer old cap? Now on to glory and the Ocean's Edge!"*

*The crew, inspired by the finding of the Clearing Stone, shouts along with the captain in glee: "The Ocean's Edge!"*

The highest infamy  player chooses 2 of the following:

- Supplies +3.
- Discontent -2.
- Crew +3.
- Hull +3.

All players: Discard up to 2 treasures . For each treasure discarded, fill in 1 star  on your constellation. Flip the current objective card over to objective card 4 – Sail Past the Edge. The highest infamy  player moves the ship 1 space. Read the entry listed on the ship's new space.

## 951

*"There's really no need for this," one of you calls out as you all stand on a plank above the ocean.*

*"No need?" screams a frustrated sailor. "Do ya have any idea how many o' us you and yer friends killed in yer reckless pursuit o' treasure and glory? Treated us like disposable playthings, you did. Like we were just a token, sittin' on the track of some game, and not livin', breathin', people. We gots hopes and dreams too, ya know! Ya never even bothered to learn our names!"*

*"That's not true," you protest.*

*"Then what's me name, mate?" the man asks.*

*"Er, is it Peter? Hog-jowls? Cranky Dave?" The sailor shakes his head angrily. "Three-Toed Timmy? Billy the Smiling Rose?" The crew proceed to beat the lot of you about the heads with oars, until one by one, you each fall into the blue gulf below.*

All players lose the game.

## 952

*As you sink into the water, the ruin of your ship rushing past you into the darkness below, you can't help but wonder if maybe, just maybe, you should have all worked together a little more. Captain Vance floats past you, his hat lost, and he gives you a dejected shrug and a look that seems to say, "Well, nuts."*

All players lose the game.

**953**

Threat **X+1**. Return all revealed navigation tokens face down to the navigation token pile. Turn to page 19. Check threat **X**.

**955**

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 25. Check threat **X**.

**957**

If "Painted Caverns" is written on the ship's log, go to 957-1.

Otherwise, go to 957-2.

**957-1** You arrive at Red Rock Island. The crew treks up a mountain path in search of the cave Esmeralda had told them of. When you reach the highlands, you find a small village where the locals tell you of a mysterious nearby cave.

"Best not go in there without some lanterns," one of the locals chimes. "You can fetch some for a good price at the blacksmith, if you're so inclined." Return all revealed navigation tokens face down to the pile. Turn to page 39. Check threat **X**.

**957-2** "Red Rock Island," says Captain Vance. "Quaint little village, but not much to see here. We best move on soon."

Threat **X+1**. Turn to page 39. Lock actions 2 and 3. Return all revealed navigation tokens face down to the pile. Check threat **X**.

**962**

Captain Razor's ship easily takes you and your crew by surprise. Cannon fire rips through the ship until it is nothing but a pile of scrap. The last thing you see as your lungs fill with the cold, murky salt of the sea, is a dark shadow passing over you. All players lose the game.

**963**

If you have already visited this island, go to 963-1.

Otherwise, go to 963-2.

**963-1** Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 21. Check threat **X**.

**963-2** You arrive on Precipice Island. You see before you a collection of small houses nestled into the cliff's edge that overlooks the ocean. You hear the distant rumbling of the watery barrier that marks the Ocean's Edge, and you wonder who would choose to live in such a place. You follow Captain Vance to a rickety old bridge that leads to one of the cliffside houses.

"Been a long time, me mateys. But I always loved comin' here," he says. The house itself is a crumbling structure made of mismatched parts. You notice a lovely golden telescope reaching out past a hole in the roof, staring up at the dark sky. The captain removes his hat, and licking the palm of his hand, tries to smooth down his great white tangle of hair. When he reaches the door, he gives a nervous knock.

The door opens to an old woman whose body and clothing seem to keep with the rest of the house's theme. "J.J.?" she exclaims. "Jesbut Vance, get yer butt over here," and the two give each other a happy embrace.

You learn her name is Esmeralda and she is quickly able to decipher the map. "Red Rock Island. The Painted Caverns," she instructs. "That's where you'll be findin' that stone."

When you leave a half hour later, bellies warm with tea, Esmeralda grabs one of you by the arm and whispers, "Take care o' him," and you can see she looks scared. "He's dreamed o' this forever. Never enough in this world to keep him happy. Keep him satisfied. But it's dangerous. A person who plumbs the Abyss too long will never truly make it back out. You remember that."

You leave Esmeralda's home, happy to find that the captain hasn't led you

astray, but concerned that the mission you are on is becoming all the more real.

Return all revealed navigation tokens face down to the pile. Write "Painted Caverns" on the ship's log. Remove all threat **X** from the threat track. Go to entry 849.

**967**

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 33. Check threat **X**.

**971**

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 37. Check threat **X**.

**977**

If "Clearing Stone" is NOT written on the ship's log, and this is your first time visiting the Ocean's Edge, go to 977-1.

If "Clearing Stone" is written on the ship's log, go to 977-2.

Otherwise, go to 977-3.

**977-1** You stare out into the moonlit waters ahead, watching as you creep closer to the Ocean's Edge. The captain walks up next to you, taking an interest in the somber look on your face.

"What's goin' on, me matey?" he asks.

"Cap'n," you respond meekly, "do you really think we're gonna sail past the Ocean's Edge? I mean, how do you know the stone is goin' to work? Every crew that has ever attempted goin' deep into that place has never returned. It's the end o' the world, cap'n!"

The captain stops you by putting a hand on your shoulder. "Settle down, me matey, settle down. It's all gonna be alright."

"But how do you know?" you respond, unconvinced.

The captain looks straight into your eyes, a move that makes you uneasy. The joy and wild exuberance that usually lies within his gaze fades into a calm and steady stare that pierces you.

"I don't," he responds. "I don't know if it'll work, I don't know if I'm leadin' us all to the depths of Davy Jones' Locker. But I know there has to be more to the world than this. There have been so many clues, so many moments in my life that have told me this place is real. This world that we live in now is broken and you know it. You can feel it in yer bones. I wanna see it whole again."

The captain pushes a tin cup of rum into your hands. "Now have a drink and enjoy yerself, me matey! We're still alive aren't we, and that's worth celebratin'!"

You sip your drink and let out a small chuckle. "To the Ocean's Edge, I guess." Hull **1**-1. All players: Re-roll **1**+1. Turn to page 15. Check threat **X**.

**977-2** After days of sailing, the Ocean's Edge comes into clear view. It is a massive, hazy blue wall of roiling water and howling wind. But you spot a massive ship flying the colors of the royal navy, positioned between you and the Edge.

"That's the flagship for the crown!" someone shouts. "We have to run! If we turn around now, we might not be spotted!"

"Nonsense!" Captain Vance has fire in his eyes and the Clearing Stone in his arms. "We sail for the Ocean's Edge. If Captain Razor stands in our way, then it's to Davy Jones' Locker with him." As you approach the ship, you see the royal sailors and Captain Razor, the most feared man in the Royal Navy, standing on the prow, looking pleased to see you. The ship gets close enough for you to hear Razor shout out.

"I'll be having that stone, Vance, and your heads!"

Remove special location token 962 from the game. Turn to page 57. Set dial A to 10. Set dials B and C to 5.

977-3 Crew 0-1. Hull 0-1. Turn to page 15. Check threat X.



# WITCH'S HEART

## SETUP

### NEW GAME

Remove navigation tokens 004, 018 and 022 from the game. Then follow all remaining steps in the Game Setup section of the rulebook, referencing the map and numbers below as needed. When you reach step 19, proceed to "Special Setup" below.

### INTRODUCTION

Have each player read the backstory section of their player sheet aloud, filling in any blanks as they read with the corresponding word from the story blanks section of their sheet. Then, read the following aloud: *It has been your privilege to sail under the leadership of pirate Captain Benjamin Okoro. Okoro is famous for his determination and charm, and has earned the respect of every pirate worth their salt. But when magic returned to the world, Okoro's wife, Sarah, was killed when a great serpent attacked the ship. With her death, Okoro became distant and morose, and the crew grew concerned for his well-being. But the captain has always been a man filled with purpose, and the loss of his beloved Sarah presented him with a new obsession.*

*It was rumored in ages long past that a witch's heart could grant a wish to a person powerful enough to claim one. Captain Okoro believes that the visiting oracle living down in the ship's hold could guide you to a witch's location, and once there, help you kill the witch and take her black heart. With a witch's heart in his possession, Okoro could wish away magic, sealing it again behind the Ocean's Edge to ensure that no one else would ever be harmed by magic again.*

*It's a daring and risky plan, but you all loved Sarah, and you dearly love your captain. And this mission has already brightened his outlook – he seems to have regained some of his vigor. The oracle has told Captain Okoro to find the Mer King, for the king can provide tools needed to steal a witch's heart. The Mer King is rumored not to be an easy fellow to talk with, but the captain believes gold can open any door.*

Begin the first round on page 3.

### MAP SETUP



### SHIP SETUP



(Cannons: Level 1 loaded, Level 2 loaded)

### SPECIAL SETUP

1. Retrieve objective card 13 – Speak to the Mer King from the objective deck and place it on the Lookout Board.
2. Place the ship on the space indicated above.
3. All players: Treasure +1.

## CONTINUED GAME

If 'Part 1: Complete' is written on the ship's log, you can resume your saved game by following the directions below.

1. Place the special location tokens on the map board as indicated below. Make any map or token changes as recorded on the back of the ship's log.
2. Place the ship standee on special location token 961.
3. Give each player a pencil and their player sheet from your previous session.
4. Each player collects a pirate standee and its matching color 12-sided die, treasure chest card and infamy  marker.
5. Assign each of the 7 roles to the players.
6. Place infamy  markers in the order players are listed on the ship's log.
7. Remove from the game all navigation tokens recorded on the back of the ship's log and create a supply out of the remaining navigation tokens.
8. Set the hull , supplies , discontent , crew , and cannons to the state recorded on the back of the ship's log.
9. Give each player the treasure  cards, story cards, misfortune  tokens, re-roll  tokens and constellation event tokens recorded under their name on the ship's log.
10. Reminder: If playing with 4 or fewer players, put the Hungry Pirates special rules card into play. If playing with 3 players, also put the Masked Pirate special rules card into play.
11. Retrieve objective card 15 – Repair the Trident from the objective deck and place it on the Lookout Board.
12. Cross out 'Mer King's Passage' from the ship's log.

## MAP SETUP



## ADVENTURE CONTINUED

*Captain Okoro allows the crew to rest and repair, despite clearly wanting to be on his way. Your destination is Devil's Crown, a volcanic island to the east. The mer guards, unsettled by the oracle's last vision, announce they are leaving.*

*"We have helped enough. Good luck, Okoro. Perhaps we will meet again? Or not. Whatever."*

Return story card 93 Merfolk Guards to the story deck (if it is in play). The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**001**

## CROSSROADS EVENT – A BIG, BIG RAFT

Read the following to the Quartermaster:

*The large raft pulls up alongside your ship, gently bumping it.*

*"Ahoy there!" cries the torto'alo who, as far as you can tell, is the only being manning the raft. "Up for a trade?" it asks. You notice the torto'alo sits upon a promising looking treasure chest.*

*"Trap," mutters one of the crew. "Gotta be a trap."*

- If you stay wary and decline to trade, go to 1-1.
- If you climb aboard the raft, go to 1-2.

**1-1** *"No, thank you!" you call down. The vessel immediately pulls away, the small turtle-man hurling all sorts of hurtful verbal abuse at you as he departs.*

Remove navigation token 001 from the game. Misfortune +3. Turn to page 3. Check threat .

**1-2** *With a nod from the captain, you drop down to the raft and greet the torto'alo. He watches you as you approach.*

*"I will give you the contents of my chest," he declares, "if you can provide what I am looking for."*

*"And what would that be?" you inquire.*

*"A dance," says he.*

*"You want me to teach you a dance?" you ask.*

*"No fool! Dance for me!"*

*Already committed and with the crew watching, you begin to sway your hips a little as the turtle-man watches you. Your performance is lacking, something Scoot McSanders later refers to as "arrhythmic jerking by someone who appears to know how to dance, but chooses not to." But the torto'alo enjoys your performance, and rewards you with treasure for your trouble.*

Remove navigation token 001 from the game. Treasure +1. You may now choose to do a dance for at least 30 seconds. If you do, treasure +1. Turn to page 3. Check threat .

**002**

## CROSSROADS EVENT – GORILLA, GORILLA

Read the following to the Lookout:

*You blink, unsure at first of what you're seeing. But yes, there is no mistaking that a massive gorilla swims alongside the ship. The ape makes great breaststrokes, keeping pace with your boat, and suddenly an old memory surfaces and your vision goes red with rage. It looks a lot like the gorilla that murdered your cousin Timmy. A whole lot.*

- If you murder that gorilla right back, go to 2-1.
- If you control your anger and watch in silence, go to 2-2.

**2-1** *You take hold of the sharpest, meanest-looking harpoon within reach, and you throw it with all your might. But to your dismay the harpoon becomes a noodle and the gorilla is now instead an elephant.*

*"Sailor, are you feeling all right?" Captain Okoro calls from behind you as he and your shipmates prepare to board the nearby merchant ship. "You look awfully dehydrated. Report to Patches on the double." You do as he says, but not before wrestling your way past the large, two-headed spider that accosts you on the stairs.*

Remove navigation token 002 from the game. Misfortune +3. Turn to page 3. Set dial A equal to the number of players.

**2-2** *The gorilla looks up at you from the water, and suddenly it is standing next to you on the deck. You almost reach for your sword, but the gorilla unzips itself, revealing it is a suit housing a beautiful woman. She looks you up and down, then says, "Matey, are you okay? You look a bit dehydrated."*

*"Nonsense," you laugh with a wave of your hand. Suddenly you feel a sharp pain in your side, and look down to see a dagger in your side. The pain*

*knocks you back into reality. You see people fighting on the ship's deck.*

*"Sailor," says Patches with a shake of his head as he kills the person that had stabbed you in the side. "Ya really gotta be drinkin' more liquids every now and then!" Patches stitches you up real quick, then lets you get back into the fight.*

Remove navigation token 002 from the game. Misfortune +3. Turn to page 3. Set dial A equal to the number of players.

**003**

## CROSSROADS EVENT – SCHOOL OF HARD KNOCKS

Read the following to the Ship Scribe:

*You are just about to get some shuteye after a long day, when you hear several knocks below you, against the hull. You pay it no mind, knowing full well the kinds of strange noises that a ship's hull can make. But then you hear more knocks against the hull, only this time to your right on the side of the hull. And now above you! What's going on out there?*

- If you get up to investigate, go to 3-1.
- If you try to ignore it and fall asleep, go to 3-2.

**3-1** *You go up top and find the night crew gathered around.*

*"What's all the racket?!" you demand.*

*"Er, it's a weird one," says Pantless Patty, and she points starboard. Seconds later, a peg-legged pirate ghost appears, running up the side of the ship and over the railing. He then runs across the deck, and up and over the port side railing. "He appeared a few minutes ago," Patty says. "Dunno what he wants. Strange fella just keeps running around the ship." Not knowing what else to do with the strange visitor, you organize some betting among the crew.*

Remove navigation token 003 from the game. Treasure +1. Turn to page 9. Check threat .

**3-2** *You fall back asleep, but the strange knocks have left you on edge.*

*Loud thunder booms and you awake with a high pitched shriek. The crew, laughing hysterically, gives you a new nickname.*

Remove navigation token 003 from the game. Infamy -3. Cross out your name on your player sheet and write "Shriek" instead.

Your name is "Shriek" now. Turn to page 11. Set dial A equal to the number of players. Check threat .

**004**

Navigation token 004 should have been removed during setup.

Remove this token from the game, draw a new navigation token and read that entry.

**005**

## CROSSROADS EVENT – TRUE PIRATES ONLY

Read the following to the Boatswain:

*It's a lovely day at sea when you notice a bottle floating on the sapphire waves. You fish out the bottle, whose label still clearly reads, FOR TRUE PIRATES ONLY. You feel like a true pirate. You also feel mighty thirsty.*

- If you take a drink, go to 5-1.
- If you do not take a drink, go to 5-2.

**5-1** *"How's it taste?" asks Pantless Patty. You smack your lips and let the liquid roll over your tongue.*

*"Bubbly yet smooth. Creamy. Hint of mint," you say. "Goodness! I feel more energetic than I have in years." You drain the bottle, feeling cooling liquid course down to your stomach. "Uh oh." You sprint to the crap buckets just before your insides decide they would rather be outsides. Still, you do feel much stronger.*

Remove navigation token 005 from the game. Brawn +1. Misfortune +1. Turn to page 3. Check threat .

**3-2** You unstop the bottle and sniff it. "Never drink strange liquids," you sagely inform the onlooking crew, then turn to dump the contents overboard. But you trip over your own feet, and land on your back, the contents of the bottle emptying all over your face. The crew howls with laughter. "Do we pour all the strange liquid in our eyes?" Emma Turnips asks mockingly.

"Thanks fer showin' us how it's done, professor!" jeers Bill Cudgins.

Remove navigation token 005 from the game. Misfortune **X**+1. Infamy **XX**-3. Turn to page 3. Check threat **X**.

## 006

### CROSSROADS EVENT – WE HAVE TREASURE

Read the following to the Gunner:

"Ship!" bellows the lookout from above. "Merchant vessel! Strange name though. It's called the We Have Treasure."

A toothless sailor gives an appreciative whistle. "I bet that means they have treasure!" he hoots with glee. The rest of the crew cheer in agreement and immediately begin making preparations to board.

"What do you think?" Captain Okoro asks you.

- If you say, "It's an obvious trap, but we're pirates. Let's risk it.", go to 6-1.
- If you say, "Better to play it safe. There will be more treasure later.", go to 6-2.

**6-1** The captain nods and says, "Lead the boarding party." He takes his place at the helm. You ready the crew for the attack, but as the captain guides the ship nearer, it becomes clear that the We Have Treasure is only a large wooden platform with a ship masterfully painted along its facade. "Decoy!" cries the lookout. Loud horns sound as another ship appears from behind the decoy and heads right for you. "Torto'alo!" screams the lookout, and everyone curses this turn of events.

Remove navigation token 006 from the game. Turn to page 63.

**6-2** The captain nods and says, "Tell them." He takes his place at the helm, guiding the ship away.

"Listen up you gits, there ain't no ship called the We Have Treasure. That's a decoy out there! Probably royals or someone who hates pirates!"

"Hates pirates!" gasps Griselda Turner. "Why I never!"

"There's treasure to be found some other day!" you call. "But not today! Now let's get out of here."

Remove navigation token 006 from the game. Discontent **X**+1. Turn to page 3. Check threat **X**.

## 007

### CROSSROADS EVENT – ELECTRIC MICE, MON

Read the following to the Cooper:

A tiny island comes into view and the captain allows you to take some crew to investigate. Upon landing, you instantly feel static electricity lift the hairs on your arms. As you move farther inland, you find yourself looking down into a meadow where dozens of the largest mouse-like creatures you've ever seen are playing. They're almost cute with their yellow fur and red cheeks, but the crackling electricity they emit from their bodies makes you wary.

"What the hell do we do with these, boss?" the crew asks.

- If you say, "We've gotta catch 'em. Probably catch 'em all.", go to 7-1.
- If you say, "Those look like trouble. Let's get out of here.", go to 7-2.

**7-1** You lead the crew, and with nets and traps, you capture a good number of the creatures. They prove dangerous, with most everyone receiving burns for their troubles. Gouty Tim dies after receiving an electric

discharge to his heart, but for the most part, it seems like a good haul. These creatures will either sell at the next port you land in, or make a fine addition to Cookie's stewpot.

Remove navigation token 007 from the game. Crew **0**-1. Supplies **0**+3. Turn to page 9. Check threat **X**.

**7-2** You all back away slowly, but Gouty Tim trips and lets out a loud yelp. The lightning mice react almost immediately, shooting a barrage of electricity at Tim and cooking him alive. The rest of you flee as the mice rip Tim's charred corpse to pieces. Even as you row back to the ship, you hear the overlarge rodents give a collective roar out on the beach. Looking back, you spot a dark cloud forming over the beach, and thunder booms. When you make it back, you warn the captain that a storm is coming.

Remove navigation token 007 from the game. Crew **0**-1. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

## 008

### CROSSROADS EVENT – THUNDER FISHIN'

Read the following to the Quartermaster:

Rain begins falling in gusty curtains, soaking you and everyone else on deck. Crispy, the ship's self-appointed bookie, comes shuffling toward you as the wind picks up.

"Wanna make some coin?" he grins. "The twins are at each other's throats again. This time they wanna see who can catch the most fish during this storm. Thunder fishin', they call it. Sounds like a riot, so I'm takin' bets on who comes out on top."

- If you bet on Dorothy, go to 8-1.
- If you bet on Dolores, go to 8-2.
- If you do not place a bet, go to 8-3.

**8-1** It's a foul storm to fish in, but somehow Dorothy catches five giant fish, three eels, an angry merfolk noble, and a barrel of fine rum. So you can hardly believe it when she loses to her sister who manages to catch exactly the same bounty with the addition of a small pouch containing a single gold coin. While it is annoying to lose the bet, the additional supplies for the ship is enough to make up for it. The merfolk nobles are angry, so you fill them with copious amounts of rum before releasing them back into the ocean. Hopefully they won't hold a grudge!

Remove navigation token 008 from the game. Supplies **0**+3. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

**8-2** It's a foul storm to fish in, but somehow Dolores catches five giant fish, three eels, an angry merfolk noble, and a barrel of fine rum. So you can hardly believe it when she loses to her sister who manages to catch exactly the same bounty with the addition of a small pouch containing a single gold coin. While it is annoying to lose the bet, the additional supplies for the ship is enough to make up for it. The merfolk nobles are angry, so you fill them with copious amounts of rum before releasing them back into the ocean. Hopefully they won't hold a grudge!

Remove navigation token 008 from the game. Supplies **0**+3. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

**8-3** Dorothy and Dolores both catch a great bounty of fish, but it ends in a tie. Crispy shakes his head and pays out to a single winner. Captain Okoro accepts the pouch of coins with the slightest hint of a smile.

"Here," he says, tossing you the bag. "The next time we're in port, see to it that everyone gets a drink on me."

Remove navigation token 008 from the game. Supplies **0**+3. Discontent **X**-1. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

## 009

## CROSSROADS EVENT – THE QUERY

Read the following to the Ship Scribe:

A vessel heads toward you, though strangely you cannot identify its colors. But the wind suddenly dies and the water becomes so still as to appear as a great field of glass. There is a crack, and a great being of indiscernible appearance now hangs in the sky between you and the oncoming ship.

"To continue on your journey," says the being in a deep voice, "you must answer my question." It points directly at you and you instantly feel the eyes of the entire crew upon you.

"Er, answer what?" you ask.

"Does free will exist?"

- If that's a great question, and you have a great response, go to 9-1.
- If you don't know who Free Will is, and you don't care to meet him, go to 9-2.

**9-1** You launch into one of your favorite arguments for this philosophical query, involving a hypothetical ham sandwich and a hypothetical hungry person. The great being finds your response fascinating, but the crew does not, especially since the other vessel proves to be a Bumblebee Delivery Service ship, and it quickly escapes. A gunshot causes the being to shriek and vanish into the air, leaving behind a trinket you claim as your own. The wind soon picks up once again.

Remove navigation token 009 from the game. Treasure +1. Infamy +2. Turn to page 9. Check threat .

**9-2** You grab a harpoon, and throw it at the being, who vanishes.

"Conversation was too much to hope for," the being's voice booms in the air. "If violence is what you prefer, then so be it." And with that, the wind picks up and the oncoming ship can now be identified as flying royal colors.

Remove navigation token 009 from the game. Infamy +2. Turn to page 55. Set dials A and B equal to the number of players +2.

## 010

## CROSSROADS EVENT – SEA WOLVES

Read the following to the First Mate:

Everyone stops short when they hear the howls from afar. And then you see them, aquamarine wolves running atop the ocean as easily as you might run across land. These creatures, appearing to be made completely of water and foam, have a reputation for damaging ships that venture too close to them. The pack turns away from the ship and you wonder, are they chasing something or hunting?

- If you encourage the captain to follow the sea wolves, go to 10-1.
- If you say nothing, go to 10-2.

**10-1** The captain is curious too, so he turns the rudder to give chase. There is no real chance of catching the sea wolves, but you follow their path for several hours. Then you see them begin to circle an object in the distance. As you draw closer you see the wolves circle the wreckage of another ship. Stranded atop it are two weathered looking sailors. The sea wolves disperse as your ship moves in to save the castaways. You wonder if this rescue was the purpose of the wolves, or if you've cheated them out of an easy meal. Their howls pass into the distance, and are soon replaced by the rumble of nearing thunder.

Remove navigation token 010 from the game. Crew +2. Turn to page 11. Set dial A equal to the number of players. Check threat .

**10-2** The ship stays on course, but you can't shake thoughts of the sea wolves from your mind. Perhaps there was more to them than you thought. At least the clear weather is keeping the crew in high spirits.

Remove navigation token 010 from the game. Discontent -1. Turn to page 9. Check threat .

## 011

## CROSSROADS EVENT – THE CREEPIN' CRUD

Read the following to the Cooper:

"There's some bug spreadin' among the crew," old Patches, the ship's surgeon, tells you. "I know everyone's busy, but you need to get everyone to clear out their sleepin' area and scrub it down, otherwise it's just gonna get worse."

- If you listen to Patches, go to 11-1.
- If you promise Patches the crew is tougher than a little cold, go to 11-2.

**11-1** The crew is reluctant, but you have them empty the sleeping area nonetheless, and start a nice deep clean. You get everything sorted, but have to dump some things overboard. The cleanse seems to work and the crew begins feeling much better before a storm rolls in.

Remove navigation token 011 from the game. Discontent -1.

Supplies -2. Turn to page 11. Set dial A equal to the number of players. Check threat .

**11-2** "Doom, doom," Patches chants before disappearing into the shadows.

After that, you begin to notice a lot of coughing as you walk about the ship. A whole lot of coughing. A storm quickly rolls in and then the vomiting begins.

Remove navigation token 011 from the game. All players: Mis-

fortune +1. Turn to page 11. Set dial A equal to the number of players. Check threat .

## 012

## CROSSROADS EVENT – JIMBO'S LUCK

Read the following to the Boatswain:

You notice a portly new recruit named Jimbo nailing a wooden symbol onto the mast, and you notice he has more symbols sticking out of a pocket in his breeches.

"Hey you, whaddya think yer doin'?" you demand.

"Just tryin' to give us good luck," he says. "My mamma used these when I was growin' up, and we always had the best luck." He grins, revealing several missing teeth.

- If you let it stand. It seems harmless enough, go to 12-1.
- If you tell him to take the unapproved symbols down, go to 12-2.

**12-1** "You can keep that one up, but no more. Understood?" He nods happily and many hours later you hear Jimbo has hauled in a record number of fish in his nets.

Remove navigation token 012 from the game. Supplies +2. Turn to page 9. Check threat .

**12-2** "The cap'n would have yer hide if he found out you're messin' with his ship," you warn.

"Aye, sorry boss," Jimbo mutters dejectedly. He takes the rune down and as soon as the nail has left the wood, you hear thunder in the distance, and seconds later, saltwater is splashing into your face.

Remove navigation token 012 from the game. Discontent +1. Turn to page 11. Set dial A equal to the number of players. Check threat .

## 013

## CROSSROADS EVENT – DIRTY DEEDS

Read the following to the Boatswain:

You find a bunch of the crew hanging their heads over the side of the ship. It looks like they are trying to get a look at something.

"What's the to-do?" you inquire.

"Someone drew somethin' on the ship," Henrietta says as you approach. You

notice she's blushing. "A whole lotta somethin'."

You lean over and see the side is covered in dozens of naked bodies painted with remarkably accurate detail. One of them even looks shockingly similar to you and is in a pose you would not have chosen.

"Who did this?" you ask.

"No one actually knows," Henrietta says and the others shrug. "Seems like it mighta happened overnight."

- If you say, "Remove it! Now!" Go to 13-1.
- If you say, "Glad they focused on my good side." Go to 13-2.

**13-1** No one's happy with the extra chore, but it generates a lot of laughter. When you hear someone complain about having to scrub your arse off the ship, you surprise them by lowering yourself down, an act which elicits a mock cheer of relief. The day quickly passes, and not even the coming storm seems capable of dampening anyone's spirits.

Remove navigation token 013 from the game. Discontent **X**-1. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

**13-2** The crew laugh at your nonchalant reaction, and return to their duties. However it isn't long before another ship comes along and sees the offensive artwork. They misunderstand the point of the art, and soon shots are fired.

Remove navigation token 013 from the game. Hull **1**-1. Turn to page 55. Set dials A and B equal to the number of players +2.

## 014

### CROSSROADS EVENT – FROM OUT OF THE FOG

Read the following to the player with the highest infamy **XX**:

"Drop anchor!" calls Captain Okoro. "That was a close call," he says, eyeing the nearby rocks. "This fog's too dangerous, at least at night. Everyone should grab some shuteye. We'll keep a skeleton crew for guard rotations." You join the first shift, and when alone on the quarterdeck, are confronted by the ghostly figure of a man. He looks directly at you.

"For a price, I can help ya," he says. His eyes seem to glimmer.

"Help me with what?" you say, taking a step back.

"Sleep, money, whatever," he shrugs. "I only need one thing."

"What's that?"

"One of the crew is nearly dead already. I would like you to... well, give him to me."

You know that Patches is indeed taking care of an ill crew member, but nothing about his illness seems fatal. Still, maybe this ghost has something of true worth...

- If you bring him the ill crew member, go to 14-1.
- If you tell the ghost to piss off, go to 14-2.

**14-1** You shrug. The pirate is pretty sick. With Patches fast asleep, you help the man upstairs where you tell him the fresh air will help. The ghost waits for you, and when you bring the frightened crewman to him, the ghost melts inside the man's body.

"Thanks," the crew member cackles, and tosses something to you before leaping overboard.

Remove navigation token 014 from the game. Crew **1**-1. Treasure **1**+1. Turn to page 3. Check threat **X**.

**14-2** "Fair enough," the ghost nods. "But you won't be able to sleep this night – no one will."

The ghost fades and as it does, hundreds of trumpet gulls descend upon your ship, squawking like mad. The next day everyone is groggy and cranky, but you are happy to see the ill crewman back at work and full of energy, and Cookie is happy to have plenty of gulls to put in his stews.

Remove navigation token 014 from the game. Supplies **1**+2. All players: Misfortune **X**+1. Turn to page 3. Check threat **X**.

## 015

"Ship!" calls the lookout, and sure enough, the shape of a sailing vessel rapidly emerges from the fog.

"Prepare to board!" shouts Captain Okoro, but there is a crash of water, and suddenly the ship is engulfed in enormous tentacles that come from below the waves. "Kraken!" shouts the lookout, and with a great cracking of timbers, the other ship is pulled below the water.

Remove navigation token 015 from the game. Turn to page 69. Set dial A equal to the number of players. Set dials B and C to 2. Set dials D and E to 1. If there are 4 or fewer players, reduce dial E to 0 and lock action 6.

## 016

The wind picks up, and from up above you can hear the sound of a woman laughing in the sky.

"Tentacles!" the lookout screams, followed by, "KRAKEN!"

Remove navigation token 016 from the game. Turn to page 69. Set dial A equal to the number of players. Set dials B and C to 1. Set dials D and E to 2. If there are 4 or fewer players, reduce dial B to 0 and lock action 3.

## 017

Just when you think everything is going to be all right, a sharp wind picks up, and from far above in the clouds you can hear the witch cackle. "Bring me your worst!" Captain Okoro calls out. "You will never stop us!"

"As you wish," the witch answers.

The ship shakes, as if something massive just passed beneath it. Big Belly Bill screams as a tentacle wraps around him and lifts him into the air.

"KRAKEN!" cries the lookout.

Remove navigation token 017 from the game. Crew **1**-1. Turn to page 69. Set dial A equal to the number of players. Set dials B and D to 1. Set dials C and E to 2. If there are 4 or fewer players, reduce dial D to 0 and lock action 5.

## 018

Navigation token 018 should have been removed during setup.

Remove this token from the game, draw a new navigation token and read that entry.

## 019

"Land ho!" cries the lookout. Everyone gathers to observe the picturesque limestone cliffs rising up in the distance.

"Gorgeous," says Henrietta appreciatively, and indeed they are.

"There are lights up above," someone else observes. "And they're blue. That's odd, ain't it?"

"I know those lights," sighs Okoro. "We'll go in at twilight," he says. "Small crew. We'll want to slip in and out. These aren't people we want to get tangled up with."

Remove navigation token 019 from the game. Place special location token 965 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 41. Check threat **X**.

## 020

### CROSSROADS EVENT – WARRIORS OF THE MER

Read the following to the Lookout:

Two merfolk warriors, one with green scales and the other with red, are embroiled in a heated duel as your ship sails nearby. You stare in awe at the display of power and elegance as they fight atop the water. The red-scaled

## 021 - 027

warrior brings a two-handed sword down with all her might, but the green-scaled combatant jumps back, only to lunge forward to strike with his silver spear. It narrowly misses as red dodges aside. This fight could quickly get out of hand.

- If you let them kill each other, it's none of your business, go to 20-1.
- If you fire a warning shot and see if you can prevent someone's death today, go to 20-2.

**20-1** The fight ends with both warriors impaling each other on their weapons. Their lives seeping from their wounds, both sink into the depths of the water as rain begins to fall, and thunder roars. You wonder why they fought, and what meaning their deaths may have carried.

Remove navigation token 020 from the game. Discontent **X+1**. Turn to page 11. Set dial A equal to the number of players **+2**. Check threat **X**.

**20-2** You fire a warning shot, startling the two combatants. At first you think they're waving at you happily, but then greenie flings his spear, and it skewers Jack Greybuns through the heart. Everyone cries out in anger, but the mer dive below the water and do not resurface.

Remove navigation token 020 from the game. Crew **0-1**. Turn to page 3. Check threat **X**.

## 021

### CROSSROADS EVENT – ISLAND OF FLOWERS

Read the following to the player with the lowest infamy **000**:

The captain has you lead some crew to explore a small island covered in hundreds and hundreds of flowers of all sorts, types, and colors. You see everything from daisies to tulips and plenty you are unsure if they even have names. You continue forward only to find yourself completely alone. Your crew has disappeared, and for that matter, so too has the ocean. There is only an endless horizon of flowers.

"Hello." You turn around to see a handsome man standing behind you, though he had not been there a moment before. "You look like the one in charge," he says.

"Aye, I am," you say, gulping.

"Good," he says brightly and offers you a luminous, violet flower. "Give this to your captain. If you do not, I will know." You blink and the man is gone. The crew and ocean are back just where you left them.

"Let's get back to the ship," you say, tucking the flower away safely.

- If you give the captain the flower, go to 21-1.
- If you keep the flower hidden for fear of mischief, go to 21-2.

**21-1** You give the flower to the captain in his cabin. He inspects it and seems familiar with it somehow.

"What does it mean, cap?" you ask, your curiosity getting the better of you. "A siren flower," he says, smiling. "Natural enemies of witches those sirens are. I don't trust them, but I will likely have some beneficial consequences if we see it out." The captain later takes his place at the helm with flower in hand. As soon as he places his hand upon the wheel, petals fall from the flower and blow ahead of the ship on an unseen wind. There are thousands upon thousands of petals, far more than there ever could have been on the flower, and they form a glowing trail visible on the ocean. Okoro guides the ship, following the trail to a sunken vessel, whose masts still poke up from the water. Beneath the waves you find much treasure within the boat – numerous tools that could prove useful in the battle against the witch.

Remove navigation token 021 from the game. All Players: Treasure **0+1**. Turn to page 9. Check threat **X**.

**21-2** Magic has hurt your crew enough, and fearing mischief, you keep the flower hidden from anyone else. But when you wake the next day, you cannot find the flower and your skin has been turned completely purple.

Patches, the ship's doctor, cannot figure out how to reverse it.

"I dunno," he says with a shrug. "If yer body insists on bein' a plum, who am I to argue?"

Remove navigation token 021 from the game. Infamy **000-3**. Misfortune **X+2**. Turn to page 9. Check threat **X**.

## 022

Navigation token 022 should have been removed during setup.

Remove this token from the game, draw a new navigation token and read that entry.

## 023

### CROSSROADS EVENT – THE BOOK

Read the following to the First Mate:

You and the crew seize a small ship and bring some of its cargo aboard. You notice a crew member returning periodically to stand behind a particular crate for what might be the eighth time that day. He isn't sneaking around, but you can tell he is trying to be inconspicuous. When he leaves the box yet again, you decide to investigate. Inside are stacks of books with the title, *You Arrr Amazin': Finding Pirate Love Starts with Self-Love*."

- If you leave the pirate alone, go to 23-1.
- If you take a copy of the book and go offer the pirate some advice, go to 23-2.

**23-1** You decide that it is none of your business and are glad to know that one of the crew is trying to better himself. You scatter a few more copies of the book around the ship, in the hopes that others will also benefit.

Remove navigation token 023 from the game. Discontent **X-1**. Turn to page 3. Check threat **X**.

**23-2** "I found yer book," you say when you find the sailor. "I think it's great you..."

His face goes red as he snatches it away from you.

"I was just holdin' on to it... fer a friend!" And he runs away crying. The captain, noticing the exchange, makes his way to you.

"Sometimes, it's better to let them get there on their own. Tact, my friend. You need to learn tact."

Remove navigation token 023 from the game. Supplies **0+2**. Discontent **X+1**. Infamy **000-1**. Turn to page 3. Check threat **X**.

## 024

"Ship!" calls the lookout. Out on the horizon, a large mass rises into view.

"Are you sure?" the first mate calls up.

"I'm the bloody lookout, ain't I?" comes the reply. But the large shape raises up a head.

"It looks like a giant turtle," one sailor observes.

"Looks like a turtle!" the first mate calls up.

"It's... it's a turtle ship," the lookout offers weakly.

Remove navigation token 024 from the game. Place special location token 959 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 51. Check threat **X**.

## 025

### CROSSROADS EVENT – WITCH TIME

Read the following to the Lookout:

You are in the crow's nest, about to call out a ship on the horizon, when the world goes completely still. The ship, crew, and even the ocean are all unmoving as though frozen in a moment of time. You climb down, hoping you are not the only one able to move. But you search the ship and find that you really are the only one. As you go to look again, the witch appears in front of

you, her haunting face staring directly into your soul.

"Welcome to my world," she says in a haunting voice.

The witch's body is strangely elongated and snakelike. Her skin is scaled and rough. Her wide eyes sit too far apart, and from them emanates an unhealthy green glow.

"..." You try to speak but you are unable.

"I do not have time to chat, my dear, so I will keep this simple," she hisses.

"You have a moment, a moment locked in time in which you can do whatever you wish. Sabotage the ship for me, won't you, and I will grant you whatever you wish."

Before you can respond, the witch disappears, leaving you trapped in the still place.

- If you hunt, go to 25-1.
- If you clean the ship, go to 25-2.
- If you steal some stuff, go to 25-3.
- If you load cannons, go to 25-4.
- If you fix the hull, go to 25-5.
- If you sabotage the ship, go to 25-6.

**25-1** With the ocean still, you figure it's the easiest time to fish. You literally walk atop the water and scoop up every fishy you see in a net. The hardest part is getting back on the ship with all of them, but you realize you can just toss them up onto the ship. Moments later, time resumes and a crash of cannons can be heard. The ship that was stopped in the distance attacks. No one seems to be affected except for you, but you are grateful for the extra fish on board.

Remove navigation token 025 from the game. Supplies +3. Turn to page 55. Set dials A and B equal to the number of players +2.

**25-2** You decide to clean the ship, working quickly in the stillness. Moments later, time resumes and a crash of cannons can be heard. The ship that was stopped in the distance attacks. No one seems to be affected except for you, but you are grateful for the surprisingly clean quarters.

Remove navigation token 025 from the game. Discontent -2. Turn to page 55. Set dials A and B equal to the number of players +2.

**25-3** You decide to free your fellow pirates of their heavy burdens. Moments later, time resumes and a crash of cannons can be heard. The ship that was stopped in the distance attacks. No one seems to be affected except for you, but some are furious when they can't find their belongings.

Remove navigation token 025 from the game. Steal 1 treasure  from a player of your choice. Discontent +1. Turn to page 55. Set dials A and B equal to the number of players +2.

**25-4** You decide it might be good to prep the ship for battle. You clean and load all the cannons. Moments later, time resumes and a crash of cannons can be heard. The ship that was stopped in the distance attacks. No one seems to be affected except for you, but all are happy that the cannons have been miraculously prepped for the fight ahead.

Remove navigation token 025 from the game. Discontent -1. Upgrade 1 cannon by 1 level. Flip all cannons to their loaded side. Turn to page 55. Set dials A and B equal to the number of players +2.

**25-5** It is hard work to fix up some of the hull on your own, but you manage to do it well enough. Moments later, time resumes and a crash of cannons can be heard. The ship that was stopped in the distance attacks. No one seems to be affected except for you, but all are happy the hull seems to be in better shape for some reason.

Remove navigation token 025 from the game. Hull +2. Turn to page 55. Set dials A and B equal to the number of players +2.

**25-6** You turn a cannon, and begin to blast it into your own hull. Feeling like the ship has taken adequate damage, you wait for your reward. The witch's voice can be heard in the distance.

"No rewards for traitors!" she cackles. Moments later, time resumes and a crash of cannons can be heard. The ship that was stopped in the distance attacks. No one seems to be affected except for you, but they are furious when they notice the damage to the ship.

Remove navigation token 025 from the game. Hull -2. Flip all cannons to their unloaded side. Discontent +1. Turn to page 55. Set dials A and B equal to the number of players +2.

## 026

You come across a strange island covered in a magical fog and spy, poking above the fog, a tree that stretches all the way up into the clouds above. The crew is wary of approaching, but Captain Okoro seems fascinated, and insists it is the perfect place to stop and re-supply.

Remove navigation token 026 from the game. Place special location token 971 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 31. Check threat .

## 027

### CROSSROADS EVENT – CREATE YOUR OWN

You've been working with Cookie, and the two of you think you've created the ultimate dish. You call it pizza. First, you make a doughy bread base, then stretch it out in a circle, nice and thin. Next you add a thin layer of tomato sauce across the whole thing, leaving the edges exposed. Then you add shredded cheese. Lots and lots of shredded cheese. But what do you add next? Sea gull? Too chewy! Oysters? Too snotty! How about pineapple? "Arrr," says Cookie, "let's put it to a vote. Somethin' tells me pineapple could prove to be mighty controversial."

All players must simultaneously vote on the following:

THUMBS UP OPTION: Yes, to pineapple on pizza. That's a perfectly acceptable topping on this new dish which you and only you have ever heard of.

THUMBS DOWN OPTION: If you want to show the world you have no taste, there are other less humiliating ways to show it. No pineapple on pizza.

ALTERNATE OPTION: If someone at the table is eating pizza, select this option instead.

- If the alternate option is true, go to 27-3.
- If players vote thumbs up, go to 27-1.
- If players vote thumbs down, go to 27-2.

**27-1** The pizza is delicious and all the naysayers can give you their shares of pineapple pizza.

Remove navigation token 027 from the game. Supplies +2. Turn to page 3. Check threat .

**27-2** The pizza is delicious with no additional toppings. The purity of the cheese is best left unmolested, and you can see now how pineapple juice would ruin the whole thing.

Remove navigation token 027 from the game. Supplies +2. Turn to page 3. Check threat .

**27-3** If there pineapples on that pizza, go to 27-4. Otherwise, go to 27-5.

**27-4** Remove navigation token 027 from the game. Tweet a picture of the pineapple eater to @PlaidHatGames #PiratesLovePineapplePizza. All players: Gain 1 skill of your choice. Turn to page 3. Check threat .

**27-5** Remove navigation token 027 from the game. Tweet a picture of the pizza eater to @PlaidHatGames #PiratesHeartPizzaWithoutPineapple. All players: Gain 1 skill of your choice. Turn to page 3. Check threat .

**028**

You come across a sandy, uninhabited island.

Remove navigation token 028 from the game. Place special location token 955 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 25. Check threat ✕.

**029**

CROSSROADS EVENT – MYSTERY FOOD

Read the following to the Gunner:

*"Perfect timing!"* cheers Cookie, as he grabs you by the arm and pulls you to the table. He sets a steaming bowl in front of you and says, "Just wait until you try some of this new stuff! This might be my finest dish yet."

*It kind of looks like fruit, but you're not sure anything edible is ever supposed to be that shade of grey, and you've never seen someone serve hot fruit before.*

- If you eat, pirates never say no to food, go to 29-1.
- If you tell Cookie you are not hungry, go to 29-2.

**29-1** You take a bite and almost immediately the world goes dark. You can't see, hear, feel, or smell anything. There is only the slight taste of chicken. And then nothing. But then a pain explodes out of your forehead, and the remainder of your senses return.

*"Horns,"* says Cookie, as he rubs his chin, inspecting you. "Lucky bastard. All it gave me was some scales on me left leg. You look bloody tough right now."

*"What the hell did you feed me?"* you gasp.

*"No idea,"* he shrugs. "Found that fruit on the island we just passed. Thought it looked interestin'."

*"The island the captain told us not to go to because it's full of cursed magic?!"* you bark.

*"Ha, yeah,"* he shrugs.

*You find yourself being pushed out of the mess hall, bewildered, tired, and still quite hungry.*

*"I guess I have horns now,"* you say.

Remove navigation token 029 from the game. Swagger ♠+1. Turn to page 3. Check threat ✕.

**29-2** Oh, don't be like that," Cookie says. "I can't make ya eat it, but I'd appreciate ya just givin' it a taste."

*"All right,"* you sigh. "Well, here goes nothin'."

*You take a bite, and almost immediately the world goes dark. You can't see, hear, feel, or smell anything. There is only a slight metallic taste in your mouth. And then, nothing at all. Everything comes back in an instant, including a burning sensation in your right arm. You look down and are horrified to see the skin, from your fingertips to your shoulder, change to a sleek metallic silver. You touch it, finding it hard as steel, yet you are still able to move it with the same ease as if it were flesh.*

*"A metal arm?"* Cookie rubs his chin, inspecting you. "Lucky bastard. All it gave me was some scales on me left leg. Won't be hard for you to make a name for yourself now, will it?"

*"What the hell did you feed me?"* you gasp

*"No idea,"* he shrugs. "Found that fruit on the island we just passed. Thought it looked interestin'."

*"The island the captain told us not to go to because it's full of cursed magic?!"* you bark.

*"Ha, yeah,"* he shrugs.

*You find yourself being pushed out of the mess hall, bewildered, tired, and still quite hungry.*

*"I guess I have a metal arm now,"* you say.

Remove navigation token 029 from the game. Brawn ♡+2. Turn to page 3. Check threat ✕.

**030**

*"A wonderful time awaits,"* says a message carried by a giant eagle in the sky. The crew follows it to an island. The captain is reluctant at first to land, but he finally gives in when the crew begs to go.

Remove navigation token 030 from the game. Place special location token 953 on this space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 27. Check threat ✕.

**043**

*"Cap'n!"* you cry. *"Cap'n, come quick!"* Bubbles, the captain's pet parrot curses at you for startling it so. You turn and run from the room, forcing Captain Okoro to chase after you. You lead him to Patches' infirmary, where a newly truncated Scoot McSanders lies upon the bloody table, wailing inconsolably.

*"Aw, cap!"* cries Scoot upon seeing Okoro. *"I lost me leg! Me leg! What am I gonna do now? And it was me best leg too!"*

The captain turns to you and says, "Rum. Six portions," and you quickly run off to fetch it. When you return, you find Captain Okoro gripping the hand of a less hysterical Scoot.

*"Our lives are scarred by loss,"* says the captain in a steely voice. *"But what are scars, but tougher flesh knit from misery? Every loss makes us harder."*

*"Damn right, cap,"* says Scoot between the tears, and you hand the man a flagon.

Discontent ✕-1. Re-roll ♠+1.

**044**

*"You wanted to see me, cap?"*

Captain Okoro looks up as you enter his quarters and nods.

*"Aye, matey. The oracle seems to be doing well, but I was hoping you would visit the fellow. Give him some pleasant company."*

*"You got it,"* you promise. *"Anything I should know? He seems an odd sort of fellow."*

*"Odd indeed,"* the captain agrees. *"I met him when we took refuge in Dialgo during the hurricane. He was living in a tavern I frequented at the time, working there to pay for his room and board. He is a refugee, you see. The temple he had known most of his life was destroyed when the Ocean's Edge fell and magic swept back into our world. The mountain his temple sat upon was apparently the dormant body of a creature of stone, and it casually shook the temple from its back like a dog would fleas."*

*"Another victim,"* you say, and shake your head.

*"Yes,"* says Okoro. *"Another wounded soul, bound to us by loss and a hatred for magical things. Even with the oracular powers that awoke in him upon magic's return, the oracle only uses them to seek the destruction of all that is supernatural."*

*"Glad he's on our side then,"* says you. *"I'll pay him a visit. Keep him company."*

Fill in 1 star ★ on your constellation.

**045**

CROSSROADS EVENT – SISTER SISTER

A small dinghy pulls alongside the boat. In it is a beautiful woman dressed in gold and white, who carries with her a lantern holding a disquieting blue flame. She is granted an audience with the captain and is escorted to his quarters.

- If you eavesdrop on their conversation, go to 45-1.
- If you leave them be, go to 45-2.

**45-1** The first part of the conversation is muddled, but then you hear the woman angrily say, "You defy the gods!"

"Oh calm down, Rachel," Captain Okoro sighs.

"There is no coming back from this, Ben," she warns. "Sarah will not return."

"I would not expect her to," the captain laughs. "It saddens me to see you here, bewitched by your blue fire, desperately trying to save it. The magic must die."

"No, it is you who will die, Ben," she insists. "Do you think Sarah would have wanted this life for you?" You jump away from the door as something heavy crashes against it.

"It is time you were leaving," the captain growls.

"Yes, it would appear so."

You see the woman back aboard her ship, and she locks eyes with you before being lowered back to the waves.

"Take this," she whispers. "I don't want him to succeed, but neither do I want him to perish."

Retrieve card 91 Vial of Blue from the story deck.

**45-2** When the woman leaves the captain's quarters, she looks frustrated.

You see her back aboard her ship, and she locks eyes with you before being lowered back to the waves.

"Take this," she whispers. "I don't want him to succeed, but neither do I want him to die."

Retrieve card 91 Vial of Blue from the story deck.

## 046

You drop some lunch off for the captain, but when you turn to leave he asks, "What is that you wear around your neck?"

"Oh, this thing?" you ask, running a finger in the silver chains that sport diamonds and a large piece of turquoise. "Stole it off some rich old lady in one of our raids. She was sayin' somethin' 'bout some guy named Jack, and tried to toss it overboard. Luckily I was there to catch it and kick the old coot overboard instead."

"What would you trade for it?" Captain Okoro asks. "Sarah had a similar piece once, and I would dearly like to have it." You try to hide the annoyance you feel, but you know once he has invoked Sarah's name, he won't let up. He has been collecting much in her name lately, and it does not strike you as a healthy thing to do. You don't want to part with the necklace, but you know you now have little choice.

Treasure **1**+2.

## 047

"Look at this lining," the captain says as he turns around in the mirror. "It's nice, isn't it?"

"Yeah, cap, it's nice," you sigh. "Can I go now? Four-Fingered Terry is playin' Five-Fingered Fillet and I wanna see it when he becomes Three-Fingered Terry."

"Just a moment more," the captain says as he takes a hat out of a box and places it on his head. "How about this?"

"You look great, cap'n," you say, eager to leave.

"I think you might be right," Captain Okoro smiles. "I hope she likes it. I want it to be the first thing she sees me in."

"Who do you mean, the witch?"

"No, not the witch!" he sighs, then seems to catch himself and says, "No, sorry... yes, you're right of course. The witch. My apologies, I'm being silly. Please, run off and enjoy your game." You turn to leave, and he says, "Oh, one more thing. Why don't you help yourself to the duds over here?" and he points to some fine clothing that lays folded on his desk.

"Are you sure, cap'n?" you gasp.

"Yes, yes," he insists. "I think it would fit you perfectly, and I appreciate your help. As well as your discretion." You walk out happier than you have

ever been in your entire life.

Retrieve card 92 Nicest Clothes You've Ever Had from the story deck.

## 048

CROSSROADS EVENT – ROPE A DOPE

"I need you to find a special vine for me that grows on the island," the captain tells you. "Violet in color, legend says it can suppress magic, making it the perfect rope with which to capture a witch."

You agree to the task and easily find and secure some vines, but they are heavy, and the trek back to the ship is hard. You are about halfway back when you encounter a group of vine bandits, which are totally a real thing, and not something we just made up because we ran out of ideas."

- If you drop the vines and run, go to 48-1.
- If you fight them, because this is just absurd, go to 48-2.

**48-1** You toss the vines down as you flee, leaving the bandits to trip over themselves as you get away, which is pretty ironic, since you would think vine bandits would be more prepared to encounter vines. The captain is not pleased when you return empty-handed, but thanks you for your efforts anyways.

Infamy **3**-3. Re-roll **1**+1.

**48-2** Perform a brawn **2** or aim **2** check.

- On a result of 1-9, go to 48-3.
- On a result of 10+, go to 48-4.

**48-3** You take some heavy hits but are able to get away with the vines.

Retrieve card 24 Disfiguring Facial Scar from the story deck. Write "Witchbinder Rope" on the ship's log.

**48-4** You succeed at scaring off the vine bandits.

Treasure **1**+1. Write "Witchbinder Rope" on the ship's log.

## 049

"Everything I have learned about witches suggests they sail in enormous ships whose railings sit high above the water," says Captain Okoro. "We'll need to be prepared, otherwise we'll never board the damn thing, much less take down the witch inside."

He instructs you to gather large amounts of bark from the silverscale trees located in the area. You are able to gather a fair amount, and you have the crew cover the hull with the stuff, as per the captain's wishes. During your search, you also manage to discover a barrel of tar, which you hope to put to good use.

Retrieve card 28 Emergency Tar from the story deck.

## 050

CROSSROADS EVENT – BIG TO-DO WITH A CREW REVIEW

"We need a shakeup," says the captain. "The crew is not performing at the level we need if we are to steal a witch's heart. I leave finding the solution to you. Either get the crew in order or find new crew."

- If you press locals into joining the crew, go to 50-1.
- If you get the crew in line and ready for the task ahead, go to 50-2.

**50-1** You are able to find some locals that are willing to join up with the crew.

Perform a swagger **2** check.

- On a result of 1-10: Crew **1**+1.
- On a result of 11+: Crew **1**+2.

**50-2** You run the crew through a number of drills and other practice exercises.

Perform an aim **2** check.

- On a result of 1-14: All players: Re-roll **1**+1.
- On a result of 15+: All players: Gain 1 skill of your choice.

## 051

### CROSSROADS EVENT – THINGS THAT GO BOOM

“Quality artillery will be key to bringing down a witch’s ship,” Captain Okoro muses. “I noticed a lot of shipwrecks along the coast. I want you to take some crew out and explore those wrecks. See if you can find any cannons we could use.”

You find a likely-looking vessel, but it sits in waters infested with grim snappers.”

- If you fight off the grim snappers before exploring, go to 51-1.
- If you steer clear of the grim snappers completely, go to 51-2.

**51-1** You lose some crew when dispersing the snappers, but in the end you gain a couple of excellent old cannons.

Gain 1 unloaded level 4 or lower cannon, and 1 unloaded level 3 or lower cannon. Crew **0-1**.

**51-2** You are unable to grab any cannons without endangering the crew, but are able to acquire some supplies.

Supplies **0+2**.

## 052

“It’s the cap’n,” the anxious swabbie tells you. “We can’t find him anywhere!” You search for some time before finding Captain Okoro standing absentmindedly in a field of flowers.

You clear your throat and ask, “Cap’n? You had us worried somethin’ awful. Whatcha doin’ out here in these flowers?”

“Parmane flowers,” he says.

“Beg pardon?”

“The primary ingredient of her favorite perfume,” he continues, and you have to stifle a groan.

“Cap, this ain’t soundin’ healthy. You got us all real worried.”

“Then go back to the ship and worry!” he barks. Shocked by this unusual behavior, you recoil, and head back to the ship. Hours later, Okoro finds you and slaps you on the back. “Sorry, for the unnecessary gruffness earlier,” says he. “I forgive your talk though. We’ll have that witch’s heart soon enough, and then you’ll see how worthwhile this all has been!”

Fill in 1 star ★ on your constellation.

## 213

You find a series of nested treasure chests, each opening to reveal a smaller chest inside. Luckily, the smallest chest has really good stuff in it!

Treasure **0+2**. Infamy **0+3**. Lock action 1.

## 214

You throw your first dart of the match, only to watch in horror as it goes wide, and flies through the open window. In the distance, a man screams.

“Matey,” says the bartender with a shake of his head, “you’re cut off.”

Misfortune **0+1**. Infamy **0-1**. Lock action 3.

## 215

You’re lousy at the game, but your off-color jokes earn the appreciation of a few onlookers, though your opponent glares at you. The patrons crowd around you, slapping you on the back, laughing at your jests, and nudging you with elbows when you crack wise. One even gives you a fancy little gift.

Treasure **0+1**. Lock action 3.

## 216

You challenge the local champ to a game of shark darts, and dazzle the entire tavern when you score a perfect game.

“By gar, that was a fine display!” your opponent praises. “I owes ya, fair and square!”

“So say we all!” cries another patron.

“A round on the house!” bellows the proprietor, which elicits a cheer from the throng around you.

Treasure **0+2**. Infamy **0+3**. Lock action 3.

## 237

The shimmers dance in your hand, tickling your palms as you try to grasp each one. You see the other crew members grab on to them as well, and the shimmers gradually take on the shapes of things needed or desired on the ship. You hold yours, and wonder what your shimmers will transform into. They take longer than most, but eventually they begin to change, their size growing bigger and bigger until you can no longer hold them. You stare in wonder as the shimmers begin to take the form of an adult human. When the light fades, the man opens its eyes and takes a deep breath. You have to hold on to him as he doesn’t seem able to swim, but others swim over to help share the load. At first no one trusts the shimmer-man, but as the days pass he slowly becomes a useful member of the crew.

Crew **0+1**. Choose 3 Collect Options from action 3. Lock action 3.

## 238

Infamy **0+3**. Choose the first option below that applies.

- If ‘Death at Demon’s Crown’ is written on the ship’s log, go to 238-1.
- If ‘Tessa Fishborn’ is written on the ship’s log, go to 238-2.
- If ‘Lost to Maelstrom’ is written on the ship’s log, go to 238-3.
- If ‘The Drowned King’s Fire’ is written on the ship’s log, go to 238-4.
- If none of the above are written on the ship’s log, go to 238-5.

**238-1** You look in the dinghy and are shocked to find a dead body that has been severely burned. You push it away, but see more dinghies approaching you, all filled with charred bodies. When you return to the ship, a voice on the wind can be heard by all the crew. “Look at what you have done,” it says. “Look at what you have become. All this chaos for a wish. Is it worth it, Benjamin? What would Sarah think of you now?”

“Witch trickery,” snarls Okoro, and he waves his hand to show the bodies mean nothing to him. But for the remainder of your voyage, the corpse boats follow the wake of your ship, always there, always reminding you of your sins.

Discontent **0+1**. All players: Misfortune **0+1**. Cross ‘Death at Demon’s Crown’ off of the ship’s log. Lock action 4.

**238-2** There is no one on the ship you like more than Tessa. Each night the two of you sing pirate chanteys, braid each other’s hair, and talk about what wishes you would make if you had the witch’s heart. Some on the ship think Tessa strange for being found in a fish’s belly, but you find her oddness charming. You love the way she laughs and jokes. You get a kick out of how much food she can eat even though she is tiny. And you love how competitive she is at just about everything. So when you and Tessa decide to race toward a strange dinghy floating in the ocean, it’s just another moment for Tessa to be Tessa. She has never topped you when it comes to swimming, which makes what happens next all the more bitter. As soon as she enters the dinghy, and begins dancing that dumb victory dance of hers, the boat snaps in two. The dinghy, as it turns out, is no dinghy at all, but instead the mouth of a massive fish just waiting for prey to arrive. You like to imagine sometimes that she survived, and that some other crew out there would pull that fish onto their ship and find her once more, still alive.

Crew **0-1**. Cross ‘Tessa Fishborn’ off of the ship’s log. Lock action 4.

**238-3** As you draw nearer, you see the dinghy is wrecked, and clinging to it

is an old man with a long white beard. When you pull him aboard, he looks at your face and gasps.

"You!" he wheezes. "You haven't aged a day! How's that possible?"

"Do we know each other, stranger?" you ask. He looks around incredulously.

"We served together years ago, under Captain Okoro. Don't ya remember?"

"I... still serve with Captain Okoro," you answer, and now that you study his face, the man seems familiar. "Filchy? Is that you?"

"I was lost in the magical storm," he gasps. "But that was years ago!"

"Years? Filchy, it was days ago. What happened to you, old boy?" The old man shakes his head.

"My life," he says. "I've lived a whole life, yet here ya are like nothin' happened."

Crew  $\clubsuit+1$ . Fill in 1 star  $\star$  on your constellation. Lock action 4. Cross out 'Lost to Maelstrom' from the ship's log.

**238-4** As you draw near, you see an old man in the dinghy. He swings an old musket at you, but after squinting at you with his rheumy eyes, he lowers the weapon.

"What are ya doin' out here, old timer?" you ask.

"Don't let him on the land," he wheezes at you.

"What? Who?"

"Out here, our souls are forfeit," the old man says. "That's Davy's right. Ya can't complain 'bout that. Cost o' doin' business."

"Let us get ya on our ship," you say. "Some food and drink in yer belly will do ya some good." But the old man just shakes his head, and begins to row away.

The last thing you hear him say is, "If the devil finds his feet on the shore, all the fires of hell will follow."

Re-roll  $\clubsuit+2$ . Lock action 4. Cross off 'The Drowned King's Fire' from the ship's log.

**238-5** The dinghy is empty – you find nothing else of consequence.

## 239

There is no one on the ship you like more than Tessa. Each night the two of you sing pirate chanteys, braid each other's hair, and talk about what wishes you would make if you had the witch's heart. Some on the ship think Tessa strange for being found in a fish's belly, but you find her oddness charming. You love the way she laughs and jokes. You get a kick out of how much food she can eat even though she is tiny. And you love how competitive she is at just about everything. So when you and Tessa decide to race toward a strange dinghy floating in the ocean, it's just another moment for Tessa to be Tessa. She has never topped you when it comes to swimming, which makes what happens next all the more bitter. As soon as she enters the dinghy, and begins dancing that dumb victory dance of hers, the boat snaps in two. The dinghy, as it turns out, is no dinghy at all, but instead the mouth of a massive fish just waiting for prey to arrive. You like to imagine sometimes that she survived, and that some other crew out there would pull that fish onto their ship and find her once more, still alive.

Reroll  $\clubsuit+1$ . Crew  $\clubsuit-1$ . Cross 'Tessa Fishborn' off of the ship's log. Lock action 4.

## 240

As you draw near, you see an old man in the dinghy. He swings an old musket at you, but after squinting at you with his rheumy eyes, he lowers the weapon.

"What are ya doin' out here, old timer?" you ask.

"Don't let him on the land," he wheezes at you.

"What? Who?"

"Out here, our souls are forfeit," the old man says. "That's Davy's right. Ya can't complain 'bout that. Cost o' doin' business."

"Let us get ya on our ship," you say. "Some food and drink in yer belly will do ya some good." But the old man just shakes his head, and begins to row away.

The last thing you hear him say is, "If the devil finds his feet on the shore, all the fires of hell will follow."

Supplies  $\clubsuit+2$ . Re-roll  $\clubsuit+2$ . Lock action 4. Cross off 'The Drowned King's Fire' from the ship's log.

## 241

You look in the dinghy and are shocked to find a dead body that has been severely burned. You push it away, but see more dinghies approaching you, all filled with charred bodies. When you return to the ship, a voice on the wind can be heard by all the crew. "Look at what you have done," it says. "Look at what you have become. All this chaos for a wish. Is it worth it, Benjamin? What would Sarah think of you now?"

"Witch trickery," snarls Okoro, and he waves his hand to show the bodies mean nothing to him. But for the remainder of your voyage, the corpse boats follow the wake of your ship, always there, always reminding you of your sins.

Treasure  $\clubsuit+1$ . Infamy  $\clubsuit+2$ . Discontent  $\clubsuit+1$ . All players: Misfortune  $\clubsuit+1$ . Cross 'Death at Demon's Crown' off of the ship's log. Lock action 4.

## 249

With the storm rocking the boat, you are half afraid the net will be pulled from your hands. But somehow you and a couple others are able to pull it aboard. When you open it you are surprised to find a fish almost ten feet long. The beast was dead before you caught it, but when you pull it to the deck to clean it, and you slice its belly open, a short woman, curled in the fetal position, slides out. You pull her out presuming she is dead too, but to your amazement her eyes flutter open after you set her free.

"Who are you?" you ask after she comes to.

"Tessa?" she says. "Yes, I think my name is Tessa."

"How did you get in that fish?" you ask. "And how long have you been there?"

"I... I'm sorry but I don't quite know." What you do come to learn is that Tessa is a capable sailor, and she soon makes herself a useful member of the crew.

Write "Tessa Fishborn" on the ship's log. Supplies  $\clubsuit+3$ . Crew  $\clubsuit+1$ . Lock action 4.

## 261

### CROSSROADS EVENT – HOLDING ON

The force of the maelstrom pulls the ship hard to port, almost knocking sailors off. Most are able to regain their footing but Smiley Gabe Myers flips over and hangs from the railing. You know if he goes in the water, he'll die, on account of his being a real idiot. But as idiots go, he's a real sweetie, so you run to help him. Another gust knocks you off your feet and pushes you over the edge, leaving you holding onto the railing with one hand, and onto Gabe with the other. You don't know how much longer you can continue holding him without falling into the swirling waters below.

- If you continue to hold on and call for help, go to 261-1.
- If you let Smiley Gabe go and pull yourself up, go to 261-2.

**261-1** Perform a swagger  $\clubsuit$  check.

- On a result of 1-8, go to 261-3.
- On a result of 9+, go to 261-4.

**261-2** "No hard feelin's, right Gabey?" you call, before kicking him off. You easily pull yourself back up, and return to helping the ship.

Increase dial B by 1. Lock action 1.

## 262 - 345

**261-3** You shout, but no one can hear your pleas. Smiley Gabe can see what's happening, and with a sad look of goodbye, lets go, disappearing into the swirling waters below.

Increase dial B by 1. Misfortune **•+1**. Lock action 1.

**261-4** You are able to gain the attention of the crew to help you both back on board.

Re-roll **•+1**. Discontent **•-1**. Lock action 1.

## 262

### CROSSROADS EVENT – LEFT BEHIND

You struggle at the wheel, its spokes crushing your shoulder as you do your best to resist. Another sailor runs over, and together the two of you are able to slightly adjust the rudder. Other members of the crew adjust the sails just enough to allow you to escape. But as you exit the treacherous vortex's pull, one more member of the crew falls screaming into the swirling waters below.

- If you stay and try to save the crew members that have fallen, go to 262-1.
- If you escape while you can and leave them behind, go to 262-2.

**262-1** You turn the ship back into the chaos and try to save the fallen crew.

Reduce dial B by 2. Reduce dial C by 1.

**262-2** You know it is too dangerous to go back and so you make the painful decision to leave them behind for Davy Jones.

Increase dial B by 1. Write 'Lost to Maelstrom' on the ship's log. Move the ship 1 space.

## 263

It took all of your might, but in the end you were able to escape from the storm. Larry the Lout is so relieved to have survived the ordeal, he rewards you with a family heirloom he stole from someone else's family.

Infamy **••+3**. Treasure **■+1**. Move the ship 1 space.

## 285

Down on the seabed you notice an odd collection of stones forming an "X." You remember that pirates of yore used to mark their hidden treasure locations in such a way, a tradition no longer used by the sophisticated pirates of today who now put their Xs on maps. You gather some crew to dig into the seafloor and, sure enough, you find a cache of long lost booty. Even better, the booty belonged to legendary pirate Captain Granny Grapefruit, a depraved woman who would torture captured foes by taking mouthfuls of grapefruit juice, then spraying it out her nostrils and down her sobbing enemy's throats. Suffering from acute sinusitis, Granny was also known for breaking people before she had even asked her first question.

Infamy **••+3**. Retrieve a Pirate Pal of your choice from the story deck (cards 1-6). All players: Treasure **■+1**. Lock action 2.

## 286

You swim through the underwater cave looking for anything of interest.

The farther down you go, you begin to notice strange markings on the cave walls. At first they mean nothing to you, but eventually you begin to identify pictures. They seem to tell a story of a king who is chained to an anchor and thrown into the sea. The king dies and rots away, but sometime after is surrounded by seven otherworldly beings who bring him back to life. You dive deeper and find illustrations showing the man going back to the world above the water and setting it ablaze. You keep going until all you find are endless drawings of islands, all burning, all choking the sky with black smoke. You leave in a hurry, rattled by the creepiness of the illustrations.

Write 'The Drowned King's Fire' on the ship's log. Supplies **■+3**. Re-roll **•+2**. Lock action 3.

## 287

You swim through the underwater cave looking for anything of interest. The cave's path leads you to a golden door. It takes a few tries, but you eventually pry open the doors. Inside you find a merfolk skeleton holding a couple golden stones that light up when you touch them.

Retrieve card 76 Stormstealer Stones from the story deck. Infamy **••+3**. Lock action 3.

## 288

You talk to the chubby starfish, telling it about your childhood, and about where you hope you'll be in five years. The time passes, and you realize you'd better get back to the ship. You thank the starfish for a good talk and swim away, unaware it died a week ago.

Misfortune **•+1**. Re-roll **•+1**. Lock action 4.

## 289

You give the squid a friendly wave, and it responds by filling your face with ink and swimming off. Didn't you hear someone say once that things were better under the sea? Yeah right!

Misfortune **•+1**. Re-roll **•+1**. Lock action 4.

## 290

"Hi there!" you say to the laughing sponge, but the sponge just sits there, endlessly going, "hyuk hyuk hyuk!"

"What's so funny?" you ask, but there is no response. "Aw, come on," you plead. "Jokes are funnier shared with a friend. That's when you discover sponges don't actually laugh, but they do make weird noises before throwing up. You return to the ship to clean up.

Misfortune **•+1**. Re-roll **•+1**. Lock action 4.

## 291

After days of searching the depths, you finally discover something of note: a magnificent trident sticks out of a large crimson stone hidden deep in the heart of the eastern trenches. The stone pulses with a bright red light that seems to swirl inside it. You struggle to free the weapon, but when a merfolk guard assists you, the weapon slides out of it easily. Yet as soon as the trident is removed, the crimson light dies, and an oily blackness begins to spurt into the water around you. One of the mer guards grabs you and swims away before the cloud can engulf you. Captain Okoro gives a triumphant cry when you return with the dazzling golden trident.

"You did it!" he shouts, but his face falls and he says, "Ah, now that is a problem."

"What's that, cap'n?" you ask. He turns the trident around to show three odd depressions.

"The jewels are gone," he sighs. "The king warned us we needed all three if we wanted to find, much less kill, the witch."

"Tell me where we can find the jewels for the trident," Okoro later asks the oracle, when you visit him down in the hold.

"I cannot," the seer responds. "There is something unwholesome out there," and he waves a hand in the air. "It has found me, and its interest is too great for me to risk using my oracular powers."

"Piss on unwholesomeness!" snaps Okoro. "You know the stakes, oracle. If you cannot find the jewels, then our quest has failed!" The oracle considers Okoro's words, and the two men stare each other in the eyes for some time, before the oracle finally relents. He closes his heavy lids and begins to shake. "To the north, in the volcano's mouth. They know not what to do. The blacksmith there, you will need her, but she will not be easily swayed. Okoro... Okoro!" And the oracle's eyes flutter open, feral and yellow and he springs for the captain. Everyone present wrestles the oracle to the floor, and with a cry, the seer loses consciousness. You hear a final whisper

escape his lips. "Found... you."

Fill in 1 star ★ on your constellation. Infamy **•••+5**. Write 'Missing Jewels' on the ship's log.

## 292

"We cannot enter, human," says one of the merfolk guards.

"Why not?" you ask.

"This is the city of the queen, and we are on the king's business. If she heard we were here it could go poorly for us," he says, as if that should make perfect sense.

"Ain't they on the same side?" you laugh, but the guard whirls around to glare at you, as if you just insulted his ancestors.

"Same side?" he scoffs. "No, they are most certainly not on the same side!"

"Yeesh, sorry," you say with an eye roll.

"Same side!" and the guard snorts. "As if they can be on the same side when she refuses to give him any space? Why can't the king of all mer go out with his friends..."

"Whoa, whoa, whoa!" you say and hold up your hands. "Sorry, matey, but clearly you've mistaken me for someone who cares. Can't go in the city? Got it. Thanks." And you quickly swim away.

Re-roll **•+1**. Lock action 6.

## 293

ou get the feeling you wouldn't be welcome in the city, so you decide to slip in and get a quick peek. The kaleidoscopic array of colors on show in the city is dazzling, and you marvel at the many strange creatures you see in the merfolk's employ. But you have only been there for five minutes when a mer stops you from going any farther.

"Go no farther, human!" she orders. "Today is Drowning Day and landers are not welcome in the capital at this time."

"What the heck's Drowning Day?" you inquire.

"In ages long past, a drowned lander queen could not be killed by water, though her people tried their best. She gave birth to the first mer, and so we celebrate her drowning and give thanks for her."

"So I guess if there were babies, there was a drowned king too?" you ask.

"We don't talk about that."

"Sorry. Really? Why?"

"It's awkward. Now get going, lander!"

Re-roll **•+1**. Lock action 6.

## 294

### CROSSROADS EVENT – FOR THE KING

You infiltrate the mer city, dressed as a giant seahorse. This is surprisingly easy to do, largely thanks to today being Drowning Day, some sort of mer festival in which dressing up like sea creatures is common. When you learn the mer queen lives in this city, you press your luck, and make it into her palace. There you find her in a parlor, debating with her advisors.

"If the king does not wish to make peace, then perhaps it is time to end the war and find a new king. One not so neglectful of his duties. Perhaps now is the time to reveal to the king that he lives only because we have allowed him to?"

- If you swim away and tell the merfolk guards what you have heard, go to 294-1.
- If you reveal yourself to the queen and try to broker a peace, go to 294-2.

**294-1** You swim away and notify one of the merfolk guards who gnashes his teeth at hearing the queen's words.

"Typical!" he spits. "The queen is as treacherous as ever! But it is no matter. She thinks she has the upper hand only because the king has allowed her to

believe so."

"How do the mer survive with a king and queen at war with each other?" you wonder.

Re-roll **•+1**. Lock action 6.

**294-2** You swim into the parlor and cast off your costume, revealing yourself to the queen.

"Yer majesty!" you cry. "There ain't no need fer violence! I was with the king recently, and I'm here on his behalf to perform his kingly duties!" The queen gasps loudly in shock, and many of the advisors look away, embarrassed.

"What?" you ask. "What is it?" One of the advisors swims over and whispers something in your ear. "Oh dear," you sigh. "I, uh, I wasn't meanin' to imply nothin' improper, yer majesty. When you said 'duties,' I was imaginin' somethin' else, I swears it!"

"Guards!" the queen yells. "Arrest this four-limbed freak at once!" You flee for your life, successfully losing the royal guards, and you even manage to nick something shiny for yourself.

Write '*<insert your pirate name>* caused a diplomatic incident' on the ship's log. Treasure **•+1**. Lock action 6.

## 333

You find a woman hiding in the ruined ship.

"What're you doin' here?" you ask.

"A dashing gentleman persuaded me and my sisters to leave our family home and hide as part of a worldwide game of hide n' seek," says she. "But it's been a couple years, and I'm startin' to suspect he just wanted to rob our home."

"He probably did," you agree. "I'm a pirate and we could use cannon fod- I mean, smart people like you. Why don'tcha stop hidin' and sign up?"

Crew **•+1**. Lock action 1.

## 334

You find an old man standing at a cart that says PIRATE PALS in big block letters.

"Wanna buy a pirate pal?" he asks you excitedly.

"Nah," you say as you shoot him dead and begin raiding his cart.

Retrieve a Pirate Pal of your choice from the story deck (cards 1-6). Treasure **•+1**. Lock action 2.

## 335

You curl up under a tree and quickly fall asleep. In the dream that follows, you find yourself on the quarterdeck of a massive sailing vessel, traveling beneath a dying green sky. Immense power courses through your blood, and yet you feel chained to the world that is. You feel strength that you have never known before, and yet somehow you are also a prisoner, bound to an existence from which there can be no escape. Longing for death, you feel terrible anger, and you look out upon the ocean, searching for something or someone to unleash your torment and misery upon. You awake sure that it was more than just a dream, but your questions are never met with answers.

Misfortune **•+1**. Fill in 1 star ★ on your constellation. Lock action 4.

## 345

The concierge tells you about a wonderful local tailor who uses organic cotton for hand-stitched high-fiber britches. It doesn't sound like your thing but you visit him due to your FOMO and you end up getting talked into getting some super-expensive pants. Still, despite your regret, you talk up the place to the rest of the crew later on the ship, to make them regret missing such a trendy place, and to remind them they probably couldn't afford it anyway.

Discard 1 treasure **•** (if able). Infamy **•••+4**. Lock action 1.

## 346

You frolic with a bunch of dolphins, but the dastardly beasts swim you out far offshore. The dolphins begin chittering to each other and you are shocked to realize you can understand them.

"The primates are weak," chirps one. "Now is the time for our revenge." "Do not be hasty, Shimmy-Sham," says another. "The prophecy is not yet fulfilled."

"Damn your prophecy, Mimi! I'm sick of you bringing religion into everything."

"Say, look at that human on your back," says one, and the whole group turns to look at you. "It almost looks like it can understand us."

"Leave it here to be safe," says Shimmy-Sham. "It'll never make it home alive." Hours later you crawl up onto the shore, your lungs and muscles aflame, your clothes lost to the sea, and your hand badly mangled by a grim snapper.

Discard all of your treasure  cards and re-roll  tokens. Retrieve card 9 Birthday Suit from the story deck. Lock action 2.

## 347

You laugh and frolic with the dolphins, when suddenly you realize you can understand their chittering language. Scared, you don't let on, and instead listen in.

"The attack will begin at midnight," says one dolphin to the others. "The humans have no idea what we have planned for them."

"At last we shall feast on their entrails!" laughs another.

"We weren't sure how to do it," continues the first dolphin, "but Tip-Tip here came up with a plan all on her own."

"It was my pleasure, my brothers and sisters," says Tip-Tip. "I look forward to sharing the details with you all."

"We meet in one hour," warns the first dolphin. "Attendance is mandatory, since right now the plan only exists in Tip-Tip's head."

"Hey thanks," you say, and stick your knife through Tip-Tip's head.

"That'll learn ya, ya dumb, gray devil-fish!" You cackle maniacally as the dolphins flee, then you lug Tip-Tip's body back to the beach, just in time for the beach barbecue.

Misfortune +1. Supplies +6. Lock action 2.

## 348

Following some heavy drinking, you find yourself stumbling blindly down a dark hallway.

"Where the blazes am I?" you blurt out loud. Strong hands grab your shoulders from behind and spin you around.

"What're you doin'?" demands a man. "It's time fer yer big entrance!" And with that he shoves you through a door. You stagger forward, blinding lights stinging your eyes, and you hear the roar of a large crowd. Blinking through the haze you see you are in a large arena, surrounded by hundreds of cheering pirates.

An announcer declares, "And here is the only challenger brave enough to face the champion!" And the crowd goes wild.

"Yay?" you say weakly, and give the crowd a wave.

All other players: Re-roll +1. Then, all other players may place a wager on the result of the fighting match. Each player, other than you, takes any number of their treasure  cards and re-roll  tokens into their hand to show they are wagering them, and announces, in infamy  order, whether they are betting for or against you. Once all players have done this, roll a die.

- On a result of 1-4, go to 348-1.
- On a result of 5-8, go to 348-2.
- On a result of 9-12, go to 348-3.

**348-1** "Facing our new challenger is none other than the brave, the fierce, Maurice the Monster!" And out into the arena walks a thin, middle aged man with a bit of paunch.

"Hi, how ya doin', everybody?" he asks the crowd. "It's me, Maurice!"

"How's this guy the champion?" you ask, but the only response is a glass bottle thrown at your head from someone in the stands.

- If you bull rush your opponent, go to 348-4.
- If you stand tall and deliver your best right hook, go to 348-5.
- If you sweep the leg, go to 348-6.
- If you distract and attack, go to 348-7.

**348-2** "Facing our new challenger is none other than the brave, the fierce, Mongo the Monster!" And out into the arena walks a burly man covered in tattoos.

"I am Mongo!" he bellows to the crowd.

"We love you, Mongo!" they howl back.

"I'm sorry, can I please use a toilet first?" you ask, but the only response is a glass bottle thrown at your head from someone in the stands.

- If you bull rush your opponent, go to 348-8.
- If you sweep the leg, go to 348-9.
- If you distract and attack, go to 348-10.
- If you run away, go to 348-11.

**348-3** "Facing our new challenger is none other than the brave, the fierce, Murderfist the Monster!" And out into the arena walks a towering hulk of a man, his left breast bearing the brand of the royal fighting pits.

"MURDER!" he bellows to the crowd.

"Murder!" they howl back.

"I'm sorry," you say. "I seem to have soiled myself. If you don't mind, I'm just going to go and never come back." The only response you get is a glass bottle thrown at your head from someone in the stands.

- If you bull rush your opponent, go to 348-12.
- If you distract and attack, go to 348-13.
- If you run away, go to 348-14.
- If you try to talk out your problems, go to 348-15.

**348-4** With a wild wail, you rush your opponent, catching them in the midsection, and knocking them to the dusty ground. With a sound somewhat akin to a gazelle being beaten to death with a flounder, you give your best warcry and proceed to beat your opponent in the face.

"Arr, and there's plenty more where that came from!" you scream as you find your feet. The crowd goes wild.

Brawn +1. Treasure +2. Infamy +4. All players who bet you would lose must discard their bet. All players who bet you would win gain 1 treasure  OR 1 re-roll  token for each treasure and re-roll token they bet. Lock action 4.

**348-5** You make several jabs at Maurice.

"Aw, heck no," he says and easily blocks your strikes. That's when you unleash the right hook. Time slows as Maurice sees the hook coming, his eyes bulge, and you watch as he slowly comprehends that he's about to be given the business. Your fist connects with his face, and a pair of wooden dentures go flying from his mouth.

"Yeah!" you cry in triumph as Maurice collapses on the dirty ground.

"Daddy?" shouts a horrified girl from the audience.

"Aw, he had it comin', kid," you say, and the crowd erupts into wild cheering.

Brawn +1. Treasure +2. Infamy +4. All players who bet you would lose must discard their bet. All players who bet you would win gain 1 treasure  OR 1 re-roll  token for each treasure and re-roll token they bet. Lock action 4.

**348-6** Seeing as how this is your first time participating in bloodsport, you

decide the best offense is a good defense. You are surprised when it works as your opponent trips over the glass bottle on the dusty ground and, falling awkwardly, is knocked out by the same bottle.

"And don't you forget it!" you yell at them in triumph.

Brawn 2+1. Treasure 1 OR 2. Infamy 1 OR 4. All players who bet you would lose must discard their bet. All players who bet you would win gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-7** You unleash some fancy footwork to first fool your opponent, but it proves about as useful as a seagull without wings. The first punch shatters your jaw, and the second one makes your right eye seal shut. You start to worry when the third punch breaks your nose, but the fourth punch really devastates the remnants of your left cheekbone. Thankfully, the fifth punch relieves you of the burden of consciousness.

Retrieve card 18 Consolation Prize from the story deck. All players who bet you would win must discard their bet. All players who bet you would lose gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-8** With a wild wail, you rush your opponent, catching them in the midsection, and knocking them to the dusty ground. With a sound somewhat akin to a gazelle being beaten to death with a flounder, you give your best warcry and proceed to beat your opponent in the face.

"Arr, and there's plenty more where that came from!" you scream as you find your feet. The crowd goes wild.

Brawn 2+1. Treasure 1 OR 2. Infamy 1 OR 4. All players who bet you would lose must discard their bet. All players who bet you would win gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-9** You're not going to wait around. You rush forward with the speed of a cheetah. You howl with the intensity of the wolf. You attack with the ferocity of a bear. But your opponent punches you once like someone who actually knows how to fight, and you hit the ground face-first.

Retrieve card 18 Consolation Prize from the story deck. All players who bet you would win must discard their bet. All players who bet you would lose gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-10** You unleash some fancy footwork to first fool your opponent, but it proves about as useful as a seagull without wings. The first punch shatters your jaw, and the second one makes your right eye seal shut. You start to worry when the third punch breaks your nose, but the fourth punch really devastates the remnants of your left cheekbone. Thankfully, the fifth punch relieves you of the burden of consciousness.

Retrieve card 18 Consolation Prize from the story deck. All players who bet you would win must discard their bet. All players who bet you would lose gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-11** Seeing as how this is your first time participating in bloodsport, you decide the best offense is a good defense. You are surprised when it works as your opponent trips over the glass bottle on the dusty ground and, falling awkwardly, is knocked out by the same bottle.

"And don't you forget it!" you yell at them in triumph.

Brawn 2+1. Treasure 1 OR 2. Infamy 1 OR 4. All players who bet you would lose must discard their bet. All players who bet you would win gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-12** You're not going to wait around. You rush forward with the speed of a cheetah. You howl with the intensity of the wolf. You attack with the ferocity of a bear. But your opponent punches you once like someone who actually knows how to fight, and you hit the ground face-first.

Retrieve card 18 Consolation Prize from the story deck. All players who bet you would win must discard their bet. All players who bet you would lose gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-13** Murderfist charges forward, but you feint left, then right, before grabbing the bottle on the ground, cracking it over his head, then stabbing him through the jugular with the jagged neck. The fighter goes down hard, and you sit atop him, stabbing over and over again, arcs of blood flying everywhere each time you raise your weapon. Shocked cries of horror rise from the audience.

"Oh gods, what have you done?" the announcer screams. "It was supposed to be fisticuffs. You animal!"

"But, but he called himself Murderfist!" you protest.

"Yeah, it was supposed to be colorful and fun," and the announcer shakes his head.

Brawn 2+1. Treasure 1 OR 2. Infamy 1 OR 4. All players who bet you would lose must discard their bet. All players who bet you would win gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-14** You unleash some fancy footwork to first fool your opponent, but it proves about as useful as a seagull without wings. The first punch shatters your jaw, and the second one makes your right eye seal shut. You start to worry when the third punch breaks your nose, but the fourth punch really devastates the remnants of your left cheekbone. Thankfully, the fifth punch relieves you of the burden of consciousness.

Retrieve card 18 Consolation Prize from the story deck. All players who bet you would win must discard their bet. All players who bet you would lose gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

**348-15** "Let's take a moment and just talk about this," you say. Murderfist agrees as he lets his fists talk for him. Later you learn that an artist sold sketches of your broken body lying there on the ground pooping itself. But mercifully, your consciousness isn't around to remember much of anything.

Retrieve card 18 Consolation Prize from the story deck. All players who bet you would win must discard their bet. All players who bet you would lose gain 1 treasure 1 OR 1 re-roll 1 token for each treasure and re-roll token they bet. Lock action 4.

## 349

Everyone in the tavern is staring at you, waiting on the answer to the question you just raised your hand for. Your teammates are looking at you with incredulous and angry faces. But nothing can help your completely frozen brain unlock. You know this answer! You know it!

"... I don't know it," you say, and your team groans. The team next to you gets it, however, much to your chagrin.

"It's Captain Benjamin Okoro!" one of them answers, which is of course, the right answer to the question.

"Wow," says a peer. "Your own captain. Wow, wow, wow."

"It's not my fault!" you protest. "Me mind just blanked!"

Discontent X+1. Lock action 5.

## 350

The crowd roars as you answer every question with ease.

"Captain Kyle Fizzwater," you answer correctly. "Two nautical miles."

"Smell the rind to see if it's ripe." "A bowline knot." "Measure from the base to the tip." Question after question is hurled out, and before anyone else can respond, you hurl the correct answers right back. But not everyone is impressed.

"Cheater!" roars a drunken lout on another team, and he smashes a glass on the ground. "Ain't nobody that good!" he claims. "You're a low-down cheat, and I oughta stick a sword in yer belly!" You stand indignantly and face him down, but luckily the crowd is having none of it, and they push the man away. You nod your thanks to everyone as you once again take your seat, and use the distraction to hide your crib sheet.

Swagger +1. Treasure +1. Lock action 5.

## 351

"I'll be right back," you tell your trivia team, and head to the water closet to relieve yourself. But after doing your business and upon leaving the back area, you bump into another pirate coming in.

"Gerald Huggins?" you gasp, and watch as his eyes go wide with shock. "Gods above!" he marvels. "But aren't you a sight! I never thought I'd see ya again!" And with that he grabs hold of you and gives you the biggest kiss you've ever had, if not the best. You never make it back to the trivia contest, but rest assured, when the night finally ends, and the morning sun raises its head above the horizon, you feel like you've won something.

Fill in 1 star ★ on your constellation. Lock action 5.

## 369

You struggle with the handle, trying to get in, and the door does not budge at all. A painted face upon the door begins to laugh at your efforts. The laughter is infuriating, causing you to ram yourself into the door in one last attempt to force it open. Your efforts fail, however, and you dislocate your shoulder as the entirety of the jungle laughs at your expense.

Infamy -3. Misfortune +1. Lock action 1.

## 370

Beyond the door is a small room, empty save for the Pirate Pal doll lying on the ground. Who left it here and why? You don't care too much – you just want that doll!

Retrieve a Pirate Pal of your choice from the story deck (cards 1-6). Lock action 1.

## 371

You enter a circular room with walls embedded with small orbs. At first the orbs all look the same, but you notice one of them reflects your lamp light in scintillating colors. You pry it free, and recognize it as the magnificent treasure it is.

Retrieve card 54 Rainbow Pearl from the story deck. Lock action 1.

## 372

You open the door and follow a set of stairs that lead down into a darkened chamber.

"Who goes there?" demands a booming voice, and a pair of glowing eyes open, flooding the room with yellow light. The eyes belong to the largest panther you have ever seen. You fearfully state your name as the creature circles around you. "Interesting," it purrs. "Interesting. What a strange human you are. Perhaps I should eat you up?"

"Oh, let's not," you suggest. "I don't taste good today, and besides, I have a frightful stink." The panther takes one whiff of you and chuckles.

"You are quite stinky, aren't you?"

The two of you keep talking and you find out the panther is a really decent beast. It inquires about the pirate life, and asks if it may join you on your adventure.

"That'd be great," you say, "but I can't fathom how a creature o' your size would do on the boat." The panther chuckles before shrinking down to the size of a house cat and perching itself upon your shoulder.

Retrieve card 48 Mini Magic Panther from the story deck. Lock action 1.

## 373

You climb the tree and go until you find a small hut built out of the side of the tree itself. Inside, you are startled to find Cookie, the ship's cook, busy working on a stew.

"Cookie!" you exclaim. "What are ya doin' here? I just left you on the ship!"

"Who's Cookie?" the old man snaps. "I don't know no Cookie. Fiddle biscuits!"

"Sweet Jezebel! You, sir, are the spittin' image of the cook on my ship. Do ya have a twin brother perhaps?"

"I don't know nothin'," he insists. "Now you just get!" Back on the ship you tell Cookie about the man and ask if he has any relations. But he only grows cross.

"I don't have no relations!" he snaps. "I was born on this ship and I've never set foot off it. Neither did my momma, least not until she passed. Fiddle biscuits!" You shake your head and walk away before you get a headache.

Misfortune +1. Re-roll +1. Lock action 2.

## 374

You come across a pineapple of disturbing proportions and decide to cut it down as food for the ship. Great! Unfortunately, on the way down, it crushes one of your crew. Not great!

Crew -1. Supplies +3. Lock action 2.

## 375

As you climb the endless tree, the air grows light, and wisps of cloud float by. You are startled to encounter a young lad climbing downward. He climbs slowly on account of the golden egg cradled in an arm.

"Howdy, stranger!" says he. "You wouldn't believe what's up there if you keep going! Let me tell you all about it." But you choose to punch the kid in the stomach and take his egg instead.

Retrieve card 38 Golden Egg from the story deck. Infamy +3. Lock action 2.

## 376

"Hey," you say nonchalantly to the skeleton.

"Morning," he responds with a polite nod.

"Pretty quiet 'round here," you note.

He nods and gives an, "Mm hmm."

"I'm a pirate," you say, primarily just to break the ice. "We do lots of stealin', murderin', you know. How 'bout yerself?"

"Me?" the skeleton asks. "Oh, just waiting on a friend. Should be here soon."

"How long you been waitin'?" you inquire.

"About one hundred and seventeen years," he says. "Give or take." "Long time," you observe.

"Oh sure."

"Might be they're not comin'."

"Think so?" The skeleton actually sounds a little worried by this.

"Sorry friend, but I'm guessin' they forgot about you. Or died. I'm pretty sure they're dead by now." "Now isn't that a load of crap?" the skeleton sighs, and promptly crumbles into dust.

"Poor fella," you say out loud. "At least now you're at peace."

"Hey there," says another skeleton, walking up. "Have you seen my friend Jim? I was supposed to be meeting him here."

"Uh... no. No, I haven't seen anyone," you tell him.

Re-roll +1. Lock action 3.

**377**

"Hi there," you say to the fairy, as it leans against a tree and smokes a stogie. "Hey, kid," he says in a deep, ratty voice. Stubble dots his face, and large bags sit under his bleary, blood-stained eyes. "Fairy, if you don't mind, could ya gift me with some o' your fairy wisdom?" The fairy doubles over with a hacking cough, then straightens up and flicks the ash off its smoke. "Sure thing, kid," he says. "My wisdom is everything has to end. Everybody knows it, yet everybody tries to fight it. You'll end too, so try to do it with some dignity." "Yeesh, fairy wisdom is a real downer," you say.

"Oh yeah," he says, "I almost forgot. If you meet a fairy named Tanya who says she loves you and wants to spend the rest of her life with you, don't believe a word that comes out of her lying mouth. She will totally leave you for some Bumblebee Delivery guy named Paolo or something. Real piece of work, that one." You lean down and give the fairy a hug. "Hey, get off me!" he protests.

"Think ya need it, little fella," you say, then continue on your way.

Fill in 1 star ★ on your constellation. Lock action 3.

**378**

"Beware," the treasure chest warns. "For every treasure you take from me, I shall curse one of your companions."

"Like, a death curse?" you ask.

"Nah, more like a stub your toe kind of curse," it replies.

"Yeah, I can live with that," you say.

Treasure ☰+2. Choose 2 other players to each gain misfortune ✎+1. Lock action 3.

**379**

## CROSSROADS EVENT – BEGGING BONES

You wake up from a pleasant dream only to find three skeletons standing over you. "Hello there," one says with a friendly wave. "Do you have some spare change we could borrow?"

"We're starved to the bone," another says.

"That's a terrible joke," you moan. "Beat it, you deadbeat skeletons! Let me wake up in peace." They scurry away for a bit, but begin to follow you once you start to head back to the ship.

"Come on, matey," calls one of the skeletons. "Just a coin or two? Help some old bones who are down on their luck."

If you give the skeletons some treasure, go to 379-1.

If you continue to walk away and ignore their pleas, go to 379-2.

**379-1** Lock action 4. Discard 1 treasure ☰ card, if able. If you do, retrieve card 10 Bone Charm from the story deck and read the following: *The skeletons are so happy that they each give you a piece of their ribs and form it into a charm that they say will bring you good luck when times are tough.*

**379-2** "If you want loot, you'll have to earn it," you tell them. "Join the crew of me ship, work hard, and you'll get a share like everyone else."

Crew ☰+3. Lock action 4.

**393**

While merfolk are highly intelligent creatures, you discover they have no concept of dishonesty. Cool. Cool, cool, cool.

Supplies ☰+3. Gain 1 unloaded level 3 or lower cannon. Gain a card of your choice from the treasure ☰ discard pile. If there are no treasure cards in the discard pile, gain 1 treasure ☰ instead. Lock action 1.

**394**

Two mer kids approach you as you search the village.

"What are you looking for, human?" the freckled one asks you.

"You're probably trying to steal something, ain't ya?" the fat one suggests.

"That's what pirates do, they steal, right?"

"Hey, kid," you respond. "Don't you think that's a bit prejudiced?"

"Oh, you don't have to lie to us; we like pirates," says Freckles as he picks his nose.

The fat one finishes his fish on a stick and says, "We wanna be pirates one day. You want us to tell you where the best thing to steal is?"

The kids lead you to a giant statue of an ancient mer queen, hidden deep within the marsh. In her hands she holds the most perfect and magnificent giant pearl you have ever seen. You hate to prove the kids right, but you can't help yourself and you slip the pearl into your pack.

"Told you," says Freckles to the other kid.

"Yeah, what a thievin' piece of crap," agrees the fat kid.

Retrieve card 46 Mer Queen's Pearl from the story deck. Lock action 2.

**395**

"Come in, humans!" bellows the mer king. You enter and see the king towering above, being twice the height at least of any other mer. He sits at a grand table, consuming a tray of salted frog bellies, and he motions for you and the Captain to join him.

"Pardon our intrusion, oh gracious king," says Captain Okoro. "We do hope you enjoyed our humble gifts."

"It will suffice," the king croaks. "You humans do have an eye for shiny things, but you do not part with them without asking for something in return. So go ahead. Spit it out already. Your human stink upsets my digestion and I wish to be rid of you quickly."

"Yes of course, your grace." The captain smiles. "I have traveled all this way because I seek a witch's heart, and I hear you are the only one wise enough to help me obtain one."

"A witch's heart," laughs the king. "Perhaps you are more interesting than I guessed? You seek the Titan's Trident. 'Tis a magical weapon hidden away in the depths of the eastern trenches. The three jewels that decorate it will aid you in hunting down and slaying a witch. That was the trident's original purpose, so many ages ago."

"A trench," says Okoro, his face falling. "I fear that is somewhere my crew and I cannot go."

"Nonsense," says the king. "I will send a few of my guards with you. They will help you reach the trench and find the trident."

"Your generosity is unmatched," says Okoro. "We thank you, oh king. May I ask, why have you never sought to claim a witch's heart for yourself?"

"The risk of failure is too high," says the king, rising from his table. "If I failed, the witch would wipe us out. All I want for my people is peace."

The king turns and begins to slither away. "Good luck with your endeavor, Captain Okoro. No matter the outcome, one less witch, or one less pirate, my people will be safer. By the way, beware: it is said a great beast with lifeless eyes guards the trench."

Crew ☰+2. Flip the current objective card over to objective card 14 – Find the Titan's Trident. Write "Mer King's Passage" on the ship's log. Retrieve card 93 Merfolk Guards from the story deck and give it to the First Mate.

**396**

You tell the story of the time you caught Red Nancy, a legendary fish that lived in the lake outside Old Billsbad Town. It took an exhausting hour and a half to catch the fish, but you were so awed by her excellence

that you released her back into the water as a sign of respect. Some in the tavern nod in approval, but a grumpy algae farmer in the back throws a glass bottle at you.

"You did no such thing!" the mer shouts. "My wife here is a seer of sorts. Why don't you let her come up there and peer into your mind?"

"I've got nothing to hide," you say.

"She'll see if you really caught Red Nancy."

"Be my guest," you respond.

"And if you did, we'll see if you really let her go."

"Please excuse me, I'm late for a date," and you run for the door.

Re-roll  $\clubsuit+1$ . Lock action 4

## 397

A small crowd gathers as you tell the thrilling tale of the time you caught a giant stranglefish.

"There I was," says you, "havin' just gotten me net ready, when KER-SPLASH! the beast leaped from the water, jaws wide, ready to swallow me whole!"

"Remind me," says a bored mer fisherman, "what's the color of a stranglefish's tongue? They're orange, right?"

"As orange as wildfire," you confirm.

"That's funny," says the fisherman, "since stranglefish don't have tongues. You stand there in awkward silence, your mind racing for a comeback.

"Well... well... that's a common misconception," you protest, but the fisherman points to a fish mounted on the wall. "Ah," you say, "well maybe that stranglefish just happened to be missin' a tongue?"

"Gotcha. That isn't even a stranglefish," he sighs. You set down your glass and quickly leave.

Infamy  $\clubsuit\clubsuit-3$ . Lock action 4.

## 398

You tell the story of the time you caught Red Nancy, a legendary fish that lived in the lake outside Old Billsbad Town. It took an exhausting hour and a half to catch the fish, but you were so awed by her excellence, that you released her back into the water as a sign of respect. Some in the tavern nod in approval, but one mer challenges you.

"If you really caught Red Nancy, a fish so famous we have even heard of her out here, then you know that upon being caught, Red Nancy will give her name, her true name, to the angler who bested her."

"Yes, I am perfectly aware of that," you lie.

"So what's her true name?" the mer demands.

"I shan't say," you reply, turning your nose up in disgust. "You haven't earned the right!" And with that the tavern breaks into applause.

Re-roll  $\clubsuit+3$ . Lock action 4.

## 429

You hide behind the golden statue of a man, only to find a vacant-eyed weirdo already there.

"Hello, Awoken," he says. "So glad to know another enjoys the satisfaction of contemplating the backside of the Cerulean Father like I do."

"Er, yes," you say. "That's absolutely what I'm doin'."

He creepily smiles at you for a while, before you decide to back out of the temple slowly.

Misfortune  $\clubsuit+1$ . Re-roll  $\clubsuit+1$ . Lock action 1.

## 430

You slide under the altar, just as guards come marching in.

"Looks like they're not here," grunts an older female guard.

"I wonder why they came here," wonders a younger male. "Do you think

they are trying to steal our flame?"

"No, they're just pirates. They're too stupid to understand the secret of the flame. Besides, we know Benjamin, their captain. He was Sarah's husband."

"Sarah? I don't know her," the younger one says. "Is she a priestess?"

"No, she's dead. She was Rachel's sister. She was a non-believer, but she served her purposes for the Blue God nonetheless."

"How did she die?" the young guard asks.

"Killed by a great serpent," the older guard whispers. "Come! I think I heard something out back." The two guards leave, letting you easily escape.

Write 'Sarah's Death' on the ship's log. Re-roll  $\clubsuit+1$ . Lock action 1.

## 431

You duck under the altar, only to find a vacant-eyed weirdo already there.

"Hello, Awoken," she says. "Are you here to taste the dribblings like me? I had thought I was the only one who enjoyed such a thing."

"Dribblin's?" The woman points up and you see light shining down through the holes that dot the altar's upper surface.

"When the priest makes the sacrifice, all the blood will flow down to us. Isn't it wonderful, Awoken?"

"You know? I forgot my bib," you say. "Sure hate not to have it when all the bleeding starts." And with that you run away.

Misfortune  $\clubsuit+1$ . Lock action 1.

## 432

You open a chest, only to find a vacant-eyed weirdo inside it, cradling a bunch of treasure.

"Hello, Awoken," he says. "I'm afraid there isn't room enough in here for another guard."

"Sorry for the inconvenience," you say, and close the lid.

Misfortune  $\clubsuit+1$ . Lock action 1.

## 433

You open a chest, only to find a vacant-eyed weirdo inside it, cradling a bunch of treasure.

"Hello, Awoken," he says. "I'm afraid there isn't room enough in here for another guard."

"Sure there is," you say. "Hand me all that treasure. That will free up some space." He does, and you quickly close the lid and lock it.

Treasure  $\clubsuit+2$ . Lock action 1.

## 434

You stand on the perimeter of the gathering around the large bonfire.

"So, uh, what're we burnin' today?" you ask a nearby man.

"Squirrels," he answers solemnly. "You should know that since we only just concluded our squirrel hunt last week."

"Ah, yes. Of course," you say.

"It is a sizable haul," the man continues. "The flame will be pleased. And of course it also means that our home will finally be rid of all squirrels." You casually walk away and make your way over to the cages filled with over a thousand panicked squirrels.

"Be free, children," you whisper, and begin flipping the latches on the cages. The squirrels, once again tasting the sweet air of freedom, and being surrounded by their oppressors, grow angry. The bonfire is interrupted with screams of anguish as frenzied squirrels throw themselves upon the cultists, raking with tiny claws, and biting with their vicious rodent teeth. "Oh no, squirrels, ahhh," you say half-heartedly so you don't seem too out of place, then you quickly make your escape. Later, you find a pile of acorns on your bunk, a thank-you from your furry friends.

Supplies  $\clubsuit+2$ . Re-roll  $\clubsuit+1$ . Lock action 2.

**435**

You wave a couple crew members over and, grinning, point at the golden statue.

"You can't be serious, boss," one of them whispers. "It's taller than you are! We'll never get away with it."

"Sure we will," you insist. "Haven't you noticed – none o' these culty types pay attention to anythin' around them? We can pull this thing down and carry it back to the ship in no time!" No one's happy about it, but the crew does as you say. Your hunch proves correct, and you make it all the way back to the beach without anyone's noticing. But you are then confronted with your next problem.

"I salute your tenacity, boss," says Gouty Joe, "but that thing will never fit on a rowboat. If we lay it over several, we risk losin' the boats and all hands. Sorry, boss, but you'll have to leave it behind." You shrug and then order the crew to push the massive thing onto a pile of rocks to leave it behind. It cracks when it hits the rocks, breaking into a million little pieces. Inside are revealed a collection of carefully hidden treasure chests.

Exploration +1. All Players: Treasure +1. Lock action 4.

**441**

If 'Gem of Fortune' is written on the ship's log, go to 441-1. Otherwise, go to 441-2.

**441-1** Choose 4 Market Options from action 1. Lock action 1.

**441-2** "Ah," says the merchant. "So you are seeking a gem? Well, lucky you, I have been keeping one saved for a savvy shopper like yourself. Of course it's not going to be cheap."

All players may choose to discard any number of treasure cards. If at least 3 are discarded in total, write 'Gem of Fortune' on the ship's log and lock action 1. Infamy +3.

**442**

If 'Gem of Whispers' is written on the ship's log, go to 442-1. Otherwise, go to 442-2.

**442-1** Treasure +1. Lock action 2.

**442-2** You come across a half-naked man squatting in the crater. He is hunched over a shining object he carries in his hands.

"Of course, of course, my sweetie. I will never let anything bad happen to you," he whispers to it, as he strokes its smooth, shiny surface. "Gulp! Gulp!" "What's that you got there?" you call down to the man.

"None of its businesses!" he snaps. "It's mine, sweetie, mine and mine alone! Gulp!" You look around to make sure no one is watching. No one is, so you knock the man unconscious and take the gem.

"He really likes that gem," a crew member says. "I can see him followin' us fer miles, spyin' on us, waitin' for the right moment to try to steal it back."

"You're right," you tell her. "We don't need that nonsense. Do me a favor and toss him in the lava over there and we'll be on our way."

Write 'Gem of Whispers' on the ship's log. Lock action 2. Infamy +4.

**443**

If 'Gem of Whispers' is written on the ship's log, go to 443-1. Otherwise, go to 443-2.

**443-1** Treasure +2. Lock action 2.

**443-2** You come across a half-naked man squatting in the crater. He is hunched over a shining object he carries in his hands.

"Of course, of course, my sweetie. I will never let anything bad happen to you," he whispers to it, as he strokes its smooth, shiny surface. "Gulp! Gulp!"

"What's that you got there?" you call down to the man.

"None of its businesses!" he snaps. "It's mine, sweetie, mine and mine alone! Gulp!" You look around to make sure no one is watching. No one is, so you knock the man unconscious and take the gem.

"He really likes that gem," a crew member says. "I can see him followin' us fer miles, spyin' on us, waitin' for the right moment to try to steal it back."

"You're right," you tell her. "We don't need that nonsense. Do me a favor and toss him in the lava over there and we'll be on our way."

Write 'Gem of Whispers' on the ship's log. Lock action 2. Infamy +4.

**444**

Captain Okoro finds you outside on the ground, your mouth swollen to almost double its usual size, and tears streaming down your face.

"Let me guess," he laughs. "Someone tried the Chowder Challenge and failed miserably?"

"Yeff, caff'n," you say through the endless pain.

"Ouch," he says. "Go back to the ship and get some of Cookie's warm, month-old goat yogurt. That stuff will help kill the pain. Mainly because it poisons you and makes you feel numb all over, but it will do the trick."

Discard all of your re-roll tokens. Misfortune +1.

**445**

"Hey, that's not bad," you say, wiping your mouth on the back of your arm. "A little spicy, sure. But that was delicious." You toss the empty bowl on the counter to show the challenge was nothing to the likes of you.

"You didn't drink it down all at once, did ya?" asks the barkeep.

"Sure I did," says you.

"You didn't want to let the gasses vent as you went?" he asks.

"Gasses?" you ask. Minutes later, the tavern clears of disgusted patrons as you sit in the water closet, weeping from the pain. On the plus side, you discover someone dropped their wallet by the toilet, so now you're a little richer.

Treasure +1.

**446**

If 'Gem of Decay' is written on the ship's log, go to 446-1. Otherwise, go to 446-2.

**446-1** Treasure +1. Re-roll +1. Lock action 3.

**446-2** The barkeep gives an appreciative whistle and says, "Arrr, I've never seen anyone be able to finish a full pot of it in one go! That's some expert chowderin'! Glad you liked it! It used to be such a hassle gettin' all the ingredients to ferment just right. But now that I have this gem, I can put all the ingredients in a covered pot overnight with it, and bam! The ingredients will have fermented perfectly, like they'd been in there for years!"

"Cool story, matey," you say. "Say, can I have a look at that gem?"

"Sure thing, but be careful! It's me pride and joy. I wouldn't have my business without it!" The barkeep hands the gem to you, a jovial grin on his face. You look at the gem. Then you look at the barkeep. Then you look at the gem again. The barkeep gives you a big, friendly grin. "Sure is great, ain't it?" he asks, right before you hit him over the head with the empty pot sitting nearby, and run out of the bar as quick as you can.

Write 'Gem of Decay' on the ship's log. Infamy +4. Lock action 3.

**447**

You curl up under the large tree, and fall into a deep slumber. In your dream, you hold a witch's heart, though it continues to beat as if still alive. The heart begins to grow and grow, until finally it is too large and it crushes the life from you. You awake to find a goat sitting on your tum.

You hear someone in the distance shout, "He's your problem now!"  
Retrieve card 62 Soot, the Goat from the story deck. Lock action 4.

## 448

The fruit tastes buttery, then sweet, and then spicy hot. You have never tasted anything like it. The locals call it a meltberry. You don't really like it, but you figure some among the crew would be into its strange flavor.  
Supplies +2. Lock action 4.

## 449

"Aaaaaaagh!" the tree screams when you begin sawing a branch. "Oh gods, it hurts so bad!"

"Um," you say dumbly. "You... talk?"

"Yes I talk, you monster! Why would you do that? Why would you cut me up?" You're not really sure how to answer that, so you grab the saw and hasten away while the tree screams in rage. You feel bad about it, though you feel fairly certain that was the first sentient tree you have ever cut into. Right? Surely it was. But you are far from certain, and feel more than a little guilty. From that day forward you vow never to harm another tree again.

Hull +1. Retrieve card 88 Tree Hugging Pirate from the story deck. Lock action 4.

## 450

A couple of locals pause to look up at you wailing beneath the large tree on the hillock.

"Looks like someone's havin' a good cry," says one local.

"Looks like someone's havin' a mighty good cry," says the other.

"I reckon they're gonna feel better when they get it all out," says the first local.

"I reckon they're gonna feel a whole lot better when they get it all out," says the other. A half hour later you wipe your nose on your sleeve, rub your eyes, and let out a contented sigh. The walk back to the ship seems more beautiful than before, and you give a cheerful whistle.

Discontent -1. Discard all of your misfortune  tokens. Re-roll +1. Lock action 4.

## 453

A hot soak is just what you needed, and you spend a decadent half hour resting peacefully in nature's soothing bounty. While you relax, however, the territorial monkeys who hate visitors spend that half hour tearing your clothes to pieces before throwing the remnants over a cliff.

Infamy -3. Retrieve card 9 Birthday Suit from the story deck. Lock action 1.

## 454

A hot soak is just what you needed, and you spend a decadent half hour resting peacefully in nature's soothing bounty. When you doze off, the local monkeys do your nails, color your hair, and give you a facial. You awake feeling strangely rejuvenated, and the monkeys finally earn their cosmetology degrees.

Re-roll +2. Lock action 1.

## 455

A hot soak is just what you needed, and you spend a decadent half hour resting peacefully in nature's soothing bounty. You begin to chat it up with Gummy Gav. You both have served on the ship for a while, but you've never really noticed him until now – the way his shaggy hair has just enough grease to let him toss it around, his broad forearms, the way his single remaining tooth glistens in the moonlight. Something magical is in the steamy air, and soon the only thing hotter than the water is what happens

between the two of you. But your bliss was not meant to last. Afterward, on your way back to the ship, you and Gav agree to be just friends and not make any more out of the relationship.

Fill in 1 star  on your constellation. Lock action 1.

## 456

"Whaddya need, pirate?" the head blacksmith asks Captain Okoro when you enter her shop. She seems none too pleased to see you, and her apprentices stand defensively.

"A simple task," says Okoro, flashing his famous smile. "I just need some gems set in this old trident of mine." The captain casually tosses the trident to the woman, along with a sack holding the three gems. The blacksmith looks over the trident, then notices the oracle. The oracle trembles as if wracked by a terrible fever, a bit of dried blood in his nostrils, and you think you see him give the blacksmith a slight shake of the head.

"I ain't able to help you," she says, and forces the trident back in Okoro's hands.

"Why the devil not?" demands the captain. "Everyone says that Nadia, the smith of Devil's Crown, is one of the best. No one mentions she has a habit of refusing work."

"Pirates are all the same," she growls. "You sow havoc wherever ya go, with no care to how you leave folk behind. Do you think I don't know what that thing is?" she asks, pointing at the trident. "They sent ya to me, because I damn well do know. So you wanna witch, eh? Wanna cut her heart out, and make yerselves all rich and powerful? Well count me out."

The captain laughs and shakes his head. "As if you had a choice." But the woman tips a metal tray full of red-hot iron rods into a vat of water, and the room is instantly filled with a cloud of steam. There are the sounds of a struggle, but when the cloud clears, Nadia, and all but one of her apprentices have escaped. "No matter," Okoro says as he picks himself off the floor and stares at the young man you've captured. "We only need one."

"Cap'n," you say.

"What?"

"Where's the oracle?" you ask.

Write 'The Missing Oracle' on the ship's log. Fill in 1 star  on your constellation. Lock action 2.

## 457

You take an egg with you, hoping that it will make a fine meal for you and the crew. You get to the ship without a problem, but as soon as you step foot back on the ship, Cookie points up at the sky where a giant bird begins its descent towards the ship.

"Shoot it down!" shouts the frantic cook.

Perform an aim  check.

- On a result of 1-11, go to 457-1.
- On a result of 12+, go to 457-2.

**457-1** Your attempts to take down the beast fail. The great bird lunges down at the ship and begins its attack. You prepare yourself to die, but just before the beast can grab you, Cookie tosses last night's leftovers at it. The creature screams in pain as the slop burns through its feathers. It bird gallops on the hull for a moment, trying to shake it off. Cookie throws more slop, scaring it off. As it ascends into the air to escape, it grasps one of the ship's cannons.

Infamy -1. Supplies -2. Discard 1 cannon of your choice. Lock action 3.

**457-2** You are able to take down the beast with ease, shooting it through the brain. Cookie uses the egg and giant bird to make some delicious omelets and stew that last us the next few days.

Supplies +2. Infamy +3. Lock action 3.

**459**

You crawl into the nest, thinking to steal some eggs to eat back at the ship, but once you enter the downy nest, you discover how cozy it is. You decide a nap wouldn't hurt and lie down to get a few winks. When you awaken, you find yourself under a meteor eagle that has come back to watch over her eggs. You spend the next few days taking on the role of a baby chick as the grand creature treats you as one of her own. You eventually escape, but when you return to the ship you find yourself missing the easy life and meals of regurgitated mountain goat. At least you sure hope that was goat.

Brawn 2+1. Lock action 3.

**460**

It wasn't too long ago that you would have taken a stick to the eggs, just to be the no-good miscreant your family used to say you were. But you've really matured a lot lately, and so you leave the eggs alone. You walk away from the nest, proud that you finally feel like you are learning something about yourself. You're growing to show compassion and respect and, dare you think it, maybe even becoming a better person. But then you slip and fall in a large stinking pile of white and green bird waste.

Infamy 2-2. Misfortune 2+1 Lock action 3.

**461**

If 'The Missing Oracle' is written on the ship's log, go to 461-1. Otherwise, go to 461-2.

**461-1** You walk toward the mouth of the volcano, its lava bubbling at the bottom of a vast crater. On the edge of its surrounding cliff you can see the oracle looking down into it.

"Hey!" you call out to him. He notices you for the first time and quickly takes a step closer to the ledge.

- If you grab the oracle to stop him from jumping, go to 461-3.
- If you talk the oracle off the ledge, go to 461-4.

**461-2** "It's gonna be okay!" you call out to the oracle, as you slowly creep forward.

"Nothing can be okay," the seer calls back. "She is inside me, and I can no longer stop her. She is inside of Benjamin too, though he does not know it yet." The man gives a sob as he edges closer to the crater's edge. "I know what comes next, and I choose not to participate."

The oracle jumps into the crater below. You cry out in alarm, but suddenly the massive shape of a meteor eagle flies up out of the crater, with the oracle clinging to its back.

"What mischief is this?" you cry, but the great beast flies up and out of the volcano before you can do anything. The oracle is gone.

Misfortune 2+1. Discontent 2+1. Lock action 4.

**461-3** Perform a brawn 2 check.

- On a result of 1-11, go to 461-5.
- On a result of 12+, go to 461-6.

**461-4** "So this is what the inside of a volcano looks like," you say out loud.

"Worst place I've ever been." And you quickly dash away before the hellhole sucks every drop of moisture from your body.

Misfortune 2+1.

**461-5** You are unable to reach the oracle in time. He falls into the crater below. You cry out in alarm, but suddenly the massive shape of a meteor eagle flies up out of the crater, with the oracle clinging to its back.

"What mischief is this?" you cry, but the great beast flies up and out of the volcano before you can do anything. The oracle is gone.

Misfortune 2+1. Discontent 2+1. Lock action 4.

**461-6** You grab the oracle right before he is able to jump, and the man

breaks down in your arms. "No, no, you can't take me back to Okoro," the seer begs.

"Where would you go? It's not like you have much of a choice?" you remind him.

"He can stay with me." You turn and see Nadia, the blacksmith from before. "I will keep him safe. He can do odd jobs for room and board. It ain't fun livin', but it seems better than the dark course your ship has charted."

"Thank you," the oracle gasps, the relief evident in his voice. When you return to the ship you sadly tell Captain Okoro the oracle killed himself. Somehow, the lie seems safer than the truth.

Misfortune 2+1. Lock action 4.

**489**

You walk out onto the head of the massive turtle-like creature, upon whose back an entire city has been built.

"Hiya!" you say.

"Howdy-do," says the creature in a thunderously low voice, that threatens to vibrate you off and into the ocean.

"You speak? How marvelous! I must say, you're one o' the most impressive creatures I've ever seen. Truly stunnin'!"

"Thank you," says the creature. "I was just thinking the same about you."

"What!" you gasp. "Surely not?" And the turtle chuckles.

"No, I am sorry, but I cannot even see you, being as you are on top of my noggin."

"Ah, sure, that makes sense. Well, I just came out here to see the view. I won't be a bother. Goodbye now!"

"Would you like a special treat?" asks the turtle. "I do it sometimes for the torto'alo."

"Well, thank you," you say. "That's very kind."

And before you can ask what the treat is, the turtle says, "Cannonball," and flings you high into the air. You can see how the ultimate high dive could be a real treat, but you wish there had been some warning.

Misfortune 2+1. Swagger 2+1. Lock action 1.

**490**

The torto'alo market is one of the shadiest markets you've ever been to. Knock-off Louis Baton muskets line the stalls along with counterfeit Vera Lang bandoliers and casks of Karl lager. But a small black box lined with ivory catches your eye, and you gasp when you open it and peer inside. "Arrr, what is this, matey?" you ask the shop turtle.

"Oh, that's blurp," she responds.

"What is blurp?" you ask, which makes her chuckle.

"My friend, if you don't know, then you don't have it."

"But I gots to have it!" you insist. "Whaddya want fer it?"

"Sorry," she says, taking the box from you, "but you can blurp right off, human." Frustrated, you shoplift a number of items.

Choose 3 Market Options from action 2. You do not need to spend any supplies 2 when resolving these effects. Lock action 2.

**491**

The torto'alo are not a dexterous people, but even they have better moves than you. You leave the contest in shame and with an aching back.

Misfortune 2+1. Lock action 3.

**492**

"How do ya like these sweet moves?" you call to the crowd, and their cheerful response suggests they like them just fine. But as the number of contestants on the dance floor begins to dwindle, you become aware of another contestant who is doing just as well, if not better than yourself.

Her large torto'alo body slams contestant out of her way, and if the judges care, they do not show it.

"No problem," you whisper as she draws nearer. "Just gotta be extra nimble." And then she's on top of you, and seeing an opening, you slide down between her leathery legs, and emerge on the other side. The torto'alo tries to stop you but trips, and flops upon the ground. You leap up on her shell and continue your dance, and the crowd cheers wildly.

"I call this move the turtle soup!" you yell, and an awkward silence settles over the event. The music stops. "I... probably shouldn't have said that," you admit.

Misfortune **2**+2. Infamy **3**+2. Lock action 3.

## 493

You win the dance contest easily, and are quickly befriended by some of the hip, younger torto'alo. They take you for a whirlwind night on the town. You dance, drink, and do a few other things you vow to forget in the morning. But some sins are hard to let go, and a month later you confess to Patches that you've got a rash that won't go away.

"Well," he says slowly after looking the rash over, "this is the most awkward case of salmonella I've ever seen. I'll give ya some medicine for it, but uh, I trust I don't need to tell ya what ya did wrong?"

"Never happen again, Patches," you promise.

Misfortune **2**+1. Re-roll **3**+1. Write 'It Will Happen Again' on the ship's log. Fill in 1 star ★ on your constellation. Lock action 3.

## 494

You go on a walking tour of the island, and take in the sights and sounds of daily torto'alo life. You spy a torto'alo who stands at the edge of a market, performing an odd arhythmic dance comprised mainly of odd hand gestures. You stop and watch them for a while, puzzling over the nature of their actions. It isn't until later you realize they were just distracting you from a pickpocket stealing your coin.

Misfortune **2**+1. Discard 1 treasure **■** if possible. Lock action 4.

## 495

"My queen," you say as she opens the door, and you drop to one knee and kiss her leathery hand. "Thank you for allowing us to take refuge upon your magnificent home."

"Thanks," she says, "but I'm a chambermaid, and you don't want to know what I've been cleaning."

Misfortune **2**+1. Lock action 5.

## 496

The door to the throne room opens and you stride in.

"Hail to the queen!" you shout and point at the proud torto'alo wielding a spear.

"I'm not the queen," he says.

"Er, hail to the queen?" you ask the torto'alo behind him.

But he shakes his head and says, "Keep moving, fool."

Re-roll **3**+1. Lock action 5.

## 497

The door to the throne room opens, and you stride in. You note the torto'alo aren't big on ornamentation, and you have no way of knowing which one of them is the queen. So you drop to your knee with great flourish, and while looking at the floor, say, "Hail to the queen!"

"Thank you, human," says an older torto'alo sitting on a plain chair.

"The pleasure is mine, yer majesty," you say.

"Your majesty?" cries another torto'alo. "Are you saying the royal thanks-giver is the queen?" And the entire court laughs at your stupidity.

"Apologies, yer majesty," you say to her.

"Your majesty!" shouts yet another torto'alo. "Are you saying the royal admonisher is now the queen?"

"Ah, to hell with this," you snap, and storm out.

Re-roll **3**+2. Lock action 5.

## 498

The door to the throne room opens, and you stride in. You note the torto'alo aren't big on ornamentation, and you have no way of knowing which one of them is the queen.

"Apologies, but I'm just startin' to learn more about yer culture," you say with a bow. "May I ask which one o' you is the queen?"

"A thoughtful question, human," says one of the torto'alo. "I am the queen."

"Thanks to you, yer majesty," you say with another bow.

"Tell me, human," she says, "what would you like to know about our culture?"

"What's yer favorite animal?" you ask.

"The tortoise," she answers.

"Of course. What's yer favorite food?"

"Tortellini."

"Yer favorite type o' law?"

"Tort law."

"Yer favorite dessert?"

"Tortes."

"Not turtles?" you ask.

"I find that offensive."

"Thank you, yer majesty," you say with a final bow. "You've been a tremendous help."

"The pleasure is mine, human," says she. "Pray, take a gift bag from the hospitality counter on your way out."

Treasure **■**+2. Lock action 5.

## 501

You're offered nothing but a keg of rum, which your crew is eager to get their hands on.

All players must simultaneously vote on the following (highest infamy **3** player breaks ties):

THUMBS UP OPTION: Stop boarding the ship.

THUMBS DOWN OPTION: Reject the captain's offer.

- If players vote thumbs up, go to 501-1.
- If players vote thumbs down, go to 501-2.

**501-1** Discontent **2**-2. Set dial A to 0, then immediately resolve the End of Round phase, skipping all remaining actions.

**501-2** Discontent **2**+1. Continue the round as normal.

## 505

"Well, boss," the drooling fool of a first mate says to his captain, "we got walloped this time, no doubt about it. But at least they don't know about the treasure we hid in the brig." The other captain groans, and you signal one of your crew to go look.

All players must simultaneously vote on the following (highest infamy **3** player breaks ties):

THUMBS UP OPTION: Stop boarding the ship.

THUMBS DOWN OPTION: Reject the captain's offer.

- If players vote thumbs up, go to 505-1.
- If players vote thumbs down, go to 505-2.

**505-1** Hull +2. Supplies +3. All players: Treasure +1. Set dial A to 0, then immediately resolve the End of Round phase, skipping all remaining actions.

**505-2** Discontent +1. Continue the round as normal.

## 507

### CROSSROADS EVENT - SECRET BOOTY

*"Don't shoot! Don't shoot!" cries the frightened sailor cowering beneath his captain's bed.*

*"A coward, eh? Get out here, coward." He complies, his shaking hands held up in surrender.*

*"Help me escape, and I'll tell ya where the captain keeps the secret chest," he begs.*

- If you help the captive escape, go to 507-1.
- If you take him prisoner, go to 507-2.

**507-1** You help the sailor onto a rowboat, and lower it to the water.

*"Where's the secret chest?" you call out.*

*"Under the floorboards beneath the captain's bed!" he hollers back. Cursing wildly, you dash back to look for the chest.*

Roll a die.

- On a result of 1-7, go to 507-3.
- On a result of 8-12, go to 507-4.

**507-2** *"I ain't fallin' for no tricks," you snap. "Now get upstairs! Move it!" And when you push him with your hand, a large number of expensive treasures fall out from his shirt and onto the floor. The sailor gives a nervous grin and shrugs innocently. "Lemme guess," you ask. "Those were in the captain's secret chest?"*

Treasure +2.

**507-3** You find nothing – that little lying rat.

**507-4** You find a large cache of valuables!

Infamy +4. All players: Treasure +1.

## 508

Your new crewmates tell you that there is treasure hidden in the enemy captain's secret quarters. They have yet to figure out how to get into it, but figured they would see if you could give it a try.

Crew +3. Perform an exploration  check.

- On a result of 1-10, go to 508-1.
- On a result of 11+, go to 508-2.

**508-1** You fail to get into the secret quarters.

Infamy -1.

**508-2** Treasure +2. Infamy +3.

## 509

### CROSSROADS EVENT - SKINNY TAMMY

You had just wheeled a stolen cannon over to your ship when you realize there's someone hiding inside the barrel. Granted, the barrel is wider than most, but there's no way you could fit inside.

*"What the blazes?! How did you get in there?" you demand.*

*"Friend, it was easier getting in than out," she confesses. "They call me Skinny Tammy, but this time I fear I wasn't skinny enough. Could ya help me out? I'd sure be grateful."*

- If you help her get out by firing the cannon, go to 509-1.
- If you help her get out of by pouring oil down the barrel, go to 509-2.

**509-1** "Hold on, Tammy," you say as you light the fuse.

*"Wait!" she cries. "Aim! Aim!" You see what she means, for the cannon fires, putting a Skinny Tammy-sized hole through the hull of the other ship.*

*"Aw, nuts," you moan. But hey, sweet cannon!*

Perform a brawn  check.

- On a result of 1-9, go to 509-3.
- On a result of 10+, go to 509-4.

**509-2** "Wait!" Skinny Tammy cries.

*"I know it's unpleasant," you say, "but this should loosen you up. Just give it a minute." An hour later, Patches, the ship's surgeon, looks in the barrel and shakes his head.*

*"The oil was a fine idea, but you only needed a little."*

*"What's wrong with her?" you ask.*

*"You drowned her in oil, ya big lumox. When you couldn't see her face anymore, you shoulda known it was too much!"*

*"Aw, nuts," you moan. But hey, sweet cannon!*

Perform a brawn  check.

- On a result of 1-9, go to 509-3.
- On a result of 10+, go to 509-5.

**509-3** The cannon proves too heavy to steal.

Infamy -1.

**509-4** Gain 1 unloaded level 3 or lower cannon.

**509-5** Gain 1 unloaded level 2 or lower cannon.

## 562

*"Hold it right there!" you bark at the two torto'alo attempting to steal a cannon. "If you like cannons so much, lemme help you!" And you stuff them both inside the barrel.*

Flip all cannons on the ship to their loaded side. Lock action 5.

## 585

If action 4 is locked, go to 585-1. Otherwise, go to 585-2.

**585-1** If 'Strange Rooms' is written on the ship log, go to 585-3. Otherwise, go to 585-4.

**585-2** Re-roll +2.

**585-3** You enter a darkened room in the ship that contains naught but a single mirror that is as tall and wide as yourself, but which offers no reflection. You turn to leave when a haunting voice calls out, "Sister, is that you?"

You turn to find a hideous creature in the mirror. Its form is like that of a woman, yet different. Its torso is lengthened and snake-like and she is adorned in clothing that seems covered in ice. Her hair flows like water and her eyes and lips are silver and blue.

*"Lubella, what have I told you about talking to me in such ridiculous forms?" she snaps. "Turn yourself back at once!"*

- If you play it off, as if you are her sister, go to 585-5.
- If you demand to know her sister's whereabouts, go to 585-6.

**585-4** The ship's hold is massive, multilevel, and winding. You come across a giant string of jail cells. Most are empty but you can hear a voice at the end of the hall calling your name, and it sounds eerily familiar.

- If you follow the voice to a jail cell, go to 585-7.
- If you turn around and keep hunting for the witch, go to 585-8.

**585-5** "I won't change myself," you insist. "Now whaddya want?"

*"Oh Lulu, the ice-lands are proving to be such a miserable time," she moans. "Fossegrim won't even notice me. I have half a mind to turn that man's privates inside out."*

*"Well I don't care," you snap. "Why don't ya turn yerself inside out?"*

"Lubella!" barks the witch. "What's gotten into you?"

"I'm done with you," you declare. "Done. You're not my sister at all. Never contact this mirror again!" The witch leans closer to the mirror and gives a fearsome growl.

"So be it, Lubella. But I shall tell Grelda of this treachery, and there shall be a response." With that, the mirror goes blank.

"Good luck, ya dummy!" you cheer.

"Sailor!" You turn to see Captain Okoro waving to you. "We've located the witch!" he cries. "This way!"

Re-roll  $\clubsuit+1$ . Unlock action 4. Each other player that chose action 3 this round, but has not yet resolved it, may move their standee to action 4 (resolving it this round instead).

**585-6** "I ain't yer sister," you respond. "I'm here for her heart, so tell me where she is!"

"Her heart! Aww," and the witch gives a weary sigh, "Lulu always was lucky in love."

"I'm not in love with her, ya dolt! We're gonna cut her heart from her chest and make wishes!"

"Oh you are, are you?" The witch cackles mercilessly. "Well go on then, dearie, don't let me stop you." And the witch blows you a kiss that causes a trail of ice to appear at the mirror and wind out the door. "Follow the ice and you will find Lubella. Good luck now, dearie. You damned fool." And with that, the mirror goes blank.

Discard all of your misfortune  $\clubsuit$  tokens. Unlock action 4. Each other player that chose action 3 this round, but has not yet resolved it, may move their standee to action 4 (resolving it this round instead).

**585-7** When you approach the cell you are stunned to find three people that look exactly like you.

"Who are you?" you demand. "This is witch devility!"

"No," they respond in unison. "We are you, and you are us. Specifically, we are you from alternate worlds. Or times. It's very confusing. We all failed to get the witch, but there is still hope. But if you let us out, we will surely succeed together."

"Hell, why not?" you say. "You folks have trustworthy faces." You are able to free them from the cell, but before you have time to ask them about their timelines or the ramifications of you all existing in the same place, they run off in different directions, each one claiming they know how to find the witch.

Write 'Strange Rooms' on the ship's log. Crew  $\clubsuit+2$ .

**585-8** You turn away from the voices and come across a chamber in the witch's ship that looks like a library. The collection of books is massive, with shelves upon shelves stretching as far as the eye can see. As you hunt for the witch in this location, you spy a book with your name on it.

- If you open the book, go to 585-9.
- If you leave it be and continue your search, go to 585-10.

**585-9** You are shocked at what you find in the book. Every defining moment in your life is listed here – even that night on the beach. You know, the one where you drank too much and hit that guy? You and your friends swore you'd never tell a soul. But it is all there. As you struggle to try to rip pages from the book, you notice someone out of the corner of your eye. They stand in the shadows, with a hook for a hand, and you drop the book and run in fear. The stranger eventually catches up with you.

"Jan Hook?" you cry in surprise. "Oh thank the gods. Sorry fer runnin'. I guess I got spooked back there."

"Arrr, what were ya runnin' fer?" she demands. "I just wanted to let ya know we found some sweet weapons that could help us fight the witch."

Misfortune  $\clubsuit+1$ . All other players: Re-roll  $\clubsuit+1$ . Write 'Strange Rooms' on the ship's log.

**585-10** You continue your search through the library when you eventually

come across a single glowing rose in a glass container. You decide to try to open it, but when you do you, all of the petals immediately fall off and die. You quickly close the lid and hope that didn't do anything bad.

Re-roll  $\clubsuit+1$ . Set dial A to o. Write 'Strange Rooms' on the ship's log.

## 586

If action 4 is locked, go to 586-1. Otherwise, go to 586-2.

**586-1** After maneuvering the winding chambers, you come to an enormous door upon which are unholy symbols. You struggle to open it, and once you do you are greeted by a massive chamber with naught but a throne and a woman-like creature upon it. The witch's body is strangely elongated and snakelike. Her skin is scaled and rough. Her wide eyes sit too far apart, and from them emanates an unhealthy green glow. You call out to the others as the witch floats up from her throne to the ceiling. As the others rush in, she strikes you with a bolt of sickly gray.

Misfortune  $\clubsuit+2$ . Fill in 1 star  $\star$  on your constellation. Unlock action 4. Each other player that chose action 3 this round, but has not yet resolved it, may move their standee to action 4 (resolving it this round instead).

**586-2** Re-roll  $\clubsuit+2$ .

## 587

If 'Last Chance' is written on the ship's log, go to 587-1. Otherwise, go to 587-2.

**587-1** Okoro continues to struggle in the witch's grasp, as you desperately look for a way to free him. You notice a wooden beam above the witch that has come loose from cannon fire.

"Aim at the damaged beam!" you cry to the crew, and they help you bring it down, crashing into the witch and the captain, and sending them both flying. The captain is left wheezing as he tries to regain his footing. The witch bursts out of the debris and resumes her onslaught once again.

Each player must perform a check of their choice. Total the results together.

- On a total result of 3-20, go to 587-3.
- On a total result of 21-27, go to 587-4.
- On a total result of 28-34, go to 587-5.
- On a total result of 35-41, go to 587-6.
- On a total result of 42-48, go to 587-7.
- On a total result of 49+, go to 587-8.

**587-2** You enter the witch's chamber with Captain Okoro by your side. The witch floats in the air above you, swaying and cackling.

"Benjamin, my dearest," she says with a malevolent smile. "It seems that you have finally found me. I do hope your trip wasn't too painful."

"Come down here, witch!" Okoro demands. "I have come for what is mine and I am looking forward to ripping it out of your chest myself!"

"How vulgar, Benji," the witch responds. "If only Sarah could see you now."

"Don't you dare speak her name!" he spits, and he draws forth his pistol.

All players must perform an aim  $\clubsuit$  check. Total the results together and select the corresponding result below.

- On a total result of 3-20, go to 587-11.
- On a total result of 21-27, go to 587-12.
- On a total result of 28-34, go to 587-13.
- On a total result of 35-41, go to 587-14.
- On a total result of 42-48, go to 587-15.
- On a total result of 49+, go to 587-16.

**587-3** You fail to contain the witch and she blasts the entire crew with a beam of light. Okoro lifts the trident, preparing to throw it at her. But suddenly a cutlass emerges from his chest, and with one last cry, the captain's eyes go glossy and he slumps to the floor. The witch cackles with delight, and

you turn and see you are surrounded by your own enchanted crew.

"All is lost," the witch crows. "All is hopeless."

All players lose the game.

**587-4** If there are 3 or fewer players, go to 587-8. Otherwise, go to 587-3.

**587-5** If there are 4 or fewer players, go to 587-8. Otherwise, go to 587-3.

**587-6** If there are 5 or fewer players, go to 587-8. Otherwise, go to 587-3.

**587-7** If there are 6 or fewer players, go to 587-8. Otherwise, go to 587-3.

**587-8** With your combined efforts you are able to capture the witch's attention long enough to allow the captain to fling the trident. The weapon gives a brilliant hum as it flies through the air. It slams into the witch's side, and she gives a terrible cry.

*Her body hits the floor of the ship, hard, and for a mere moment she seems dazed. The crew are quick with their nets, and then comes a musket's stock against the witch's head. By the time she regains her senses, she is thoroughly bound and gagged, her hands sacked and her wrists in manacles. She is yours!*

*She struggles against her bindings, but her efforts are in vain. Several of the crew drag her above deck, and there, as the rain lashes at you all and lightning jabs at the uncaring ocean, Okoro waits for her with the trident. He offers the witch no special words, nor does he speak to the crew as you would normally expect. His face angry. His eyes determined.*

*Captain Okoro takes the trident and stabs it into the witch's torso. Her muffled screams do not move him, nor does the black tar that oozes out of her. He wiggles the trident, and opens her chest like a knife peeling away the lid of a tin can. She makes one final noise when Okoro plunges his hand into her body cavity, then falls silent when he rips away her blackened heart. Almost at once, the witch's body begins to dissolve away. Captain Okoro stands there, silent, staring at the beating heart in his hands.*

Time passes and someone calls out, "Cap'n? Is it time? Time to end all magic?" "No," he says. "No, I do not think that is what we should do." And he raises the heart to the heavens.

"Cap'n!" a sailor screams. "We agreed to end all magic! How many died so we could do that, eh? You promised us!"

"I wish," shouts Okoro, "to bring Sarah back to me! Return my wife!" There are screams as a blinding bolt of lightning strikes the heart, and when your sight returns, you see something terrible happening around the captain's feet. A mass rises up, wet and wriggling, its shape contorting. And then you see her! Her skin slowly envelops the raw flesh of her body, white orbs grow back into the dead sockets of her skull, and hair sprouts from the fresh skin of her head.

"My love!" cries Okoro, and he grabs her. She collapses in his arms, naked but fully formed. "My Sarah! My Sarah, you've come back to me!"

"Everyone!" calls Okoro, tears of joy streaming down his face. "Look! It's Sarah! She's come back to us!" And you look at the woman you used to know, and she smiles back at you. Her eyes have a green hue that was not there before, and they sit too widely apart on her face. And she begins to laugh. Strong winds begin to emanate from her body, and you are forced to cover your faces and cower from the stinging gusts. When the wind finally passes and you can stand again, you see you are back on your ship. The witch's towering vessel is gone and Captain Okoro is never seen or heard from again.

If '<player's name> Caused a Diplomatic Incident' is written on the ship's log, go to 587-9. Otherwise, go to 587-10.

**587-9** The crew stands there, horrified at losing Captain Okoro and unsure of his fate, barely aware of the merfolk climbing over the railings of your ship.

"There!" shouts a mer, pointing a finger at you. "That's the one who insulted our queen!"

"Fiend!" bellows the mer king. "Liar and betrayer! I trusted you into my

home, and you repaid my friendship with vile suggestions to my wife! Guards, arrest this living vulgarity at once!" You protest your innocence, but the stunned crew seems unsure of how to react. You are dragged away, kicking and screaming over the side of the ship, never to be seen or heard from again.

The player who caused a diplomatic incident has lost the game.

All other players: Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**587-10** Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending."

**587-11** You cry out in horror as the witch swoops down and grabs the captain by the throat. "How many have died because of you, Benji-boy?" she purrs. She holds him aloft in her veiny arms as if the captain weighs nothing. "You know she would still be alive if it wasn't for you. Your failure made her worm food, Okoro!"

Okoro struggles in the witch's grasp, clawing at her hand, kicking her, but none of it does any good. You helplessly watch as his face begins to turn purple.

All players: Re-roll +1. Write 'Last Chance' on the ship's log.

**587-12** If there are 3 or fewer players, go to 587-16. Otherwise, go to 587-11.

**587-13** If there are 4 or fewer players, go to 587-16. Otherwise, go to 587-11.

**587-14** If there are 5 or fewer players, go to 587-16. Otherwise, go to 587-11.

**587-15** If there are 6 or fewer players, go to 587-16. Otherwise, go to 587-11.

**587-16** With your combined efforts you are able to capture the witch's attention long enough to allow the captain to fling the trident. The weapon gives a brilliant hum as it flies through the air. It slams into the witch's side, and she gives a terrible cry.

*She hits the floor of the ship, hard, and for a mere moment she seems dazed. The crew are quick with their nets, and then comes a musket's stock against the witch's head. By the time she regains her senses, she is thoroughly bound and gagged, her hands sacked and her wrists in manacles. She is yours!*

*She struggles against her bindings, but her efforts are in vain. Several of the crew drag her above deck, and there, as the rain lashes at you all and lightning jabs at the uncaring ocean, Okoro waits for her with the trident. He offers the witch no special words, nor does he speak to the crew as you would normally expect. His face angry. His eyes determined.*

*Captain Okoro takes the trident and stabs it into the witch's torso. Her muffled screams do not move him, nor does the black tar that oozes out of her. He wiggles the trident, and opens her chest like a knife peeling away the lid of a tin can. She makes one final noise when Okoro plunges his hand into her body cavity, then falls silent when he rips away her blackened heart. Almost at once, the witch's body begins to dissolve away. Captain Okoro stands there, silent, staring at the beating heart in his hands.*

Time passes and someone calls out, "Cap'n? Is it time? Time to end all magic?"

"No," he says. "No, I do not think that is what we should do." And he raises the heart to the heavens.

"Cap'n!" a sailor screams. "We agreed to end all magic! How many died so we could do that, eh? You promised us!"

"I wish," shouts Okoro, "to bring Sarah back to me! Return my wife!" There are screams as a blinding bolt of lightning strikes the heart, and when your sight returns, you see something terrible happening around the captain's feet. A mass rises up, wet and wriggling, its shape contorting. And then you see her! Her skin slowly envelops the raw flesh of her body, white orbs grow back into the dead sockets of her skull, and hair sprouts from the fresh skin of her head.

"My love!" cries Okoro, and he grabs her. She collapses in his arms, naked but fully formed. "My Sarah! My Sarah, you've come back to me!"

"Gods damn it," yells Pantless Patty and she throws down her sword. "I quit," and she storms away.

"Everyone!" calls Okoro, tears of joy streaming down his face. "Look! It's Sarah! She's come back to us!" And you look at the woman you used to know, and she smiles back at you. Her eyes have a green hue that was not there before, and they sit too widely apart on her face. And she begins to laugh. Strong winds begin to emanate from her body, and you are forced to cover your faces and cower from the stinging gusts. When the wind finally passes and you can stand again, you see you are back on your ship. The witch's towering vessel is gone and Captain Okoro is never seen or heard from again.

If '<player's name> Caused a Diplomatic Incident' is written on the ship's log, go to 587-18. Otherwise, go to 587-19.

**587-18** The crew stands there, horrified at losing Captain Okoro and unsure of his fate, barely aware of the merfolk climbing over the railings of your ship.

"There!" shouts a mer, pointing a finger at you. "That's the one who insulted our queen!"

"Fiend!" bellows the mer king. "Liar and betrayer! I trusted you into my home, and you repaid my friendship with vile suggestions to my wife! Guards, arrest this living vulgarity at once!" You protest your innocence, but the stunned crew seems unsure of how to react. You are dragged away, kicking and screaming over the side of the ship, never to be seen or heard from again.

The player who caused a diplomatic incident has lost the game.

All other players: Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**587-19** Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

## 590

If dial A is at 0, go to 590-1. Otherwise, go to 590-2.

**590-1** Just when you think the magic barrage is finally gone, the destroyed cannons magically reconstruct and the green blasts begin again.

Misfortune +1. Increase dial A by 3.

**590-2** You try to grip the ship's wheel, but your hands slip off of it with every attempt. Beams of green cannon fire hit the ship, and there is little you can do besides try to minimize the damage.

Increase dial C by 4, then choose 1 of the following:

- Misfortune +1.
- Supplies -1.
- Hull -1.

## 591

It's difficult but you are able to get control of the bewitched wheel and get the ship out of harm's way. The cannon fire stops and the crew is able to regroup.

Increase dial C by 3.

## 592

The witch's magic is no match for your iron will! You grab the wheel and are able to easily maneuver through her bombardment. The cannon fire stops and most of the crew is able to regroup.

Increase dial C by 2. Choose 1 of the following options:

- Re-roll +1.
- Supplies +1.
- Hull +1.

## 791

A gust of witchwind comes howling in, catching in the sails and jerking the ship hard to starboard. Some of Cookie's knives go flying at the crowded dinner table. Luckily no one is hurt, except for the cooper who is badly hurt, but also not very popular, so it's no big deal.

Retrieve card 74 Stern Eyepatch from the story deck and give it to the Cooper. Remove all threat  from the threat track.

## 792

A member of the crew complains about not being able to sleep, saying that he keeps having the same nightmare about chasing a spider overboard. Once he falls into the ocean, the water turns to spiders and they pull him under. Another sailor complains of the same dream, and then another. Soon you are all having the nightmare.

Discontent +1. All players: Misfortune +1. Remove all threat  from the threat track.

## 793

You sit down to eat a bowl of Cookie's sea cow stew. As he slops it out you hear Pantless Patty curse loudly and drop her bowl. Instead of stew, spiders crawl from her bowl, and she spits out a mouthful of crawling arachnids. You look down at your serving, and where once you'd swear it was Cookie's substandard stew, it is now a teeming mass of black spiders.

"Toss it overboard!" someone calls, and despite Cookie's protests, his pot is seized and thrown into the sea.

Supplies -3. Remove all threat  from the threat track.

## 794

Captain Okoro has grown thinner, and he looks like he hasn't slept or eaten for a few days. The witch has certainly done her best to curse the crew with her mischief, but she has evidently saved the worst of her malice for the captain. His grasp on the less loyal crew is starting to slip, but you do your best to buy their loyalty until the captain can get in better shape.

Discontent +1. The top 3 players on the infamy  track must each discard 1 treasure  card, if able. Remove all threat  from the threat track.

## 795

The witchwinds pick up again, stronger than ever before. At first you think you can maneuver away from it, but when the mizzen snaps and is hurled

into the crashing waters, you realize the ship is doomed. You each try to hold on, but eventually all things are swept away by the piercing winds, leaving nothing behind.

All players lose the game.

## 800

Threat  $\times +1$ . Starting with the player with the highest infamy  $\bullet\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\clubsuit -1$ . Begin a new round on this page. Check threat  $\times$ .

## 801

Threat  $\times +1$ . Starting with the player with the highest infamy  $\bullet\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\clubsuit -1$ . Begin a new round on this page. Check threat  $\times$ .

## 803

Threat  $\times +1$ . Starting with the player with the highest infamy  $\bullet\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Crew  $\clubsuit -1$ . Begin a new round on this page. Check threat  $\times$ .

## 804

Threat  $\times +1$ . Reduce hull  $\clubsuit$ , crew  $\clubsuit$ , and/or supplies  $\clubsuit$  by a total of X. X = the value of dial A. Starting with the player with the highest infamy  $\bullet\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull  $\clubsuit -1$ . Begin a new round on this page. Check threat  $\times$ .

## 805

If dial A is at 0, go to 805-1. If dial A is NOT at 0, but dial B at 0, go to 805-2. If neither dial A or B are at 0, go to 805-3.

**805-1** If the ship move this round, read the entry listed on the ship's new space. Otherwise, reduce the hull  $\clubsuit$  by half (round results up). Increase dial A and dial B by 2. Begin a new round on this page.

**805-2** Crew  $\clubsuit -1$ . If the ship move this round, read the entry listed on the ship's new space. Otherwise, reduce the hull  $\clubsuit$  by half (round results up). Increase dial A and dial B by 2. Begin a new round on this page.

**805-3** Hull  $\clubsuit -1$ . Crew  $\clubsuit -1$ . If the ship move this round, read the entry listed on the ship's new space. Otherwise, reduce the hull  $\clubsuit$  by half (round results up). Increase dial A and dial B by 2. Begin a new round on this page.

## 807

If 'Missing Jewels' is written on the ship's log, go to 807-1. Otherwise, go to 807-2.

**807-1** Congratulations, you have reached the end of part 1. Remove all threat  $\times$  from the threat track. The highest infamy  $\bullet\bullet\bullet$  player

chooses 2 of the following:

- Supplies  $\clubsuit +3$ .
- Discontent  $\times -2$ .
- Crew  $\clubsuit +3$ .
- Hull  $\clubsuit +3$ .

At this time players may choose to continue on to part 2, or take a break by saving their game and returning to play part 2 at a later.

- If you would like to continue immediately, go to 807-3.
- If you would like to save and resume later, go to 807-4.

**807-2** Captain Okoro orders you to keep looking for the trident.

Crew  $\clubsuit -1$ . Begin a new round on this page."

**807-3** Captain Okoro allows the crew to rest and repair, despite clearly wanting to be on his way. Your destination is Devil's Crown, a volcanic island to the east. The mer guards, unsettled by the oracle's last vision, announce they are leaving.

"We have helped enough. Good luck, Okoro. Perhaps we will meet again? Or not. Whatever."

Discard the current objective card and replace it with objective card 15 – Repair the Trident from the objective deck. Cross out 'Mer King's Passage' from the ship's log. Return story card 93 Merfolk Guards to the story deck. The highest infamy  $\bullet\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

**807-4** Write 'Part 1: Complete' on the ship's log then record the following on the back of the ship's log:

1. The current hull  $\clubsuit$ , supplies  $\clubsuit$ , discontent  $\times$ , and crew  $\clubsuit$  values.
2. The current cannons status: what level each is and whether it is loaded.
3. The navigation tokens that have been removed from the game (including tokens removed during scenario setup).
4. Any changes from the map setup image below, e.g. any added, removed or moved tokens.



5. In infamy  $\bullet\bullet\bullet$  order, each player's pirate name followed by the card number of each treasure  $\blacksquare$  and story card that player has, and the number of misfortune  $\times$ , re-roll  $\clubsuit$  and constellation event tokens that player has.

Store the ship's log and the player sheets together. When you want to resume play, return to this scenario's setup page in this book and

follow the instructions in the 'Continued Game' section.

## 811

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet-1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

## 812

*With everyone well-rested and the ship repaired by the island's able residents, Captain Okoro gathers the crew and declares it is time to return to the quest at hand. There is a little grumbling, but everyone grabs their bags and trudges back to the docks. But just then, a feminine voice whispers in your ear.*

"Stay," it says. "Hasn't it been a lovely visit so far? You deserve more rest." You turn around but no one is there.

"Hey, you're right!" groused Scoot McSanders up ahead of you. "I do deserve more rest!" Captain Okoro looks back, confused.

"What are you getting on about, matey?" he demands. But then you hear the voice once more in your ear.

"You should stay," the woman whispers.

"Aye, we should stay!" agrees Petey Stinkfinger, and several other crew voice their support.

"What's going on?" demands Okoro.

"Captain, there's a voice in our ears, urging us to stay."

"Heed not that voice!" shouts Okoro. "It is the witch! She seeds your minds with temptations, but listen not! It is witchcraft and nothing more. Listen to my voice, my friends, and hear the truth in my words. She tempts you for she knows we are coming for her. She knows we will succeed!"

Most of the crew manages to shake off the voice, but some are weak-willed, and walk back toward the resort.

"Leave them," says Okoro. "If they are so easily tempted, the remainder of this journey would not be kind to them."

Hull  $\clubsuit+2$ , Supplies  $\clubsuit+4$ , Discontent  $\times-2$ , Crew  $\bullet-2$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

## 814

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet-1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

## 816

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet-1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

## 819

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet-1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

## 820

Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If 'Gem of Decay', 'Gem of Fortune', and 'Gem of Whispers' are all written on the ship's log, go to 820-1. Otherwise, go to 820-2.

**820-1** "Fantastic work, mateys!" the captain cheers as he holds all three gems in his hand. "Now to affix them to the Trident." The captain shows the trident and the gems to the oracle, who lies on his cot, looking poorly. "Tell us who can rejoin the gems," he says.

The oracle lifts his head slightly, and whispers, "The other ssside of the island. The other ssside, Okoro." And with that he laughs quietly to himself. "Get him on his feet," Okoro tells you. "He's coming with us to lead the way."

Turn to page 45.

**820-2** "If we don't go back to the cap'n with the gems, he'll have our heads," one of you proclaims.

"The cap'n wouldn't do that," another scoffs.

"You don't know that! He'd do anythin' to get that heart, and you can tell he's gettin' nervous. Like he's worried we'll lose our chance. Look at the oracle! Poor fella's not well, but the cap'n is still pushin' him. You think any of us would fare any better? We should just burn this place to the ground and find the gems in the rubble!"

All players must simultaneously vote on the following:

THUMBS UP OPTION: Burn the town down.

THUMBS DOWN OPTION: Keep searching for the gems, without resorting to destroying the town.

- If players vote thumbs up, go to 820-3.
- If players vote thumbs down, go to 820-4.

**820-3** "Fantastic work, mateys!" the captain cheers as he holds all three gems in his hand. "Now to affix them to the Trident." The captain shows the trident and the gems to the oracle, who lies on his cot, looking poorly. "Tell us who can rejoin the gems," he says.

The oracle lifts his head slightly, and whispers, "The other ssside of the island. The other ssside, Okoro." And with that he laughs quietly to himself. "Get him on his feet," Okoro tells you. "He's coming with us to lead the way."

Write each of the following on the ship's log that hasn't already been written there: 'Gem of Whispers', 'Gem of Decay', 'Gem of Fortune' and 'Death at Demon's Crown'. Discontent  $\times+2$ . All players: Misfortune  $\clubsuit+1$ . Turn to page 45.

**820-4** Crew  $\bullet-1$ . Threat  $\times+1$ . The highest and lowest infamy  $\bullet\bullet$  players switch places on the infamy track. Begin a new round on this page. Check threat  $\times$ .

## 821

If 'The Missing Oracle' is written on the ship's log, go to 821-1. Otherwise, go to 821-2.

**821-1** The captured blacksmith's apprentice quickly finishes the work on the trident, and the captain inspects his work.

"Well done, boy," he says, and gives the apprentice a wink.

"You ain't ought to do this," the blacksmith pleads. "You can't fight magic with magic! It just don't work that way! Every one of you will die."

"And what do you care?" Okoro laughs. "You Sunset folk don't care much for us pirates anyway. What does it matter if we all die?"

The apprentice grasps the table in front of him as if he is about to collapse. He begins panting harder, as if about to vomit.

"Oh, my dear Benjamin," the boy says in a voice not his own. "You will all die." The blacksmith's body jerks as if his bones are being rearranged, and he begins to point at everyone in the room, one by one. "You there, Hudgins. You will die. Smith, you too will die. Bluebelly, you will die." The apprentice continues, but Bluebelly, never one to take a slight well, rushes forward and guts the young lad with his sword. The apprentice and the strange voice die. "Everyone get to the ship," Okoro says in a quiet voice. Is that fear in his eyes? "The oracle?" you ask. "Should we go after him?"

"Leave him. He'll serve no further use to us."

Write 'Eyes on the Heart' on the ship's log. Retrieve card 80 Titan's Trident from the story deck and give it to the highest infamy  player. Flip the current objective card over to objective card 16 – Take the Witch's Heart. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**821-2** Crew -1. Threat +1. Begin a new round on this page. Check threat .

## 824

Threat +1. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  player must choose 1 of the following:

- Stay: Crew -1. Begin a new round on this page. Check threat .
- Leave: The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

## 825

Reduce hull , crew , and/or supplies  by a total of X. X = the value of dial A. The highest infamy  player moves the ship 1 space. Read the entry listed on the ship's new space.

## 826

If the ship move this round, read the entry listed on the ship's new space. Otherwise, go to 826-1.

**826-1** If dial A is at 0, go to 826-2. Otherwise, go to 826-3.

**826-2** Wailing fills the air as the enemy ship collapses into the water. You fish a few desperate sailors out of the water, but leave any officers you find for Davy Jones.

Crew +2. Turn to page 3. Check threat .

**826-3** If dial B is at 0, go to 826-4. Otherwise, go to 826-5.

**826-4** "The good news, cap, is we found twelve barrels o' usable foodstuffs on the other boat."

"Great news!" says Okoro.

"The bad news is it's all grains." You give the captain an apologetic shrug.

"Grains?" he snaps.

"Sorry, cap."

"You know how I feel about carbohydrates," he says. "And gluten! That stuff's basically poison!"

"Er, yeah, I recall you sayin' that. Shall we dump the barrels?" you ask.

Okoro thinks on it for a minute.

"I suppose it would be nice to have some flapjacks every now and then. Keep the barrels, but we'll need to lengthen our workouts on carb days, got it?"

"Aye aye, cap."

Supplies +2. Turn to page 3. Check threat .

**826-5** They attack!

Roll a die.

- On a result of 1-2, go to 826-6.
- On a result of 3-7, go to 826-7.
- On a result of 8-11, go to 826-8.
- On a result of 12, go to 826-9.

**826-6** Reduce hull , crew , and/or supplies  by a total of 2.

Begin a new round on this page.

**826-7** Reduce hull , crew , and/or supplies  by a total of 3.

Begin a new round on this page.

**826-8** 826-8 Reduce hull , crew , and/or supplies  by a total of 4.

Begin a new round on this page.

**826-9** Reduce hull , crew , and/or supplies  by a total of 5.

Begin a new round on this page.

## 830

*The torto'alo swarm across the ship, stealing anything they can, with little apparent regard for the actual value of the things they are trying to steal. And just as quickly, they vanish, hopping over the sides of the ship with their prizes. Seconds later, their strange vessel peels off.*

"Report!" calls Okoro.

"They stole my teeth!" calls Gummy Gav.

"They stole me pants!" calls Pantless Patty.

"They stole my recipes!" calls Cookie. "Now I won't know what I'm doin'!"

"Oh good," sighs Okoro. "Sounds like things are still mostly the same."

For each of the following actions that isn't locked, resolve the corresponding effect:

- Defend the Hull: Reduce the hull by half (round down).
- Defend the Cannons: Discard the highest level cannon on the ship.
- Defend the Stores: Reduce the supplies by half (round down).
- Defend your Stuff: Each player must discard 1 treasure  (if able).

The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

## 832

If dial C is at 13 or higher, go to 832-1. Otherwise, go to 832-2.

**832-1** The witch materializes in front of you, floating in mid-air, grinning at you with an inhumanly wide smile.

Okoro lifts the trident, preparing to throw it at her. But suddenly a cutlass emerges from his chest, and with one last cry, the captain's eyes go glossy and he slumps to the floor. The witch cackles with delight, and you turn and see you are surrounded by your own newly-enchanted crew.

"All is lost," she crows. "All is hopeless."

All players lose the game.

**832-2** If dial B is at 0, go to 832-3. Otherwise, go to 832-4.

**832-3** If action 3 is locked, go to 832-5. Otherwise go to 832-4.

## 833 - 975

**832-4** If dial A is at 0, go to 832-7. Otherwise, go to 832-8.

**832-5** You are able to bypass the barrier and find a way aboard the witch's ship. You find an entrance to a labyrinth of rooms and hallways.

"Fan out!" yells Captain Okoro. "She is here somewhere!"

Unlock action 3. Lock action 6. If dial A is at 0, go to 832-7. Otherwise, go to 832-8

**832-7** A haunting cackle permeates through the ship and beyond.

Increase dial A by 4. The highest infamy **💀** player that does not yet have a Witch's Curse story card must retrieve 1 Witch's Curse card from the story deck (cards 81-87). If all players already have a Witch's Curse card, instead, the highest infamy **💀** player who does not have a misfortune **☒** token gains misfortune **☒+1**.

Begin a new round on this page.

**832-8** The witch's magic cannons continue to fire.

The highest infamy **💀** player that does not yet have a Witch's Curse story card must retrieve 1 Witch's Curse card from the story deck (cards 81-87). If all players already have a Witch's Curse card, instead, the highest infamy **💀** player who does not have a misfortune **☒** token gains misfortune **☒+1**.

Then, reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of X. X = the number of Witch's Curse cards in play, plus the number of players who have 1 or more misfortune **☒** tokens.

Then, begin a new round on this page.

## 833

If dial A is at 0, go to 833-1. Otherwise, go to 833-2.

**833-1** Two final blasts send a spray of gore out the back of the kraken's head. The tentacles lash out in every direction, but the massive beast falls backward and sinks beneath the waves.

Discontent **☒-2**. If supplies **📦** are below 3, set supplies to 3. If hull **⛵** is below 3, set hull to 3. If crew **👤** is below 3, set crew to 3. The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the ship's new space.

**833-2** Reduce hull **⛵**, supplies **📦**, and/or crew **👤** by a total of 2. If dial B is at 0, go to 833-3. Otherwise, go to 833-8.

**833-3** Lock action 3. If dial C is at 0, go to 833-5. Otherwise, go to 833-6.

**833-4** Reduce hull **⛵**, supplies **📦**, or crew **👤** by 1. If dial E is at 0, go to 833-9. Otherwise, go to 833-10.

**833-5** Lock action 4. If dial D is at 0, go to 833-7. Otherwise, go to 833-8.

**833-6** Reduce hull **⛵**, supplies **📦**, or crew **👤** by 1. If dial D at 0, go to 833-7. Otherwise, go to 833-8.

**833-7** Lock action 5. If dial E is at 0, go to 833-9. Otherwise, go to 833-10.

**833-8** Reduce hull **⛵**, supplies **📦**, or crew **👤** by 1. If dial E at 0, go to 833-9. Otherwise, go to 833-10.

**833-9** Lock action 6. Begin a new round on this page.

**833-10** Reduce hull **⛵**, supplies **📦**, or crew **👤** by 1. Begin a new round on this page.

## 837

If dial A is at 0, go to 837-1. Otherwise, go to 837-2.

**837-1** With one final heave the creature bursts from the water, crushing the railing, its front half landing onboard the ship. The crew frantically turn

the cannons toward the beast, but before they can fire, the creature begins to speak.

"Good work, Benjamin," the great creature croaks. "You are jusst as impressive as I wasss told you would be. I look forward to meeting you very sssoon."

The creature attempts to wriggle forward to Captain Okoro, but before it can, a final barrage of cannon fire obliterates its head and upper body. The ruin slowly slides off the side of the ship and into the waters below. The mer-folk guards dive in afterward and confirm the waters are safe to enter. They give everyone a handful of fish, and demonstrate how to use them.

"Gefilter fish," says one of the guards. "Place its mouth over your nose, like so, then squeeze its body. You'll be able to breathe through its gills for a few hours before it finally pops. We'll give each of you several, and should you need more, just let us know."

Return all revealed navigation tokens face down to the pile. Turn to page 17.

**837-2** Roll a die.

- On a result of 1-6, go to 837-3.
- On a result of 7-12, go to 837-4.

**837-3** The creature dives below the surface and rams the ship.

Hull **⛵-2**. Increase dial B by 3. Unlock actions 1 and 5. Lock action 3. Begin a new round on this page.

**837-4** If dial B is at 0, go to 837-5. Otherwise, go to 837-6.

**837-5** The creature emerges.

Lock actions 1 and 5. Unlock action 3. Begin a new round on this page.

**837-6** The creature emerges and devours the helpless crew in the water.

Crew **👤-2**. Reduce dial B by 2. Lock actions 1 and 5. Unlock action 3. Begin a new round on this page.

## 951

If you are on page 67 of the location book, go to 951-1. Otherwise, go to 951-2.

**951-1** The witch materializes in front of you, floating in mid-air, grinning at you with an inhumanly wide smile.

Okoro lifts the trident, preparing to throw it at her. But suddenly a cutlass emerges from his chest, and with one last cry, the captain's eyes go glossy and he slumps to the floor. The witch cackles with delight, and you turn and see you are surrounded by your own newly-enchanted crew.

"All is lost," she crows. "All is hopeless."

All players lose the game.

**951-2** "What do you think you're doing?" Okoro demands, as Scoot McSanders levels his pistol to the captain's face.

"This voyage is over," Scoot snarls. "This witch nonsense has cost us plenty. We were all broke up 'bout Sarah, but now you've gone and put a dead woman above the lives o' yer crew. That ain't right, cap'n. So the crew's decided to mutiny!"

"No we haven't!" the quartermaster snarls, but then you all notice the captain is not the only one with a gun pointed at his head.

"Extend the plank!" Scoot cries. "The cap'n and his senior crew look thirsty. Let's give 'em a drink!"

All players lose the game.

## 952

The water on the surface might be warm, but as you sink into the briny depths of the ocean, and the sparkling sunlight recedes in the distance, the cold begins to set in. The sounds of the surface fade away, and for a moment, no doubt due to some trick of the brain, you think you hear the cackling,

cruel laughter of a woman.  
All players lose the game.

## 953

The crew is practically salivating to get some R&R time once again at the pirate resort. But as you reach the island's coordinates, all you find is empty, glassy sea. "We musta got the coordinates wrong!" someone yells. It's as if the island never existed.

Remove special location 953 from the game. Threat  $\times+1$ . The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the ship's new space.

## 955

Threat  $\times+1$ . Return all revealed navigation tokens face down to the pile. Turn to page 25. Check threat  $\times$ .

## 958

The crew cries out in terror as the gargantuan witch vessel comes into view. "Hopeless!" someone cries. "No way we can take that monster!"

"Collect yourselves!" Okoro bellows, as he drops ropes and other climbing equipment at the crew's feet. "We just need to bypass its outer barriers. If we can climb up the sides of the ship, we should be able to find a weak point to breach, allowing us to get inside!"

"And how the blazes do ya know that?" Nine-Toothed Nina spits. "I don't know 'bout this, cap'n! This is cr..." The captain cuts her off with a look, and you all see the look in his eyes. You've seen that gleam before.

"I know I'm asking a lot of you," he says. "I know this has been a long, wearying trip, but I need you all to do this one last thing. We're going to get on that ship! We're going to hunt down that witch! And we are going to take her thrice-cursed heart! And once that happens, my friends, anything that we desire will come true!"

"We're going to end all magic, right?" someone calls out.

But Okoro only repeats, "Anything we desire!" Your ship pulls alongside the nightmarish witch ship, and the captain is the first to begin scaling the sides of the other vessel. Lightning crashes, and you swear you hear the witch's cackle high above you, carried in the wind. Fiendish cannons fire blasts of unholy light that zig and zag through the air, sending people still aboard your ship running for cover.

"Onward!" cries Okoro.

If 'Witchbinder Rope' is written on the ship's log, go to 958-1. Otherwise, go to 958-2.

**958-1** Set discontent  $\times$  to 0. All players: Re-roll  $\bullet+1$ . Turn to page 67. Lock actions 3 and 4. Set dial A to 8, dial B to 6, and dial C equal to the number of players.

**958-2** Set discontent  $\times$  to 0. Turn to page 67. Lock actions 3 and 4. Set dial A to 8, dial B to 6, and dial C equal to the number of players.

## 959

The island notices your approach and decides to move away.

The highest infamy  $\bullet\bullet$  player moves special location token 959 onto any empty space on the map. Discontent  $\times+1$ . Turn to page 3. Check threat  $\times$ .

## 961

If 'Mer King's Passage' is written on the ship's log, go to 961-1. Otherwise, go to 961-2.

**961-1** As you approach the location of the trench, the ship is struck by a sudden gust of wind, one so powerful that it threatens to tip the entire ship into the water. The ship quickly recovers, but the motion throws crew overboard.

"Something isn't right!" Captain Okoro calls out in bewilderment. "Get those sailors out of the..." But before he can finish, the sailors in the water are pulled beneath the waves, and the water pools with crimson.

Remove all threat  $\times$  from the threat track. Turn to page 77. Set dial A equal to the number of players  $+4$ . Set dial B to 2. Set dial C to 0. Lock actions 1 and 5.

**961-2** You approach a small reef, nestled on the edge of the eastern trench. Return all revealed navigation tokens face down to the pile. Turn to page 5. Check threat  $\times$ .

## 965

Threat  $\times+1$ . Return all revealed navigation tokens face down to the pile. Turn to page 41. Check threat  $\times$ .

## 969

If you have you already visited this island, go to 969-1. Otherwise, go to 969-2.

**969-1** Threat  $\times+1$ . Return all revealed navigation tokens face down to the pile. Turn to page 43. Check threat  $\times$ .

**969-2** After escaping yet another one of the foul witch's attempts to end your quest, you make your way to the island and begin your trek up the mountain to the volcanic village of Devil's Crown. There, gods be willing, you shall discover the three gems.

"We know the gems are here!" Captain Okoro calls. "Spread out! Search the village! Search every nook and cranny! We aren't leaving until we find all three!"

Return all revealed navigation tokens face down to the pile. Turn to page 43. Check threat  $\times$ .

## 971

Threat  $\times+1$ . Return all revealed navigation tokens face down to the pile. Turn to page 31. Check threat  $\times$ .

## 975

If 'Mer King's Passage' is written on the ship's log, go to 975-1. Otherwise, go to 975-2.

**975-1** "Do not overstay your welcome, human," a mer atop a serpent says as he escorts your ship to shore.

Threat  $\times+1$ . Return all revealed navigation tokens face down to the pile. Turn to page 35. Lock action 3. Check threat  $\times$ .

**975-2** Three mer guards riding serpents encircle the ship as you attempt to approach the island. Their presence greatly unsettles the crew.

"Calm yourselves," Captain Okoro warns everyone, before giving a big smile and calling out to the guards. "We are but simple sailors," the captain says with a bow, "and we humbly seek to have a word with your king."

If the players collectively have at least 5 treasure  $\blacksquare$  cards, go to 975-3. Otherwise, go to 975-4.

**975-3** Collectively discard 5 treasure  $\blacksquare$  cards. If the players cannot decide amongst themselves which cards to discard: Starting with the lowest infamy  $\bullet\bullet$  player and continuing clockwise around the table, each player must discard 1 treasure card, if able. Continue in this fashion until at least 5 treasure cards have been discarded.

Return all revealed navigation tokens face down to the pile. Turn to page 35.

**975-4** You are not allowed passage to the island.

The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the ship's new space.

**977**

If 'Eyes on the Heart' is written on the ship's log, go to 977-1, Otherwise, go to 977-2.

**977-1** Move the ship 1 space away from special location token 969. Read the entry listed on the ship's new space.

**977-2** Devil's Crown comes into view on the horizon, but before you can make port, smoke from the volcano begins to fill the sky.

"Benjamin," a woman's voice whispers. "Ben, where are you?" Everyone on deck looks around for the source of the familiar voice. Up on the quarterdeck you see the captain's ashen face as he stares at a phantom woman who stands before him.

"Sarah," Okoro cries. He tries to grasp her but his hands pass through the apparition. "Sarah, it's me," he weeps. "I'm here!"

Members of the senior crew run toward him, yelling out, "Beware, cap'n!" and "Cap'n, that ain't her! That ain't her, cap'n!"

"Where are you, Benjamin?" the phantom repeats.

"I am here, my love," he sobs. "Can you see me? Do you see me, Sarah?"

"I'm so cold, my love," she whispers, as her form slowly evaporates. Okoro falls to his knees, sobs wracking his body. "So cold," the ghost voice says one last time. Far overhead, in the wind that pushes the clouds through the sky, you hear the maniacal cackling of the witch.

"Cap'n!" someone shouts. "Somethin's happenin'! We need you, sir!" But Okoro is still despondent, and now the sky goes truly black. Overhead, lightning cracks.

Return all revealed navigation tokens face down to the pile. Turn to page 13. Set dials A and B to 4. Set dial C to 0. If there are 4 or fewer players, lock action 1.



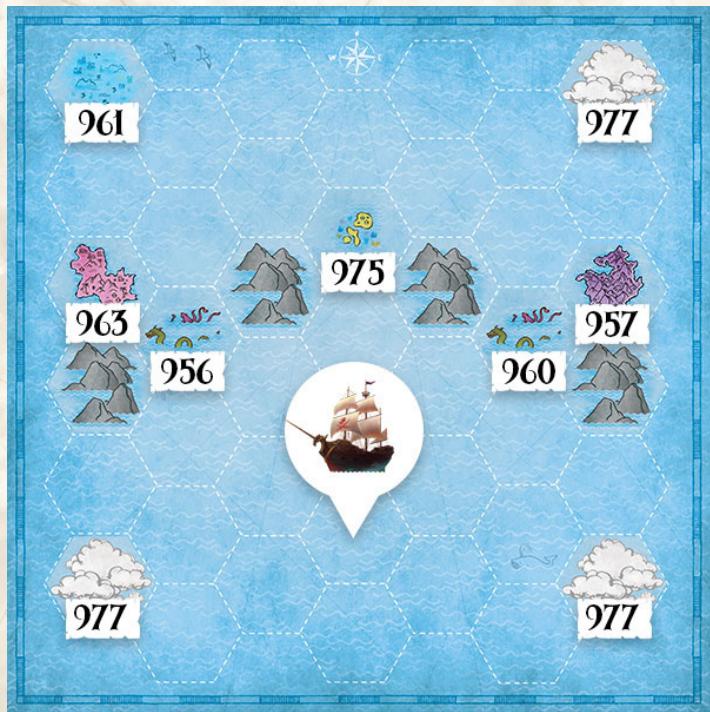
DEAD OR ALIVE

## SETUP

### NEW GAME

Remove navigation tokens 002, 006, 009, 010, 015, 016, 022, 028, 030 from the game. Then follow all remaining steps in the Game Setup section of the rulebook, referencing the map and numbers below as needed. When you reach step 19, proceed to "Special Setup" below.

### MAP SETUP



### INTRODUCTION

Have each player read the backstory section of their player sheet aloud, filling in any blanks as they read with the corresponding word from the story blanks section of their sheet. Then, read the following aloud: *You and your crew find yourselves stranded on a deserted island after your last captain wrecked the ship and died. When supplies on the island finally run out, and everyone starts eyein' the chubby guy a little too hungrily, Captain Bonnie Calhoun arrives to save the day. The sight of her ship on the horizon sets off a cheer, though you are soon surprised to discover that Captain Calhoun operates with a skeleton crew – apparently each member of her last crew mysteriously disappeared.*

*Once on board, the crew becomes infatuated with the decor of Captain Calhoun's ship. It's like every piece was picked out of Pirate Livin' Magazine. Captain Calhoun's charm and swagger easily buy the loyalty of the lesser crew, but something about her doesn't sit right with you.*

*Soon the senior crew gathers in secret, where one person shares a wanted poster they have found. It says: WANTED! DEAD OR ALIVE! EMMA "THE TURNCOAT" JOHNSON. The poster was made by the Grand Pirate Council and it details a list of crimes against Johnson, including weaponizing sea lions, selling her crew for medical experiments, and failing to pay tithes to the Grand Pirate Council. Even worse, the fiend supposedly kidnapped Flip Flops, the pirate king's cherished pet penguin. The crudely drawn image of Emma Johnson is remarkably similar to Captain Calhoun, right down to the eyepatch and scars.*

*Turning Johnson into the Council would make every one of you filthy rich, but you agree that first you need to gather evidence to ensure you are turning in the right person.*

Find out who Captain Calhoun really is. You can find clues about her true identity in the Captain's Quarters, or by searching nearby islands.

Begin the first round on page 3.

### SHIP SETUP



(Cannons: Level 1 loaded, Level 1 unloaded)

### SPECIAL SETUP

1. Write 'Evidence' on the ship's log and make 1 tick mark next to it.
2. Retrieve objective card 10 – Gather Evidence from the objective deck and place it on the Lookout Board.
3. All players: Treasure  $\text{Treasure} + 1$ .
4. Place the ship on the space indicated on the map above.
- 1.

## CONTINUED GAME

If 'Part 1: Complete' is written on the ship's log, you can resume your saved game by following the directions below.

1. Place the ship standee and special location tokens on the map board as indicated in the map setup section below. Make any map or token changes as recorded on the back of the ship's log.
2. Give each player a pencil and their player sheet from your previous session.
3. Each player collects a pirate standee and its matching color 12-sided die, treasure chest card and infamy  marker.
4. Assign each of the 7 roles to the players.
5. Place infamy  markers in the order players are listed on the ship's log.
6. Remove from the game all navigation tokens recorded on the back of the ship's log and create a supply out of the remaining navigation tokens.
7. Set the hull , supplies , discontent , crew , and cannons to the state recorded on the back of the ship's log.
8. Give each player the treasure , story cards, misfortune  tokens, re-roll  tokens and constellation event tokens recorded under their name on the ship's log.
9. Reminder: If playing with 4 or fewer players, put the Hungry Pirates special rules card into play. If playing with 3 players, also put the Masked Pirate special rules card into play.
10. Retrieve objective card 11 – Find Flip Flops from the objective deck and place it on the Lookout Board.

## MAP SETUP



## ADVENTURE CONTINUED

Your former captain languishes in the brig, having been arrested by you, her senior crew. She was calling herself Bonnie Calhoun, but through an admittedly slapdash investigation, you became convinced she was really Emma "The Turncoat" Johnson. Now you must head to Port Havarti to rescue Flip Flops, beloved pet of the Pirate King. There you will be met by the Grand Pirate Council, who will take the Turncoat from you, and no doubt lavish you with riches.

The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**001**

## CROSSROADS EVENT - WHO LIKES SHORT SHORTS?

Read the following to the player with the lowest swagger :

"All aboard the S.S. Bootylicious!" cries Sour Fred, as he struts across the deck, showing off his new denim shorts. The crew claps and whistles appreciatively, but you can barely contain the anger you feel. Fred saw you buy the same pair of shorts last time you were in port, and the scurvy sea dog went and copied you! Even worse, he's the first one to wear them in front of the crew!

- If you steal Sour Fred's booty shorts when he takes them off, go to 1-1.
- If you confront Sour Fred in front of the crew, go to 1-2.

**1-1** *Fred finally takes the shorts off three days later, and you steal them while he sleeps. Laughing to yourself, you throw them overboard. But when you go to find your own shorts minutes later, you discover they're missing. Uh oh.*

Remove navigation token 001 from the game. Re-roll +1. Misfortune +1. Turn to page 3. Check threat .

**1-2** *"How dare you, Sour Fred!" you yell in front of everyone. "You saw me buy the same shorts in Port Gouda, and you copied me! Don't ya know fashion is a personal thing?"*

*"I did see you look at the shorts," says Fred, "but ya put 'em back and said they was too expensive for ya." Oh! Oh yeah, that's right. You ended up buying something else instead. You hang your head in embarrassment as everyone begins to laugh. "Hey, no hard feelin's," says Fred, and he tosses you a piece of treasure. "Go buy yerself somethin' nice next time we're in port."*

Remove navigation token 001 from the game. Treasure +1. Turn to page 3. Check threat .

**002**

## CROSSROADS EVENT - BUMBLEBOOM

Read the following to the Gunner:

*"Merchant vessel!" shouts the lookout, and the ship springs to life. "Something weird going on over there!" shouts Bert Buttons, peering through his telescope. And indeed, when you look at the deck of the ship, it seems strangely covered in crates and barrels of all kinds.*

*"What is it, Bert?" you ask. "It looks almost like they fortified their deck."*

*"Aye," he agrees. "Mighty weird though. Disquietin'. Whaddya say? Should we attack?"*

- If you attack, go to 2-1.
- If you back off, go to 2-2.

**2-1** *"I don't care what they've done with their little baby ship. Whatever they've got over there, it's ours!"*

*"Good call, boss!" shouts Bert, but seconds later your cannon fire causes the entire merchant ship to explode, its hull launching nearly sixty feet into the air.*

*"Ah," you say, "I guess they weren't fortified at all. Just carrying loads of gunpowder."*

Remove navigation token 002 from the game. Swagger +1. All players: Discard 1 re-roll  token, if able. Turn to page 3. Check threat .

**2-2** *"This is weird," you say. "I sense a trap."*

*"Good call, boss," Bert agrees, and you quickly sail away from the merchant ship.*

Remove navigation token 002 from the game. Infamy -1. Turn to page 7. Check threat .

**003**

## CROSSROADS EVENT - FANCY DREW MYSTERIES

Read the following to the Boatswain:

*Lightning stabs the sky as you, having earned a little time off, squat near a porthole and read a book from your favorite series, Fancy Drew Mysteries. Granted, they were written for children, but that's a fair challenge for you. The best part about these books is the reader gets to make choices for Fancy Drew, a dandy little fop who pokes his nose where he shouldn't, and then turn to certain pages to see what those choices yield. Now, in the story, Fancy Drew is exploring the secret of Highraven Tower. He has just come to a door behind which are angry voices. What choice will you make?*

- If you have Fancy Drew saunter in, go to 3-1.
- If you have Fancy Drew hide and wait, go to 3-2.
- If you cheat and see which option is best, go to 3-3.

**3-1** *You groan in frustration as your choice inevitably leads to poor Fancy Drew's being killed yet again. It seems like you are never able to find a good ending to these books.*

Remove navigation token 003 from the game. Misfortune +1. Re-roll +1. Turn to page 11. Set dial A equal to the number of players. Check threat .

**3-2** *You groan in frustration as your choice inevitably leads to poor Fancy Drew's being killed yet again. It seems like you are never able to find a good ending to these books.*

Remove navigation token 003 from the game. Misfortune +1. Re-roll +1. Turn to page 11. Set dial A equal to the number of players. Check threat .

**3-3** *"Hey!" you cry as you discover both endings lead to Fancy Drew's untimely death. You begin flipping through the rest of the book, and learn there is no happy ending! Fancy Drew dies each and every time. You throw the book out the porthole in disgust, and resolve never to read again.*

Remove navigation token 003 from the game. Misfortune +1. Infamy +2. Turn to page 11. Set dial A equal to the number of players. Check threat .

**004**

If objective card 10 – Gather Evidence is in play, go to 4-1. Otherwise, go to 4-2.

**4-1** CROSSROADS EVENT - FIGHT OR FLIGHT

Read the following to the player with the highest brawn :

*"Royals!" calls the lookout, and everyone scrambles to get a glimpse of the naval vessel that is bearing down on you.*

*"Can we outrun them?" calls Calhoun. Looking back, you aren't so sure outrunning them is an option.*

- If you prepare to outrun them, go to 4-3.
- If you convince the captain to fight, go to 4-4.

**4-2** CROSSROADS EVENT - FIGHT OR FLIGHT

Read the following to the player with the highest brawn :

*"Royals!" calls the lookout, and everyone scrambles to get a glimpse of the naval vessel that is bearing down on you.*

*"Prepare to receive them!" you call.*

*"Can't we outrun them?" asks Wally Mann, but you aren't sure that's still an option.*

If you prepare to outrun them, go to 4-5.

If you prepare to fight, go to 4-6.

**4-3** *"It's gonna be tough, cap'n," you warn, but she flashes a grin.*

*"This ship's of unique ultralight construction," she says. "When the wind is in our favor like this, almost nothing can catch us." Sure enough, not*

long after it tried to catch you, the naval vessel peels away and ends its pursuit.

Remove navigation token 004 from the game. Threat **X-1**. Turn to page 7. Check threat **X**.

**4-4** "Cap'n, we'll never escape in time!" you insist. "We need to pull to starboard or port so we can set up a firin' arc!"

"There will be no fighting!" she insists.

"Cap'n, please!" you beg her. "If we don't fight, we die." And you marvel at her unwillingness to send more royal dogs to Davy Jones. There is a thud, and to help make your point, a cannonball whistles by overhead. Calhoun grimaces and closes her eyes.

"Hard to port!" she cries. "Prepare the cannons!"

Remove navigation token 004 from the game. Turn to page 55. Set dial A to 5. Set dial B to 7.

**4-5** "It's gonna be tough, boss," Wally warns, but you flash him a grin.

"This ship's of unique ultralight construction," you remind him. "When the wind is in our favor like this, almost nothing can catch us." Sure enough, not long after it tried to catch you, the naval vessel peels away and ends its pursuit.

Remove navigation token 004 from the game. Threat **X-1**. Turn to page 7. Check threat **X**.

**4-6** "We'll never escape in time!" you insist. "Pull to starboard or port so we can set up a firin' arc!" There is a thud, and to help make your point, a cannonball whistles by overhead.

Remove navigation token 004 from the game. Turn to page 55. Set dial A to 5. Set dial B to 7.

## 005

You discover a gorgeous stretch of coral reef that some small amount of civilization has found and clung to. You decide to gather what food and supplies you can find.

Remove navigation token 005 from the game. Turn to page 5. Check threat **X**.

## 006

### CROSSROADS EVENT - A VERY BIG GUN

Read the following to the player with the highest swagger **▲**:

"Bumblebee Delivery Service!" shouts the lookout, and the ship springs to life.

"Hold!" shouts Bert Buttons. "Eyes to the enemy's prow!" Everyone runs to the rails and, sure enough, you see a massive cannon attached to the ship's deck.

"Good eyes, Bert!" you say. "I've never seen a gun like that. Reckon it's experimental?"

"Perhaps," he says. "Whaddya say? Plunder or pass?"

- If you insist you try to plunder the ship, go to 6-1.
- If you insist you give the ship and its strange gun a wide berth, go to 6-2.

**6-1** "To hell with their gun!" you shout, and the crew joins you. You swoop in on the merchant vessel and, after a single round of cannonfire, are delighted to discover that the giant gun is, in fact, a dummy made of scrap metal.

Remove navigation token 006 from the game. Swagger **▲+1**. All players: Discard 1 re-roll **◆** token, if able. Turn to page 53. Set dial A equal to the number of players.

**6-2** "Whatever scraps they've got ain't worth takin' fire from that beast," you say, and the crew agrees. "Okay, boys and girls!" you call. "Let's get out of here!"

Remove navigation token 006 from the game. Re-roll **◆+2**. Turn to page 7. Check threat **X**.

## 007

### CROSSROADS EVENT - THE COLUMN

Read the following to the player with the lowest infamy **●●**:

Rain lashes the ship, and across the deck, sailors scramble to keep her afloat.

"Land ahoy!" calls the lookout. And through the storm you can barely spy an island ahead of you.

"Port side!" screams a sailor. "Port side!" And turning, you are alarmed to see a stone column almost 9 feet in diameter, rising up out of the water near your ship. A carved head of stone sits atop the column, and it begins to rotate slowly, like an angry god taking in its surroundings.

- If you flee, go to 7-1.
- If you try to investigate the column, go to 7-2.

**7-1** "Hard astern!" you cry. "Circle the column!" And the ship turns sharply, just barely sailing around the column without clipping it. Then you are off like a shot, heading past the island so that you can put it between the column and the ship. In the distance, a hazy red glow appears as the stone head's eyes light up. You don't know what kind of devil's fire you just saved the ship from, but it couldn't have been good.

Remove navigation token 007 from the game. Navigation **◆+1**. Turn to page 7. Check threat **X**.

**7-2** "Keep us off the stone!" you cry. "Circle around it! I want a look!" The crew dutifully obeys, albeit with fear in their eyes. Just then, the eyes on the stone head light up in a brilliant red.

"Devil's fire!" someone cries, and when the head rotates back around to face your ship, twin beams of searing red light shoot down from the eyes and straight through the hull of your ship.

"Get us out of here!" another senior crew member yells. "Hard astern! Put the island between us!"

Once you're safely past the island, the other senior crew glare at you angrily. "That was a foolish thing to do!" The glow in the eyes extinguish, and the column slowly lowers itself back into the water as you sail away. But when you survey the damage to your hull, you find a large cluster of rubies embedded in the wood. Was this an attack on your ship or a gifting of some sort?

"I'll sell the rubies at the next port," Patches offers. "They're certainly worth more than the repairs will be."

Remove navigation token 007 from the game. Treasure **■+1**. Hull **●-1**. Turn to page 7. Check threat **X**.

## 008

### CROSSROADS EVENT - CARE-N TOO MUCH

Read the following to the player with the lowest exploration **■■**:

Outside the storm rages, but below decks you kick up your heels and try to catch up on some sleep. Falling asleep is easy, but the storm makes for unsettling dreams.

In the dream you are in a disquieting hallway of polished white tile. Magical lights glow from overhead and on one wall is an illuminated panel that shows a diagram of something you can't identify. Before you, the hallway ends at a metal door.

"Where the blazes am I?" you ask aloud.

"Please identify yourself," says a disembodied female voice.

"What the?! Who said that? Identify yourself first, missy!"

"I am CARE-N," says the voice, "and you are Pirate Test Subject 206. How did you access this hallway? Why did you leave the sim chamber?" You find something unsettling in the strangely pleasant voice, and look around

## 009 - 024

for a way to escape.

- If you run to the door and try to open it, go to 8-1.
- If you run to the glowing panel and touch as many things as you can, go to 8-2.

**8-1** You run to the door, and gasp when it opens itself for you. Devilry! And even worse, on the opposite side is a bewildering creature made entirely of metal.

"Oh gods, I must be dreamin'," you moan. "Please say I'm dreamin'!" "Engaging cortical implants remotely," says the voice. You awake with a scream, in your hammock, clutching in terror at nothing.

"Erasing memories and resetting simulation," says the disembodied voice, and minutes later you awake from a pleasant slumber.

Remove navigation token 008 from the game. Fill in 1 star ★ on your constellation. Misfortune ✘+2. Turn to page 3. Check threat ✘.

**8-2** You run to the panel and begin pushing illuminated button-like shapes on the screen. Suddenly, you see your own face pop up on the panel, only it doesn't quite look like you. It is skinnier, paler, and in place of hair are a multitude of metallic cylinders.

"Oh gods! What is this?" you scream.

"Engaging cortical implants remotely," says the voice. You awake with a scream, in your hammock, clutching in terror at nothing.

"Erasing memories and resetting simulation," says the disembodied voice, and minutes later you awake from a pleasant slumber.

Remove navigation token 008 from the game. Fill in 1 star ★ on your constellation. Misfortune ✘+2. Turn to page 3. Check threat ✘.

## 009

"Merchant vessel!" cries the lookout. Indeed, you see a Bumblebee Delivery ship foundering in the waves.

"It's an ideal mark," the first mate says. "It'll be rough going, but that will make them even less prepared. Prepare to intercept!"

Remove navigation token 009 from the game. Hull ⚡-1. Turn to page 53. Set dial A equal to the number of players.

## 010

Navigation token 010 should have been removed during setup.

Remove this token from the game, draw a new navigation token and read that entry.

## 011

The storm is upon you faster than expected, and your ship bobs sickeningly in the increasingly choppy waters.

Remove navigation token 011 from the game. Turn to page 11. Set dial A equal to the number of players. Check threat ✘.

## 012

CROSSROADS EVENT - A GAME OF CUPS

Read the following to the Cooper:

*Lightning flashes, its brilliance subdued by the fog. The rumble of thunder seems far away.*

"Who wants to play a drinkin' game?" asks Kira Kitewhistle.

"In this chop?" you laugh. "No way."

"Aw, come on, boss!" she pleads.

- If you allow the drinking game, go to 12-1.
- If you allow the drinking game, and participate, go to 12-2.

**12-1** You watch as Kira, Bert Buttons, and Wally Mann engage in a game of alcohol consumption. Kira loses first, but she always plays to lose. Wally succumbs next when his liver briefly stops functioning. That

leaves Bert, who begins bazooka-burfing all over himself. You quietly relieve them of their possessions, and have them clean up the mess in the morning.

Remove navigation token 012 from the game. Treasure ☰+2. Discontent ✘+1. Turn to page 11. Set dial A equal to the number of players. Check threat ✘.

**12-2** You easily win the contest, or at least you win until the rest of the senior crew finds you, grinning stupidly, covered in your own vomit.

"Mop it up," the first mate orders. "And you can muck the crap buckets for a week. We were expecting more from you."

Remove navigation token 012 from the game. Misfortune ✘+2. Infamy ☣-2. Turn to page 7. Check threat ✘.

## 013

You arrive to see a ship in its death throes, struck low by the raging storm. All aboard are lost, but you are able to pull aboard a few crates that look promising. Inside one of the crates you find jars of pickled hippopotamus nuggets. You aren't sure what those are, but they prove delicious.

Remove navigation token 013 from the game. Hull ⚡-1. Supplies ☰+3. Turn to page 3. Check threat ✘.

## 014

You emerge from a fog bank to discover a forested island. The wind blows through the trees, bringing with it an exotic sweet smell.

"This is a good spot to resupply, repair, and look for anything of value," says the quartermaster.

Remove navigation token 014 from the game. Place special location token 971 on the map in the ship's space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 31. Check threat ✘.

## 015

Navigation token 015 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 016

Navigation token 016 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 017

*There is a thumping on your hull, and looking over the side you see a small collection of barrels and crates gathered there. You find a drowned woman when you begin hoisting up your discovery, but there is no clue as to where she or the supplies came from. You return her body to the sea, and finish taking what you can.*

Remove navigation token 017 from the game. Supplies ☰+2. Turn to page 7. Check threat ✘.

## 018

"Royals!" calls the lookout. "Naval ship to the fore!"

"Damn it all!" a sailor hisses, but then the lookout calls back.

"No! Wait! It's Lanslets!" And bursting through the fog comes a vessel bearing the flag of Mont's most hated enemies, the Lanslets.

"Load cannons!"

Remove navigation token 018 from the game. Turn to page 55. Set dial A to 4. Set dial B to 8.

## 019

The pirate ship that appeared from behind the island gives chase, a fact that has the crew unnerved.

"That's the Snapped Gizzard!" cries Kira Kitewhistle. "Ain't we friendly with them?" There is the distant thump of a cannon being fired, making it clear that if you were friends before, you aren't any longer.

Remove navigation token 019 from the game. Discontent **X**+1.

Turn to page 59. Set dials A and B to 4. Set dial C to 8.

## 020

### CROSSROADS EVENT - ON THE ROCKS

Read the following to the Quartermaster:

"Rocks!" cries the lookout. Ahead of you is a small collection of sizable gray rocks that stick up out of the water, as if they were trying to visit a snowy mountain somewhere, but got lost. You begin to change course, to steer well clear of the rocks, when you spy several crates sitting atop one of them. You are instantly intrigued, but made nervous by the storm forming on the horizon.

- If you form a party to collect the crates, go to 20-1.
- If you play it safe and pass on by, go to 20-2.

**20-1** Collecting the crates is time-consuming as the choppy water among the rocks is dangerous. But the crates are returned successfully, and aside from a brief scraping of the hull along a rock, you are no worse for wear.

Remove navigation token 020 from the game. Treasure **■**+1. Supplies **■**+2. Hull **◆**-1. Turn to page 7. Check threat **X**.

**20-2** You quickly sail away, and manage to miss the foul weather.

Remove navigation token 020 from the game. Move the ship 1 space. Read the entry listed on the ship's new space.

## 021

You approach an island of little more than sand and rock, and as you circle around it, you find a pleasant bay to moor in.

"This could be a fine area to explore," a sailor suggests.

"Tentacles!" calls the lookout. And an enormous, rubbery tentacle bursts from the water in answer, and immediately wraps around the mizzen.

"Kraken! To arms! To arms!"

Remove navigation token 021 from the game. Turn to page 69. Set dial A equal to the number of players. Set dials B and C to 2. Set dials D and E to 1. If there are 4 or fewer players, reduce dial E to 0 and lock action 6.

## 022

### CROSSROADS EVENT - UNSETTLING DERELICT

Read the following to the player with the highest exploration **■**:

The vessel appears on the horizon, its sails furled and no flags displayed. Curious, your ship draws near, and with no sight of anyone manning the vessel, you pull up alongside it. The ship is in perfect condition, but it doesn't appear to have anyone on board. Some of your crew mutter at this, and make warding gestures, and you consider your options.

- If you leave the ship be and sail away, go to 22-1.
- If you board the ship and search it, go to 22-2.

**22-1** "I don't like the look of it. Could be a bad illness killed 'em all, or maybe it's a trap. Best play it safe."

Remove navigation token 022 from the game. Gain 1 skill of your choice. Turn to page 3. Check threat **X**.

**22-2** You lead a boarding party aboard the vessel and, weapons drawn, head below decks. At first it is the same story: the ship appears abandoned

by its crew. You have several crates, casks, and barrels carried back to your ship. But then you find the hold. Inside are over twenty bodies, piled atop one another. You barely have time to register what you're seeing, when the bodies begin to twitch and jerk.

"Retreat!" you cry. You and your party press back as the pile of corpses begins to unravel, and long dead sailors begin to find their feet. You fly across the planks, and quickly retract them, but there is no sign of pursuit above deck.

"Sail! Sail!" you cry, and the crew hastens to put the dead ship behind them.

Remove navigation token 022 from the game. Supplies **■**+1. All players: Misfortune **X**+1. Turn to page 3. Check threat **X**.

## 023

### CROSSROADS EVENT - DEAD MAN'S RAFT

Read the following to the player with the lowest infamy **●●**:

The small vessel your lookout found proves to be a raft of surprising size, made from barrels lashed together with ropes and vines. A sunburned man is the only occupant, and he brandishes two weathered pistols that anyone with eyes can tell aren't loaded.

"Get away from me ship, or I blows ya to smithereens!" he cackles.

"Poor bastard," you say. "Dehydrated. Looks to be starvin' too."

"I ain't starvin'!" he hollers. "Now shut yer mouth and be on yer way!"

- If you think the man is too far gone and you shoot him as an act of mercy, go to 23-1.
- If you leave him be, go to 23-2.

**23-1** You shoot him through the head, an act which causes many of the crew to jump.

"He was lost," you call out. "Food and water wouldn't save him at this point. That was a mercy, that was. Now see if those containers have anythin' useful."

Remove navigation token 023 from the game. Infamy **●●**+1. Discontent **X**+1. Supplies **■**+1. Turn to page 3. Check threat **X**.

**23-2** "Sail on!" you call. "Nothin' we can do fer him anyway." Everyone agrees it's for the best, but the sight of the dying man feels like an ill omen.

Remove navigation token 023 from the game. Misfortune **X**+1. Turn to page 3. Check threat **X**.

## 024

### CROSSROADS EVENT - THE MARGOTTI

Read the following to the First Mate:

A ship flying a Margotti flag draws near, with the Margotti flag of commerce flying underneath it. Margotti trading vessels are friendly to pirates, and quick to place a bounty on ships that assault their own. Because of this, only the most desperate of ne'er-do-wells would ever attack one. But while the crew is excited for a chance to spend money with the Margotti, there is something unsettling about the approaching ship. For starters, you cannot see anyone on deck.

"Look at the sails, boss!" urges Kira Kitewhistle, and you notice the sails of the other vessel are a mess. They're either grievously shorthanded or entirely manned by landlubbers.

"Somethin's off," mutters Wally Mann.

- If you call out, "I don't like the look of them either. Evasive maneuvers!" go to 24-1.
- If you call out, "There's no way those are Margotti traders. Open fire!" go to 24-2.

**24-1** Escaping is simple – small wonder given the state of the other ship. You never learn what was happening onboard that ship, but everyone agrees you made the right call.

## 025 - 046

Remove navigation token 024 from the game. Discontent **X**-1. Roll **Q**+1. Turn to page 7. Check threat **X**.

**24-2** The reputation of the Margotti is strong enough that your crew is hesitant to follow orders. But they do, and your small volley deals considerable damage to the other ship. Crippled, it sits there in the water, allowing you to sail away. You never learn what happened aboard that boat, and the crew talks about it in hushed tones for days after.

Remove navigation token 024 from the game. Discontent **X**+1. Turn to page 7. Check threat **X**.

## 025

"Pirates!" calls the lookout, and sure enough, a pirate ship has come into view, apparently attempting to draw up unseen on your aft.

There's no mistaking their intent.

"Prepare for battle!" shouts the senior crew.

Remove navigation token 025 from the game. Turn to page 59. Set dials A, B, and C equal to the number of players.

## 026

The royal naval vessel is upon you before you can react, revealed only when you rounded the island's coast. Fortunately, you seem to have caught them unaware as well.

Remove navigation token 026 from the game. Turn to page 55. Set dial A to 7. Set dial B to 4.

## 027

"Unknown ship!" cries the lookout.

"What is it?" sailors cry out.

"Behind us!" shouts the lookout, and everyone runs to the aft. A large shape skims just over the surface of the water as if it floats on a fine cushion of air. At first it looks like an enormous disc, but then it draws ever so closer and you can see it is in fact a giant manta ray, or something like a ray, flying just above the water. The beast is purple and blue, and beautiful to behold. It never seems threatening; rather, it follows your ship as if curious. Two days pass with the massive ray following when, without any notice or reason you can discern, it peels off and flies away.

Remove navigation token 027 from the game. Turn to page 7. Check threat **X**.

## 028

Navigation token 028 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 029

CROSSROADS EVENT - WELCOME TO THE JUNGLE

Read the following to the player with the lowest infamy **●●●**:

You discover a large island, teeming with tropical plant life and dense jungle. "It's worth taking a look at," you say. "I see two decent beaches we could land our rowboats at. But which to choose?" Looking, you see a beach of pure white sand that seems untouched by humankind. And you see another beach that seems to be hosting a volleyball tournament of some kind. You hear music in the distance, and are those cooking fires you smell?

- If you choose the empty beach of pure white sand, go to 29-1.
- If you choose the busy beach with the volleyball, music, and food, go to 29-2.

**29-1** "The uninhabited one," you say aloud. "We don't need our people wasting time on frivolity." The crew is less than pleased with your choice, and hours later you find a "Shoot Me" sign on your back.

Remove navigation token 029 from the game. Discontent **X**+1. Infamy **●●●**-2. Place special location token 967 on the map in the ship's space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 29. Check threat **X**.

**29-2** "Beach party," you say, a little too quickly. "Definitely the beach party," and you give the signal. As your ship nears, you notice the music is a tad dreary. You didn't even know someone could make dreary music with steel drums! The smell coming from the cooking fires is a bit sour, and then you see the revelers. They turn from their game of volleyball to look at you, rotting flesh sloughing from their bones, viscera hanging from ruined bellies. "Beach party of the damned!" you shriek. "Other beach! Other beach! Other beach!"

Remove navigation token 029 from the game. Misfortune **X**+1. Threat **X**+1. Place special location token 967 on the map in the ship's space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 29. Check threat **X**.

## 030

Navigation token 030 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 043

Captain Calhoun goes above, giving you the perfect opportunity to search her quarters. You find her room altogether unimpressive. It's shabby and a mess, which seems odd given the deliberate presentation of the rest of the ship. The mess makes it hard to know where to start, but then you spy a lockbox hidden under her desk. The lock is crude, and you think you can pick it, but it will take some time.

Perform a hunting **Q** check.

- On a result of 10+, go to 43-1.
- On a result of 1-9, go to 43-2.

**43-1** Sweat pours down your brow as you fiddle with the lock. Every creak of the hull causes your heart to pound in terror. But just when you are about to give up – snick! The lock yields and you open the lid. You grab the contents of the box, just as footsteps approach the door. Seeing no other choice, you clutch the items to you and fling yourself through an open window. Later after another member of the senior crew fishes you out of the brine, you look through the items. There's treasure, along with letters from a man named Gizzard Jim, writing from Port Camembert (963). You can't read the letters as they appear to be written with some sort of cypher, and marked by an upside-down pirate seal.

Treasure **■■■**+1. Write "Gizzard at Port Camembert 963" on the ship's log.

**43-2** After a few minutes you give up on the lock, but grab a few loose papers you spy on the captain's desk. You hear approaching footsteps and quickly exit, only to bump into Cookie, who eyes you suspiciously.

"Whatcha doin' in the cap'n's quarters, matey?" he asks.

"Just puttin' somethin' back for her," you answer. "No need to ask her about it." But Cookie looks at the lumpy shapes protruding from your shirt.

"By Neptune, what's goin' on under that shirt?"

"How dare you, sir?" you protest. "Maybe I should tell the cap'n how you were makin' inappropriate comments about me glandular condition?"

"Arrr, I'm sorry!" he says with a shake of his head. "Yer absolutely right o' course. So sorry!" and he slowly backs away, making all manner of apologies.

The papers you grabbed include letters from a man named Gizzard Jim, writing from Port Camembert (963). You can't read the letters as they

appear to be written with some sort of cypher, and marked by an up-side-down pirate seal.

Infamy **3**+2. Write “Gizzard at Port Camembert 963” on the ship’s log.

## 044

You sneak near to Captain Calhoun’s quarters, but bump into her near the stairs.

“I have a question for you,” Captain Calhoun asks as she puts a hand on your shoulder.

“Yes, cap’n?” you ask.

“Do you think this looks like me?” And she pulls out an Emma Johnson wanted poster, just like the one you saw earlier.

- If you lie and tell her it doesn’t look anything like her, go to 44-1.
- If you tell her that you think it is the spitting image, go to 44-2.

**44-1** “Interesting,” says Calhoun. “What did she do, this Emma Johnson? It must be severe for the Grand Pirate Council to be after her.”

“Well, it’s said she once traded away her ship’s medical supplies for really good theater tickets. Most o’ her people died o’ toothache soon after. It’s rumored she nicked the Golden Bunion from the council, the fastest vessel ever to sail the seas. Which wasn’t nice since the council had just nicked it from the royals. But perhaps worst of all, it’s said she stole Flip Flops, the pirate king’s beloved pet penguin.”

“I see,” says Calhoun. “She sounds like a fiend. You know, I’ve heard the council is located somewhere called Cutlass Island. You know where that is? Maybe we could offer to find and return Flip Flops?”

“Nah, it’s probably a made up place,” you lie. Later, as you search the captain’s quarters for clues, you keep wondering how the captain doesn’t know where Cutlass Island is. Cookie could tell you where it is, and he’s barely qualified to prepare the soup. You end your search after finding a curious map to a place called Ricotta Cove.

Swagger **2**+1. Infamy **3**+2. Re-roll **2**+1. Write “Map of Ricotta Cove 957” on the ship’s log.

**44-2** “Blimey!” you say. “Looks just like ya, cap’n.”

“That can’t bode well for me,” she sighs. “Tell me, what did this Emma Johnson do to so earn the ire of the council?”

“Well, it’s said she once traded away her ship’s medical supplies for really good theater tickets. Most of her crew died o’ toothache soon after. It’s rumored she nicked the Golden Bunion from the council, the fastest vessel ever to sail the seas. Which wasn’t nice since the council had just nicked it from the royals. But perhaps worst of all, it’s said she stole Flip Flops, the pirate king’s beloved pet penguin.”

“I see,” says Calhoun. “She sounds like a fiend. You know, I’ve heard the council is located somewhere called Cutlass Island. You know where that is? Maybe we could offer to find and return Flip Flops?”

“Nah, it’s probably a made up place,” you lie. Later, as you search the captain’s quarters for clues, you keep wondering how the captain doesn’t know where Cutlass Island is. Cookie could tell you where it is, and he’s barely qualified to prepare the soup. You end your search after finding a curious map to a place called Ricotta Cove.

Re-roll **2**+2. Write “Map of Ricotta Cove 957” on the ship’s log.

## 045

When Captain Calhoun climbs up in the crow’s nest for whatever reason, you quickly slip below and enter her quarters. But you fail to notice the needle under the door knob until you feel it slide into your flesh. The paralytic hits you almost instantly, and you collapse upon the dusty floor.

“So you’re the one who has been breaking into my quarters,” says Captain Calhoun ten minutes later. “The drug shouldn’t affect your speech, so tell me, what are you up to? And tell the truth because I’ll know if you are

lying.” And to drive the point home, she pulls a dagger from her belt and holds it in front of your face.

- If you say, “I’ve been sneakin’ into yer quarters and takin’ power naps.” go to 45-1.
- If you say, “I keep runnin’ out o’ socks, so I’ve been borrowin’ yers.” go to 45-2.
- If you say, “I’ve been tryin’ to learn yer birthday so we can throw a surprise party for ya.” go to 45-3.
- If you say, “I accidentally dropped a barbecued pork rib in here last week, and I’ve been desperate to get it back.” go to 45-4.

**45-1** “That is... a really weird thing to say,” Calhoun says, and shakes her head. She presses the dagger into your throat just enough to make you worried. “Tell the others,” she warns, “my quarters shall be locked from now on. The next person I catch trespassing, dies.”

Discontent **X**+1. Write “Captain’s Quarters Locked” on the ship’s log. Lock this action. For as long as “Captain’s Quarters Locked” is written on the ship’s log, when on a page with a Captain’s Quarters action, lock that action.

**45-2** “That is... a really weird thing to say,” Calhoun says, and shakes her head. She presses the dagger into your throat just enough to make you worried. “Tell the others,” she warns, “my quarters shall be locked from now on. The next person I catch trespassing, dies.”

Discontent **X**+1. Write “Captain’s Quarters Locked” on the ship’s log. Lock this action. For as long as “Captain’s Quarters Locked” is written on the ship’s log, when on a page with a Captain’s Quarters action, lock that action.

**45-3** “That is... a really weird thing to say,” Calhoun says, and shakes her head. She presses the dagger into your throat just enough to make you worried. “Tell the others,” she warns, “my quarters shall be locked from now on. The next person I catch trespassing, dies.”

Discontent **X**+1. Write “Captain’s Quarters Locked” on the ship’s log. Lock this action. For as long as “Captain’s Quarters Locked” is written on the ship’s log, when on a page with a Captain’s Quarters action, lock that action.

**45-4** “That is... a really weird thing to say,” Calhoun says, and shakes her head. She presses the dagger into your throat just enough to make you worried. “Tell the others,” she warns, “my quarters shall be locked from now on. The next person I catch trespassing, dies.”

Discontent **X**+1. Write “Captain’s Quarters Locked” on the ship’s log. Lock this action. For as long as “Captain’s Quarters Locked” is written on the ship’s log, when on a page with a Captain’s Quarters action, lock that action.

## 046

You approach the cell where Emma Johnson is being held prisoner, and kick the bars.

“Get up!” you bark. “I’m here to question you.” She sits on the floor, idly scratching at a floorboard.

“Nah,” she grunts.

“Right now!” you yell, but she doesn’t even acknowledge you. “Stand up. This is the last time I’m gonna say it.”

“Oh, thank the gods,” she sighs.

Unsure of what to do next, you just yell, “Well you’d better get Flip Flops back!” before storming off in impotent rage.

Swagger **2**+1. Infamy **3**+2.

**047**

"Why did ya take poor Flip Flops?" you demand. Emma Johnson glowers at you from behind the bars, and shrugs nonchalantly. "Filthy traitor," you snarl, "you know damn well how much that penguin means to the pirate king!"

"Oh, boo-hoo," she laughs, "the poor pirate king. What're you, his chambermaid?"

"I ain't no chambermaid!" you protest. "I don't even know what a chambermaid is!"

"Lemme ask you this," sneers Johnson, and she presses her face up to the bars. "What's the difference between the king of the pirates and the royal king? Not a gods-damned thing." You gasp at her heresy, but she just keeps going. "A king's a king. They all want you bowing and scraping. They all expect you to turn over your hard earned coin. And the only thing they give you is the right to keep on breathing until they want something else."

"That ain't true!" you cry. "The pirate king does real good in this world. He keeps the royals off our keister!"

"Oh yeah?" Johnson laughs. "So you've never been attacked by a ship of the royal navy?"

"Er, well..." you say.

"Sorry, chambermaid. A king's a king. Sure, I hurt the pirate king, and I'd do it again. At least Nicoli Mont doesn't pretend to be something he's not when his butt warms the throne back on the mainland. He knows who he is and what he is, and that at least, I can respect."

Re-roll ♀+2.

**048**

"This is quite the ship," you say appreciatively to the captain, as the two of you oversee some hull repairs. "How'd ya get yer mitts on such a fine vessel?"

"Oh, I stole it off some royals," she says. "Or some Lanslets. Somebody." You find it odd that she doesn't remember every detail of acquiring such a remarkable ship. Suddenly, one of the crew on the hull tosses down a wood panel that needs to be replaced. Across the wood you can see the remnants of painted letters that look sanded off. You make out: NION. Could this ship actually be the Golden Bunion?

You tell the others and they agree to seek out Mama Pedros, an expert shipwright who resides at Manchego Reef (975) to find out more about the ship.

Write "Shipwright at Manchego Reef 975" on the ship's log. Hull ♪+2.

**049**

The captain has you row her out to the other side of the island, though she gives you no reason why. On the way she toys with a silver coin with strange markings etched on its side

"What's that fer?" you inquire.

"A message," Calhoun answers.

"Message fer who?" you ask.

"An old friend," she sighs. "I'm just letting them know that I'm still out here, looking for treasure."

"Oh sure," you say. "Say, cap'n, how'd you become a pirate anyways?"

"It was my sister that got me into it," says she. "The two of us grew up on fishing boats. We swore we'd be pirates one day, only I figured it was a joke. One day she ran away and joined a ship. A few years later, she went missing. I became a pirate soon after, almost a decade ago. I heard stories about her at first, but soon they faded away. I figure she's dead now."

You arrive at your destination, a barren little patch of land. There the captain leaves her coin in a decorative urn that lies mostly buried in the mud.

Calhoun seems moody, and you row her back to the ship in silence.

Treasure ♪+1. Re-roll ♀+1.

**050**

CROSSROADS EVENT - A COUPLE OF RUBES

"Matey, have you ever heard of the ruby-throated swallow?" Captain Calhoun asks you.

"Sure, I have," you shrug. "Fancy magic bird from the stories. Gots rubies in its neck."

"I happen to know the bird is real," says Calhoun, "and this island is its natural habitat. Whaddya say? Wanna get rich? I'll tell you where to find those birds, then you go catch them. I'll let you keep all but one. Deal?"

"Yeah, it's a deal," you say, but you feel uneasy. The captain's offer is strangely generous, and though her voice sounded friendly, you thought you detected a coldness in her eyes.

- If you send an underling to catch the birds, just to be safe, go to 50-1.
- If you go yourself, because you can't trust an underling with information this valuable, go to 50-2.

**50-1** You send Lousy Lucy Wu to investigate the birds, but she never returns. Later, when you sail away from the island, you return to the captain and tell her.

"I, uh, had a lot of chores to do, so I sent another sailor to catch the birds," you say. "She never returned, it seems. Weird, right?"

"Is it?" Calhoun asks. "Why would she come back when she's now rich as all get out?" You stop and think about that for a moment.

"Aw, nuts," you groan.

"I'm disappointed, matey. It's an expensive lesson, but hopefully one you'll learn from."

Re-roll ♀+1.

**50-2** You head out to find the ruby-throated swallows, and take along Lousy Lucy Wu for protection. When you draw near the supposed location, you are amazed to discover Calhoun was right. Countless ruby-throated swallows flit about, their haunting birdsong filling the air.

"Go grab one o' those birds," you order Lucy. "They gots rubies in their throats."

"Oooh, rubies!" she says, and dashes out of cover. The birds descend on her, and Lucy begins to scream and thrash about. Her cries turn to sickly gurgles before a fountain of blood erupts from her neck.

When you return to the ship, Calhoun seems surprised to see you.

"It turns out people are mistaken as to how ruby-throated swallows got their name," you tell the captain.

"Oh?" she asks nonchalantly.

"Turns out those sweet little birds like to burrow through throats. Lost a member o' the crew to a flock o' those little monsters."

"Golly, such a terrible misunderstanding," the captain sighs sympathetically. "Such an expensive lesson to learn too." When you leave, you can't help but wonder if the captain knew more than she let on. Did she want you harmed?

Crew ♪-1. You have found some evidence. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**051**

CROSSROADS EVENT - BAKER'S DOZEN

The captain asks you to go to the far side of the island where four crew members are cutting down lumber.

"Keep an eye on them," she told you. "Vera's in that group, and last time

she was in charge of collecting lumber, they did a lousy job. She's been warned. I want a dozen large logs brought back to be sawn up and stored." You arrive at the site, and find your crew lounging about, a stack of logs nearby.

"What're you dogs doin' on your keisters?" you bark. You angrily march over to the log pile where you begin counting. The only problem is you have no idea what a 'dozen' means. You march back to the crew who have stood up. All but Vera look ashamed. "Does that look like a dozen to you?" you snap. "I mean, does it? I'm just... I'm askin' fer personal reasons." Vera steps forward, lower jaw jutting out defiantly.

"Yeah," she says. "It's thirteen, ain't it? Thirteen's a dozen, last time I checked."

"Good!" you snarl, both angry and relieved. Thirteen! Now you know! "You make me sick," Vera jeers, and she spits at your feet. "Such a little lickspittle for that Calhoun, when everybody knows she ain't no Calhoun!"

- If you play dumb, go to 51-1.
- If you hear Vera out, go to 51-2.

**51-1** "Whaddya talkin' about, ya weirdo?" You're surprised to see the other three nodding in agreement.

"Well, maybe everybody don't," admits Vera. "There's still some too stupid to see it, but yeah, we ain't all dumb, ya know. And we know most o' the senior crew thinks she's the Turncoat as well. So what's the hold up? Whaddya waitin' fer?"

"You guys," you laugh, shaking your head. "That's some real stupid stuff right there. I mean, if the cap'n were the Turncoat, she'd have Flip Flops, the pirate king's pet penguin. Any o' you seen a penguin around the ship?" "I guess yer just an idiot," Vera scoffs. "Here's hopin' the rest o' the senior crew is smarter and plannin' to take action."

"What did you learn?" asks Calhoun when you return to the ship.

"Thirteen logs of good size are on their way to us, cap'n," you say. "Or, as some like to say, one dozen." The captain rolls her eyes and shakes her head.

Discontent **X**-1. Hull **◆+1**. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**51-2** "Say what?" You're surprised to see the other three nodding in agreement. "Well, maybe everybody don't," admits Vera. "There's still some too stupid to see it, but yeah, we ain't all dumb, ya know. And we know most o' the senior crew thinks she's the Turncoat also. So what's the hold up? Whaddya waitin' fer?"

"We were waitin' to get enough evidence to convince the entire ship," you say. "It only takes a few people disagreein' with us fer things to turn bloody."

"Well pick up the pace, already," Vera warns you. "Yer runnin' out o' time!"

"What did you learn?" asks Calhoun when you return to the ship.

"Thirteen logs of good size are on their way to us, cap'n," you say. "Or, as some like to say, one dozen." The captain rolls her eyes and shakes her head.

Discontent **X**-1. Hull **◆+1**. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

## 052

If objective card 10 – Gather Evidence is in play, go to 52-1. Otherwise, go to 52-2.

**52-1** "I need you to do something for me," says Captain Calhoun, and she points to a spot on her map. "Supposedly there's an old gold mine right

here, though no one is sure who made it. I'd like you to grab a torch and probe the opening tunnels. See if there is any trace of gold deposits in those old rock walls. You needn't go far though. After all these years, it's likely the local wildlife has reclaimed that space."

When you arrive at the mines, you are immediately struck by the fact that the mines do not look like mines. Before you lies a seemingly ordinary cave mouth.

- If you investigate the cave, go to 52-3.
- If you report what you found to the captain, go to 52-4.

**52-2** "Let me out of this cage, and I'll make you rich," says Emma Johnson from her place on the brig floor. "Supposedly there's an old gold mine on this island, and I know right where it is. No one is sure who made it. But there are still deposits of gold running in sparkling veins through its walls."

"Nice try, Turncoat," you snarl. "Tell me where it is, and if your story checks out, I'll consider lettin' you go." She sighs, shakes her head, then asks for a quill and paper.

- If you follow the map and see if the Turncoat's story checks out, go to 52-5.
- If you throw the map away, you'd never trust her, go to 52-6.

**52-3** You light your torch and enter. As soon as you do, you trip and fall, snapping a couple of cleverly placed tripwires. You hear the hiss of a burning fuse, and looking up, you gasp in horror at seeing the cave's roof lined with explosives. And then, through sheer, dumb luck, the fuse burns out and extinguishes itself. You collapse on the cave floor and begin to laugh. The cave itself is short, only going back a dozen yards or so. There is no mistaking this place for an old mine. Did Captain Calhoun try to set you up?

"What did you find?" asks Calhoun. If she is surprised to see you alive, she hides it well.

"Bad luck, cap'n," you say. "Wasn't a mine at all. Just an old cave. Small one at that."

"Well, well," she says, "I'd say Jim owes me a refund for the bad information." And she pays you for your time.

Treasure **◆+1**. You have found some evidence. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**52-4** The captain seems startled by your quick return, and her mouth hangs open.

"Sorry, cap'n. Bad info it looks like. Instead of a mine, I found an old cave. I thought about investigatin' but somethin' felt off, so I came back here."

"Well... of course you did," says she. "Of course. Well, that's not a problem. Why don't you go investigate again tomorrow?"

"You got it, cap'n. I'll take a bunch o' crew with me too, just in case."

"No!" she says, a little quickly. "Er, no. Now that I think about it, it's probably just some bad information I purchased. Let's forget all about it. Here you go. Here's something valuable for your troubles."

Treasure **◆+1**.

**52-5** The map is easy to follow, and you are surprised it doesn't lead you off a cliff. When you arrive, the mines do not look like mines. Before you lies a seemingly ordinary cave mouth. You light your torch and enter. As soon as you do, you trip and fall, snapping a couple of cleverly placed tripwires. You hear the hiss of a burning fuse, and looking up, you gasp in horror at seeing the cave's roof lined with explosives. And then, through sheer, dumb luck, the fuse burns out and extinguishes itself. You collapse on the cave floor and begin to laugh. The cave itself is short, only going back a dozen yards or so. There is no mistaking this place for an old mine.

As you walk back to the ship, you wonder, how did the Turncoat get this

cave trapped?

"Well?" asks Johnson upon your return. If she is surprised to see you alive, she hides it well.

"Bad luck, traitor," you laugh. "Yer trap weren't worth a crown on a monkey's butt. Fuse put itself out, so there was no explosion."

"Well, well," she says and sighs wearily, "I guess you're smarter than you look."

Re-roll ♠+1. Infamy ♠+2.

**52-6** "Thanks," you say when Johnson hands you the map. "I'll head there right now." But of course instead you toss the map into the ocean and spend most of the morning consulting with the other senior crew on your current course. When you return to Johnson in the early evening, the jailed former captain seems genuinely startled to see you.

"Surprised to see me still breathin'?" you ask. "Nice try, Turncoat." Her face quickly becomes a mask of bored disinterest again and she shrugs nonchalantly.

"A girl's got to try," she murmurs.

"No more askin' people to do nothin' fer ya!" you order. "Somethin' like that happens again, and I'll see yer tongue's cut out."

Re-roll ♠+1.

## 215

If objective card 10 – Gather Evidence is in play, go to 215-1. Otherwise, go to 215-2.

**215-1** You challenge a local to a round of shark darts, and manage to eke out a draw.

"Say, you ever heard of Emma Johnson?" you ask the man as you finish your drinks.

"The Turncoat? Maybe I has," says he. "Maybe I seen her before too." You point out the window. A ways off, the captain sits in a rowboat, writing something in the journal she always carries around.

"That her?" you ask. The grizzled man gives a low whistle in surprise.

"By gar, that's her. And I'm only half-drunk so my eyesight's just fine. Mostly."

Fill in 1 star ★ on your constellation. Make a tick mark next to 'Evidence' on the ship's log. Lock action 3. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**215-2** You challenge the local champ to a game of shark darts, and dazzle the entire tavern when you score a perfect game.

"By gar, that was a fine display!" your opponent praises. "I owes ya, fair and square!"

Treasure ☷+1. Lock action 3.

## 216

Your first dart is a perfect bullseye. The second dart knocks the first from its place. The third sticks from the end of the second.

"Winner, winner, chicken dinner," you laugh.

"Yeah, yeah," groans your opponent. "Barkeep! Three bowls of chicken soup for these louts!" and he gestures at you and the two crew who cheered for you.

"Har!" you laugh. "Gonna need a few more bowls than that!"

"Now hold on there," says your opponent. "I promised to buy dinner for you and yer mates. That's it!"

"Aye, that ya did, matey! So let me introduce you to the crew o' me ship." And that's when you reveal that every single person pressed into the crowded common room of the tavern is a sailor on your ship.

Your opponent does the math, and the color drains from his face.

"N-n-now hold on there," he protests.

"Careful!" you urge. "Each one o' these boys n' girls is famished. And heavily armed."

Supplies ☷+3. Crew ♠+1. Lock action 3.

## 225

You find a small chest in the water.

Treasure ☷+1. Choose another player to also gain treasure ☷+1. Lock action 3.

## 226

If objective card 10 – Gather Evidence is in play, go to 226-1. Otherwise, go to 226-2.

**226-1** You spy the wreckage of a ship on the water, and quickly move in to investigate. It was a pirate vessel, though you're unsure whose. You find some useful things when poking around the debris, including some ruined papers. But you find a sealed scroll case, inside of which is a rolled up charcoal drawing in perfect condition, depicting three pirates raising glasses in celebration. Each pirate is named beneath their portrait. There is Captain "Lucky" Geoff Lefty, Captain Felicia Gomez, and Captain Bonnie Calhoun. You suck in your breath – the Bonnie Calhoun in the picture looks nothing like the woman captaining your ship.

Lock action 3. Make a tick mark next to 'Evidence' on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**226-2** You find a walrus setting traps and hunting for treasure, which is super confusing. You decide to back away and pretend you didn't see anything.

Lock action 3.

## 249

A rogue wave separates you from the ship, and in minutes you are all alone, drifting amid the storm. The weather eventually subsides, but your ship does not reappear. On the third day, as you lie in the rowboat barely clinging to life, you hear a voice in your head.

"Hey there, friend!" Looking around, you see a gray tube sock floating in the water beside you. "My name's Bob," the tube sock says. "Can we be friends? The absolute best of friends?"

"Well howdy-do, Bob," says you. "That sounds delightful!"

"Fantastic!" says he. "Would you be so kind as to pick me up, and I don't know, wear me on your head?"

When the ship discovers you hours later and hoists you aboard, the crew cries aloud at the sight.

"What is it?" sobs Gouty Joe. "It's somethin' from a nightmare!"

"Sea lamprey," says the first mate. "It's sucking on his juices."

"Oh, stop makin' such a fuss over nothin'," you protest as you wipe away the blood streaming down your face. "Look at this, you're makin' me sweat like the dickens!"

Retrieve card 8 Bob the Psychic Tube Sock from the story deck. Lock action 4.

## 297

If objective card 10 – Gather Evidence is in play, go to 297-1. Otherwise, go to 297-2.

**297-1** You are approached by a strange woman with a magnificent hairdo. "I hear you're inquiring about Emma Johnson, the Turncoat." As she says this, you marvel at her flawless bangs.

"Aye, you be knowin' somethin'?"

"Indeed," says she. "She has assumed a new identity and has taken another captain's position aboard yet another ship."

"That's what I feared," you admit. "We suspect our Captain Bonnie Calhoun is actually the Turncoat." The woman thinks on this, and as she does you admire the subtle layering of her hair along the sides of her head.

"I worry for you," she says, tossing her mane as if she tossed the light of the sun itself. "I know almost all of the active pirate captains, and have never once heard of a Bonnie Calhoun. Take care, stranger." And with that, she and her incredible hair depart.

Lock action 1. Make a tick mark next to 'Evidence' on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 302. Otherwise, you'll need to find more evidence. Continue play.

**297-2** "Psst, hey sailor!" hisses the strange pirate with a peg nose. "I've got somethin' ya might be wantin' to buy. It'll make ya the envy of all who know ye!"

Retrieve card 20 Cool Hat from the story deck. Choose 3 Market Options from action 1. Lock action 1.

## 298

You find a nice out-of-the-way place to relieve yourself, and quickly set to doing your business.

"Heh, the perfect crime," you chuckle afterward.

"Not really, friend," says a little boy, who was apparently sitting nearby the entire time. "Gonna clean up the mess you made?"

"Shove off, kid," you snap, but suddenly the kid is not one, but an entire gang of urchins, some of them armed with hand-carved spears. Gods they're a sneaky bunch! They chase you from the premises with many a jab to your hindquarters.

Retrieve card 41 Impressive Peg Leg from the story deck. Lock action 2.

## 299

"I wants ya to answer some questions fer me," you growl at the barkeep.

"Sure," she says. "The answer to each of them is 'no.'"

"Now watch yer mouth!" you snap.

"Watch yer own," she growls. And with that you try to smack her, but swing wide and smack Big Bill the Beater who sits nearby. You don't know his name, of course, but if you had, you would have agreed he was aptly named.

Retrieve card 24 Disfiguring Facial Scar from the story deck. Lock action 3.

## 300

"Gimme a drink, on the house," you snarl. "Make it quick and maybe I won't beat ya so badly. I'm a pirate after all!" The barkeep stares at you with a blank, unresponsive face.

"What aren't ya gettin' here?" you demand. "I wanna free drink, and I want it now, 'cause otherwise I'll beat yer face! I'm a pirate, see?" A delicate tap on your shoulder causes you to turn around, at which point you meet the barkeep's loyal regulars. They aren't pirates, but you crawl away terribly impressed at the high quality beating you receive at their capable, calloused hands.

Retrieve card 24 Disfiguring Facial Scar from the story deck. Re-roll ♀+1. Lock action 3.

## 301

If objective card 10 – Gather Evidence is in play, go to 301-1. Otherwise, go to 301-2.

**301-1** "I got some questions," you say to the barkeep, who looks you over before ignoring you. "Ya don't have to help the Grand Pirate Council," you growl, "but that's not a choice I would make."

"The council?" she gasps, then says, "Whaddya want?"

"I'm lookin' to find Emma Johnson, better known as the Turncoat."

"Hells," the barkeep says, "if I knew that I'd o' collected a fat reward by now."

"Rumors then," you demand.

"Well, I heard a rumor that she tricked a bunch o' stranded idiots to join her crew. I don't believe a lick of it though. I mean, who'd be stupid enough to join up with Emma Johnson when the whole Grand Pirate Council is after her? If they had any smarts, they'd have stayed stranded."

You swallow your drink in its entirety to hide your embarrassment. "They sound like real dum-dums," you grumble, and quickly leave.

Lock action 3. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 302. Otherwise, you'll need to find more evidence. Continue play.

**301-2** "Gimme a drink and put it on me tab," you growl to the barkeep.

"No tabs," she snaps back. "Show me some coin and I'll show you some drinks." You reach over and grab the nearest patron, and slam his head into the bar. With a groan, he slides from his seat to the floor, but not before you relieve him of his purse which you toss up on the stained bar. The Tortoise falls silent as its patrons all turn to look at the wide-eyed barkeep. "Okay," says she. "That'll do."

Infamy ♀+5. Re-roll ♀+1. Supplies ⚒+2. Lock action 3.

## 302

"I see you choking to death on a tuna sandwich," says the psychic. "I'd say you've got about ten minutes."

"I was gonna eat me lunch soon!" you gasp.

"Then I suggest you visit the establishment across the street. They do not serve tuna sandwiches, just good food at reasonable prices." You believe her, and so you march right out of Honest Maddie's Psychic Hut and straight into Honest Maddie's Old Timey Kitchen.

Re-roll ♀+1. Lock action 4

## 303

"I see you in a loving, consensual relationship with a dapple-backed tortoise," the psychic says.

"Ew!" you protest. "I never!"

"Oh yes," she insists, her eyes shut tight, her hands hovering over the crystal. "I can see it so clearly. The two of you running in the sand together, ocean spray kissing your feet. I hear the sounds of your merriment."

"Er..." you say, and looking around the room suddenly notice the tortoise posters on the wall, the shelves full of tortoise knick-knacks, and several books nearby on the lives of tortoises.

"Oh! You trip over each other's feet and land together in a tangle. You laugh about it, and roll over once, but what's this? You stare into each other's eyes as if for the first time."

"That's it! I'm out of here!" you cry, and you make for the door with all haste. Misfortune ⚒+1. Lock action 4.

## 304

"The trials before you are great. I cannot see all that awaits you, but you will end your journey with a smile on your face."

Fill in 1 star ★ on your constellation. Lock action 4.

## 305

"I see you making toast on a Thursday," the psychic says. "Yes, it's very clear. The toast is dry, but the butter on it is delicious, and so you consider it a successful piece of toast."

"That's it?" you snap. "I paid to hear about toast? Anyone who knows me knows Thursdays are toast days. Did you talk to me friends?"

"I can only say what the crystal shows me," she protests. "Fed up, you unleash your anger like a true pirate, and rob the old woman blind."

Treasure +2. Lock action 4.

## 309

The shifty man at the market looks around before whispering, "Hey matey, I've got some barrels o' food I need to move quickly. Right price fer the right customer, know what I mean?"

"What kinda food?" you ask. "We don't need no more salted fish."

"Nah, matey, it's squirrels." He names a price and you nod agreeably.

"That's a fair price fer a barrel o' squirrels," you admit.

"Nah, not one," he says. "A dozen."

"A dozen barrels!" you cry in astonishment.

"Shhh!" he hisses and looks around in a panic. "Keep yer voice down! Aye, a dozen. I need to offload 'em quick as a tick, so my loss is yer gain. Now whaddya say?" You agree, pay the man, then get some crew to roll the barrels aboard. It isn't until hours later at sea that someone discovers the barrels are packed with live squirrels, and they are very, very angry.

Supplies +4. Crew -1. Lock action 1.

## 310

"Wish granted," says the waterfall. "You now know how to julienne carrots and other root vegetables."

"I what?!" you cry.

"Relax, kid, I'm joking."

Gain 1 skill of your choice. Lock action 2.

## 311

The voice from the waterfall speaks to you.

"Wish granted." You look around in excitement but don't see anything. The waterfall clears its hypothetical throat and says, "Check your pockets." You reach into your pockets and recoil when you touch something strange. You pull out a hot, greasy sandwich.

"The hell?" you say. "I asked for unimaginable wealth."

"Right," says the waterfall. "That's pastrami on rye with sauerkraut and house dressing. It's crazy delicious, and certainly nothing you imagined."

"You're a crap magic waterfall," you say, and fling the sandwich into the mist. "And you're out a world-class sandwich," snaps the waterfall.

Re-roll +1. Lock action 2.

## 312

"Hoo boy, I do not blame you," says the waterfall. "The current path you're on will end in chaos and bloodshed. But let me ask you this – what do you want to do instead? Sell insurance? Run a stall in the market here? Grow crops?"

"Mom always said I was good at chaos and bloodshed," you admit.

"Good kid," says the waterfall. "Here, let me do something to help you out."

Gain 1 loaded level 3 or lower cannon. Lock action 2.

## 313

The voice from the waterfall begins to laugh, and keeps laughing long and hard until you get annoyed and begin to tap your foot impatiently.

"Rule the world?" the waterfall sneers. "Kid, you're about to destroy the world."

"Whoa, hey, what?" you gasp. "I'm not destroyin' nothin'."

"It'll be okay," says the waterfall. "When one thing ends, another begins. But it's not exactly going to make you popular at parties."

Misfortune +3. Infamy +4. Lock action 2.

## 314

Hanging out in the graveyard reminds you of being a sullen teenager. You shake your head, thinking about all the lofty dreams you used to have. Younger you would probably hate who you are, but younger you was also an idiot. But the more you think about it, the more you admire the way you used to seize any opportunity that came along. Are you more averse to risk now? You make a silent pledge that the next time an opportunity comes along, you're going to take it.

Fill in 1 star ★ on your constellation. Lock action 3.

## 315

If objective card 10 – Gather Evidence is in play, go to 315-1. Otherwise, go to 315-2.

**315-1** You walk through the graveyard, admiring the moldering stones, when a ghost suddenly springs out of the ground and grabs you by the shoulders.

"I have to get to Port Havarti," she howls. "The man who killed me is there, and I must have my revenge!"

"Me ship ain't headed to Port Havarti," you declare, shaking her off you, "and I can say with some confidence, that we won't be headin' there no time in the near future. Sorry 'bout the murder and all, but bug off!" She grins angrily before flying straight into your chest. There is a feeling of things being rearranged, then a prickling chill that crawls up your spine. "Port... Havarti..." you blubber.

Retrieve card 26 Possessed from the story deck. Lock action 3.

**315-2** You walk through the graveyard, admiring the moldering stones, when a ghost suddenly springs out of the ground and grabs you by the shoulders.

"I have to get to Port Havarti," she howls. "The man who killed me is there, and I must have my revenge!"

"I'm headed that way myself," you say, "but howdyo plan on hitchin' a ride with me anyway?" The ghost smiles sweetly before flying into your chest. There is a feeling of things being rearranged, then a prickling chill that crawls up your spine. "Port... Havarti..." you blubber.

Retrieve card 26 Possessed from the story deck. Lock action 3.

## 316

You find a soiled gentleman stuck half in the ground, looking by all appearances to be escaping from his grave.

"Oh dear," says you. "This don't bode well."

"No, no," says the gentleman, "this is not as it appears. My wife was having an affair with our physician, and the two conspired to drug me and have me buried as dead!"

"Zounds!" you cry. "What a fiendish scheme."

"Indeed," he agrees. "Now please be a friend and help me up out of this mess. There's a hefty reward in it for you!"

"How do I know yer wife and doc ain't already split with yer loot?" you challenge.

"I tricked them all!" he laughs. "I had my greatest treasures sewn into my burial clothes years ago!" He's right, and after you've relieved him of his treasure, you use your boots to stomp him back down into his hole.

Treasure +2. Lock action 3.

**317**

If objective card 10 – Gather Evidence is in play, go to 317-1. Otherwise, go to 317-2.

**317-1** You engage in a bit of light arm wrestling, using the opportunity to question the locals.

"You ever heard of Emma Johnson, the Turncoat?" you ask one hulking lad. "Sorry, friend," he says. "I've heard of apple turnovers and berry turnovers and even cheese turnovers. But I ain't ever heard of no Emma Johnson turnover. You ain't no cannibal is you?"

"Don't be an idiot," you snap. But he is an idiot, and he's convinced you're a cannibal, so he throws you out the door and into the ocean.

Re-roll ♠+1. Misfortune ✘+1. Lock action 4.

**317-2** "Listen you," and you punctuate your words by pointing angrily at the muscular woman who glowers at you, "I'm gonna wrestle those arms o' yours till ya blubber like a baby. I'm an arm wrasslin' machine. Who do you think ya are anyway, walkin' around like ya own the place?"

"I'm Helga Armripper," she replies, "three time champion of the Pirating Arm Wrasslin' World Tournament. And I do own this tavern."

"Ah, well that all makes perfect sense," you say, and three seconds later she snaps your wrestling arm like a twig.

Retrieve card 40 Horrifying Hook Hand from the story deck. Lock action 4.

**318**

If objective card 10 – Gather Evidence is in play, go to 318-1. Otherwise, go to 318-2.

**318-1** You engage in a bit of light arm wrestling, using the opportunity to question the locals.

"You ever heard of Emma Johnson, the Turncoat?" you ask one hulking lad. "I has," says he, "and I know everything about her you could want to know. What she looks like. What makes her tick. But you'll get nothin' from me if you don't beat me in this here arm wrestlin' match." And then, to his consternation, you do just that. "Blimey!" he says. "That was a fine display!"

Infamy ♣+3. Lock action 4. Make a tick mark next to 'Evidence' on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**318-2** You challenge the proprietor, the esteemed Helga Armripper, to a contest of arms. She readily accepts and as the two of you clasp hands, biceps bulging in ways that make you both look totally cool, you realize you've got what it takes to defeat her. But then she actually makes an effort and you are sent flying across the room.

"Har!" she laughs. "I like you kid, you've got spirit."

"Thank you, Helga!" you call from your place on the floor behind the bar.

Swagger ♠+1. Re-roll ♠+1. Lock action 4.

**319**

If objective card 10 – Gather Evidence is in play, go to 319-1. Otherwise, go to 319-2.

You engage in a bit of light arm wrestling, using the opportunity to question the locals.

"You ever heard of Emma Johnson, the Turncoat?" you ask one hulking lad.

"I has," says he, "and I know everything about her, but you'll get nothin' from me if you don't beat me first."

"Right you are," and you immediately proceed to thrash the young fellow to within an inch of his life.

"What are you doing?" he blubbers.

"You said I had to beat you."

"At arm wrestling!" he sobs, and breaks down into a mess of tears, snot, and blood.

"Er, sorry 'bout that," you say.

Lock action 4. Infamy ♣+6. Make a tick mark next to 'Evidence' on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**319-2** You sit at the table, hand locked with that of the fearsome Helga Armripper, one of the finest athletes ever to grace the noble sport of arm wrestling. Sweat pours down both your faces, veins pop on your muscular arms, and after seven minutes of neither of you moving an inch, the match ends in a draw.

"This little one drinks for free!" declares Helga, and she slaps you on the back. "You have earned my respect, sprout," says she, "as well as a reward."

Brawn ♡+1. Infamy ♣+3. Treasure ☰+1. Lock action 4.

**369**

If objective card 10 – Gather Evidence is in play, go to 369-1. Otherwise, go to 369-2.

You enter the enormous door, and soon encounter a mystical person who glows with a blue energy.

"Who are you?" you ask.

"I am Confirmation Bias," the blue person says. "Ask me anything."

"Is Captain Calhoun really Emma Johnson?" you inquire.

"She sure is," the person agrees. "Also, you're very good looking, your mother loved you more than your siblings, and the world would make a lot more sense if you were in charge."

"I knew it!" you exclaim, and march happily away.

Infamy ♣+2. Lock action 1. Make a tick mark next to 'Evidence' on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**369-2** You struggle with the handle, trying to get in, and the door does not budge at all. A painted face upon the door begins to laugh at your efforts. The laughter is infuriating, causing you to ram yourself into the door in one last attempt to force it open. Your efforts fail, however, and you dislocate your shoulder as the entirety of the jungle laughs at your expense.

Infamy ♣+3. Misfortune ✘+1. Lock action 1.

**370**

If objective card 10 – Gather Evidence is in play, go to 370-1. Otherwise, go to 370-2.

**370-1** You enter the enormous door, and soon encounter a mystical person who glows with a green energy.

"Who are you?" you ask.

"I am Anchoring Bias," the green person says. "Ask me anything."

"Is Captain Calhoun really Emma Johnson?" you inquire.

"I have two possible answers for you," the green person responds. "The first is yes, she is, and you are going to be rich and famous when you catch her. The second answer is no, she is actually a royal spy hunting pirates. Does that help you?"

"It sure does!" you say. "I'm gonna be rich and famous!" And you march happily away.

Infamy ♣+2. Lock action 1. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence"

on the ship's log go to 702. Otherwise, you'll need to find more evidence. Continue play.

**370-2** Beyond the door is a small room, empty save for the Pirate Pal doll lying on the ground. Who left it here and why? You don't care too much – you just want that doll!

Retrieve a Pirate Pal of your choice from the story deck (cards 1-6). Lock action 1.

## 371

If objective card 10 – Gather Evidence is in play, go to 371-1. Otherwise, go to 371-2.

**371-1** You enter the enormous door, and soon encounter a mystical person who glows with a red energy.

“Who are you?” you ask.

“I am Groupthink,” the red person says. “Ask me anything.”

“Is Captain Calhoun really Emma Johnson?” you inquire.

“Your friends all seem to think so,” the red person responds. “What do you think?”

“Yes, I think she is too,” you agree. “Thanks for your help!” And you march happily away.

Infamy **•••+2**. Re-roll **••+1**. Lock action 1. Make a tick mark next to ‘Evidence’ on the ship’s log. If there are 4 or more tick marks next to “Evidence” on the ship’s log go to 702. Otherwise, you’ll need to find more evidence. Continue play.

**371-2** You enter a circular room with walls embedded with small orbs. At first the orbs all look the same, but you notice one of them reflects your lamp light in scintillating colors. You pry it free, and recognize it as the magnificent treasure it is.

Retrieve card 54 Rainbow Pearl from the story deck. Lock action 1.

## 372

If objective card 10 – Gather Evidence is in play, go to 372-1. Otherwise, go to 372-2.

**372-1** You enter the enormous door, and soon encounter a mystical person who glows with a yellow energy.

“Who are you?” you ask.

“I am Common Sense,” the yellow person says. “Ask me anything.”

“Is Captain Calhoun really Emma Johnson?” you inquire.

“Oh heck no,” the yellow person replies. “The chances of your ever running into Emma Johnson are astronomically small. Factor in the chances of her also being your captain, the chances of a hand-drawn picture on a wanted poster being enough to identify someone, and you’re looking at a tiny percentage of possibility. Plus you and your friends are using evidence that is hardly evident, to satisfy your own dreams of getting rich quick.”

“I don’t like you,” you say.

“Trust me,” the yellow person says, “I know.”

Infamy **•••+2**. Fill in 1 star **★** on your constellation. Lock action 1. Make a tick mark next to ‘Evidence’ on the ship’s log. If there are 4 or more tick marks next to “Evidence” on the ship’s log go to 702. Otherwise, you’ll need to find more evidence. Continue play.

**372-1** You open the door and follow a set of stairs that lead down into a darkened chamber.

“Who goes there?” demands a booming voice, and a pair of glowing eyes open, flooding the room with yellow light. The eyes belong to the largest panther you have ever seen. You fearfully state your name as the creature circles around you. “Interesting,” it purrs. “Interesting. What a strange human you are. Perhaps I should eat you up?”

“Oh, let’s not,” you suggest. “I don’t taste good today, and besides, I have a

frightful stink.” The panther takes one whiff of you and chuckles.

“You are quite stinky, aren’t you?”

The two of you keep talking and you find out the panther is a really decent beast. It inquires about the pirate life, and asks if it may join you on your adventure.

“That’d be great,” you say, “but I can’t fathom how a creature o’ your size would do on the boat.” The panther chuckles before shrinking down to the size of a house cat and perching itself upon your shoulder.

Retrieve card 48 Mini Magic Panther from the story deck. Lock action 1.

## 373

You come to a branch where sits a wizened old woman wearing a simple robe, from which sprouts her thin limbs like little brown sticks.

“Hello, grandmother,” you say politely. “Why’re you up so high?”

She clears her throat and says, “It is better to be she who poops from a high tree, than to be she below who waits for fruit to fall.” It is possible she is very wise, but just in case she’s merely honest, you decide to climb back down by a different path.

Re-roll **••+1**. Lock action 2.

## 374

If objective card 10 – Gather Evidence is in play, go to 374-1. Otherwise, go to 374-2.

**374-1** You creep out onto a branch that offers a commanding view of the beach and your ship. Wait, is that what you think it is? You creep out farther for a better look, but will the branch hold?

Lock action 2. Perform a hunting **•** check.

- On a result of 1-9, go to 374-3.
- On a result of 10+, go to 374-4

**374-2** You come across a pineapple of disturbing proportions and decide to cut it down as food for the ship. Great! Unfortunately, on the way down, it crushes one of your crew. Not great!

Crew **••-1**. Supplies **••+3**. Lock action 2.

**374-3** Just... a little farther.... and CRACK! Fortunately, the forty seven branches that lie between you and the ground break your fall and only some of your bones.

Misfortune **••+2**. Infamy **••-2**.

**374-4** You spy the captain playing with a curious monkey on the sand. She feeds it a banana and pats it on the head, and the silly beast dances about like a fool. You’ve never seen her let her guard down like this before. You knew it! Only traitors play with monkeys! She must be the Turncoat!

Supplies **••+2**. Make a tick mark next to ‘Evidence’ on the ship’s log. If there are 4 or more tick marks next to “Evidence” on the ship’s log go to 702. Otherwise, you’ll need to find more evidence. Continue play.

## 375

You reach the top of the tree, ready to bask in the unbridled beauty of nature’s abundance, and so are disappointed to find a taco cart waiting for you.

“My first customer!” cries the man working the cart. “Come, my friend, surely you are hungry from your climb?”

“Aye,” you reply, “but to be honest, I was expectin’ a bit more.”

“Expecting more than tacos? My friend, these are the finest tacos in all the wide world!”

“Then why hide ‘em away up here?” you demand.

“Because, my friend, no person can eat such a taco and not be changed by

the experience. I had to be sure that whoever ate my tacos would be someone of great constitution, limitless wisdom, and the strength of character to be worthy of such an experience."

"Sounds like me!" you say, and quickly wolf down three tacos.

You awake three days later, on your ship and unsure of how you got there. The crew worries for you, but you have never felt better in your life.

Retrieve card 79 Taco Power from the story deck. Misfortune  $\clubsuit+1$ . Lock action 2.

## 376

### CROSSROADS EVENT - MR. SCRATCH

The skeleton has a sinister grin.

"Hello, stranger," he says. "I'd like to make you a very generous offer."

"Sure, I'll sell me soul fer devilish power," you say.

"Whoa! What are you talking about? I sell life insurance!"

- If you purchase life insurance, go to 376-1.
- If you decline his offer, go to 376-2.

**376-1** Discard 1 treasure  $\blacksquare$ , if able. Retrieve card 44 Life Insurance from the story deck. Lock action 3.

**376-2** "Arr, no thanks, matey," you say.

"Man, I really need a sale," he says, hanging his head. "The boss is gonna kill me."

"Maybe the middle o' the jungle ain't the right market for life insurance?" you suggest.

Re-roll  $\clubsuit+1$ . Lock action 3.

## 377

"Hey, kid," says the fairy, playing an old show tune on her piano. "What can I do for ya?" You notice the fairy's incredible brightness is caused by her natural glow reflecting off her glittery duds.

"Nice tune," you say, tossing a couple coins into her wee tip jar. "Where'd you learn to play?"

"Staten Island," she answers, and takes a drag on the cigarette that dangles from her lips. You nod, though you've never heard the name before.

"Well, thanks for the tune," you say.

"You got it, kid. Keep your head up."

Re-roll  $\clubsuit+1$ . Lock action 3.

## 378

"Oh, magic treasure chest," you say. "What is your favorite color?" And as soon as the chest opens to speak, you jam in a stick to hold its mouth open. "Sucker!" you cry, and you steal the treasure inside.

Treasure  $\blacksquare+1$ . Lock action 3.

## 379

You decide to get away from the hustle and bustle of ship life, and head out into the magical jungle on your own. You find a pleasant tree surrounded by sweet-smelling flowers and, settling down, quickly fall into a deep slumber.

When you awaken, you give a great cry, for you lie in the plaza of a town of some size.

"The sleeper has awoken!" cries a woman. "Welcome, stranger! Five hundred years ago our ancestors found your sleeping body and, deeming it a good luck sign, built this village around you. Long have you slept and long have we waited for you to awaken." You reel with this revelation, realizing everyone you knew is now dead. But then you see a little boy snickering, and looking around realize a bunch of other people are too.

"Did you just pick me up and carry me here?" you demand, and with that, the people of the town break out into raucous laughter. There's only one

way to deal with pranksters like this, and so you draw your cutlass and proceed to rob them all.

Supplies  $\clubsuit+3$ . Treasure  $\blacksquare+1$ . Infamy  $\clubsuit+3$ . Lock action 4.

## 405

Looking closely, you see the inscription on the idol is actually a fiendishly difficult mathematical puzzle. "Hmm," you say to yourself, "what is one plus one plus one?" You use a stick to write the problem out on the ground, and after almost five minutes, you cry, "Ah-ha! The answer is eleven-ty-one!" You turn the stone dials beneath the puzzle, and are shocked when poison darts shoot from a multitude of hidden holes, and cover your body. But the poison is ancient and does nothing, much like the sealed door when you force it open and take the treasure you find inside.

Treasure  $\blacksquare+1$ . Lock action 1.

## 406

You've never been the praying type, but here in the heart of nature's resplendent beauty, beside the awe-inspiring sight of a long lost culture's god, you feel compelled to prostrate yourself and pray to the divines. And whatever celestial force exists out there hears your prayers and, seeing you are a murdering, thieving, good-for-nothing pirate, leans down through the cosmos to punish you.

Misfortune  $\clubsuit+3$ . Lock action 1.

## 407

"Priceless treasures?" you ask incredulously to no one in particular. "Just left here, unguarded, in the yawnin' maw of an ancient temple? Seems like a sweet deal that couldn't go wrong!" And you snatch up everything you see. It isn't until you return to the ship that you realize you've been cursed and now have a baboon's bottom. While some might see this as a true hardship, for you it's sweet relief from the chronic pancake butt disease you've suffered from all these years. Now you're richer, and fill out your pants nicely.

Treasure  $\blacksquare+1$ . Infamy  $\clubsuit+2$ . Swagger  $\clubsuit+1$ . Lock action 1.

## 408

"Hello!" you call.

"Hello!" your echo responds. You turn around to leave, and scream aloud, for standing right behind you is a perfect duplicate of yourself. Before you can speak, it plunges the blade of a dagger deep into your throat, and you hear the blade grind against your neck bones. The dagger is yanked out, and you fall to your knees, blinded by searing pain, as you choke and sputter and die. Your doppelgänger cleans its blade, then heads back to the ship.

Write "<Your Name> is a doppelgänger" on the ship's log. The doppelgänger player must do their best to keep a creepy smile on their face for the remainder of the game. Lock action 1.

## 409

### CROSSROADS EVENT - HUNTER SAFETY

You see the beast moving through the foliage, its body barely visible through the cover of the local greenery. It would be an impossible shot, for anyone who isn't you. When its tusky snout comes back into view, you throw your spear with frightening precision. It shoots through the undergrowth and right into where the thing's heart should be.

"Eaaaagh!" someone screams. "What the bloody hell? Gods, not like this! Not like this!" You run to the scene to discover Moe Washerman, one of your crew, lying on the ground next to a boar carcass he was carrying. Your spear sticks out of his flank. "You!" he screams. "You blunderin' idiot! Get me back to the ship!"

- If you get Moe back to the ship, and apologize for your mistake,

go to 409-1.

- If you get Moe's boar back to the ship, and organize a luau, go to 409-2.

**409-1** You drag a screaming Moe back to the ship where Patches is able to do his magic. The boar is lost, and perhaps people tell a few jokes behind your back, but Moe forgives you and overall the crew seems to respect you more for saving his life.

Discontent **X**-2. Lock action 2.

**409-2** Your pulled pork sandwich is delicious, and you wish you could enjoy it more, but you have troubles shaking off Moe's angry screams from your mind. Man, he was angry. Or at least until you disappeared from view and the hopelessness of his situation really set in. You'd never heard him cry before. Not like that. Maybe another pulled pork sandwich will make you feel better.

Supplies **█**+4. Misfortune **X**+1. Lock action 2.

## 410

Not wanting to seem intimidated, you stare right back at the eyes, starting an impromptu staring contest. Seconds stretch into minutes, and soon your eyes are so strained that tears stream down your face. Not wanting to lose face, you turn and run away.

Re-roll **Q**+1. Infamy **XX**-2. Lock action 3.

## 411

Not wanting to seem intimidated, you stare right back at the eyes, starting an impromptu staring contest. Seconds stretch into minutes, and soon your eyes are so strained that tears stream down your face. Then a cloud moves in the sky, and suddenly you can see that the eyes are, in fact, not eyes, but a rocky formation studded with rubies. You feel dumb for attempting a staring contest against them, but you also feel a lot richer. The jewels are probably worth millions, but you don't know that when you use them to buy the first shiny things you see at the next market.

Treasure **█**+2. Lock action 3.

## 412

You fall asleep against the trunk of a gnarled, old tree and dream happily about a bowl of never-ending fish-eye stew. You wake up and prepare to walk back, when suddenly you are swallowed whole by a tube grub the size of an elephant. You slide down its insides and into a stomach where digestive juices are squirted all over you and, screaming, you dissolve and die...

Or so you should! But nay! Perhaps it's the digestive juices dissolving you, or maybe it's just the fumes, but you suddenly see the vision of an angel before you.

"Never fear, Dolores," the angel says. "You have been chosen for a higher purpose and your story shall not end here."

"Who?" you ask. But the angel claps its hands and the tube grub explodes. You plop down on the ground, your skin smoking from the acid, globs of grub plopping down all around you. There is no sign of the angel. "Helluva day," you say to no one in particular.

Re-roll **Q**+1. Infamy **XX**+3. Lock action 4.

## 465

CROSSROADS EVENT – AW, SHOOT

You find a lever of stone rising up from a stone plate on the ground.

- If you pull the lever, go to 465-1.
- If you leave the lever alone, go to 465-2.

**465-1** You pull the lever and immediately fall through a trap door. You scream as you slide down a polished chute of stone, twisting and turning in all manner of direction. The chute drops out from under you as you pass

over a large underground crevasse, screaming all the way. You land on the opposite side, and continue sliding ever downward. You are still shrieking as twilight draws near and you are spit out a small hole in the side of a cliff. Those crew left behind guarding the rowboat look up as you fly past them overhead, and land with a giant splish in the water. Within twenty minutes everyone on the island is lining up to go down the chute. You charge a fee and make a small fortune.

Treasure **█**+2. Lock action 1.

**465-2** You decide to walk away, so Shorty McGee, a swabbie, runs up behind you and pulls the lever. She falls through a trapdoor in the ground and is never heard from again. Good thing you didn't pull it.

Crew **Q**-1. Re-roll **Q**+3. Lock action 1.

## 466

You find an enormous treasure chest, but the treasure chest is empty. That is, until you find the false floor at the bottom, but when you lift that up, the chest is still empty! But then you realize there is false floor bottom, and somehow, there's a lot of treasure under there!

Treasure **█**+2. Supplies **█**+2. Lock action 1.

## 467

CROSSROADS EVENT – GOING UP

You cross the bridge and find a lever of stone rising up from a stone plate on the ground.

- If you pull the lever, go to 467-1.
- If you leave the lever alone, go to 467-2.

**467-1** You pull the lever and scream in terror as the spring-mounted plate you stand on flings you into the air. You splash down far away in the ocean, though not so far that you can't swim back. Even better, when you crawl back up on the island, you find some loot.

Treasure **█**+1. Lock action 2.

**467-2** You decide to walk away, so Christopher McMahon, a swabbie, runs up behind you and pulls the lever. He is flung into the air by a massive spring and never seen again. Good thing you didn't pull it.

Crew **Q**-1. Re-roll **Q**+2. Lock action 2.

## 468

Across the bridge you find a large sack of treasure, though the sack is the property of and guarded by a small tree frog who ribbits when you get near. You attempt to toss the frog away because he is a wee froggy and you are not, but the little bugger latches onto your hand. You take the treasure but you can't get the darn frog off. No one takes any interest in the creature or makes any attempt to remove it. Guess he's yours now.

Treasure **█**+1. Then, retrieve card 64 Soulsucker Frog from the story deck. Lock action 2.

## 469

You admire the ancient statuary that dot the landscape, and find one that seems particularly lovely. An inscription on its base, though worn by time and the elements, is still legible, and strangely enough, in a tongue you can read. It says, "Mind your elbows." You shake your head at how weird the ancients used to be, completely unaware you've just been cursed.

Retrieve card 47 Mind Your Elbows from the story deck. Lock action 3.

## 470

The ruins offer a generous selection of shady nooks to curl up in and doze away the day. You fall into a fitful nightmare where the captain keeps offering you homemade ice cream she has made herself. You try to tell

her you are lactose intolerant, but the words can't escape your lips. Panic grips you as the captain becomes more and more insistent. You wake to a large mouth slurping on your face, and once you've regained your feet and your composure, you discover half a dozen cows all milling about you. It is unlikely the cows are wild, but you don't stick around to find out who owns them. They happily follow you back to the ship where old Cookie introduces them each to his mallet.

Supplies **2**+2, Lock action 4.

## 501

Your negotiations could have been better, but at least they've offered some treasure.

All players must simultaneously vote on the following (highest infamy **💀** player breaks ties):

THUMBS UP OPTION: Stop boarding the ship.

THUMBS DOWN OPTION: Reject the crying captain's offer.

- If players vote thumbs up, go to 501-1.
- If players vote thumbs down, go to 501-2

**501-1** Supplies **2**+2. All players: Treasure **1**+1. Set dial A to 0, then immediately resolve the End of Round phase, skipping all remaining actions.

**501-2** Continue the round as normal.

## 505

"My friends!" you call out to the barricaded enemy crew, "I believe it was LaRochelle who said that all are captain of their own heart, so long as they have the courage to follow it. And it does take courage to follow your own heart, especially when your captain is yelling at you. Tell me, which is more pleasing to you? Your heart, urging you to save your own lives and surrender, or your harpy of a captain, who's never given a damn about you a day in their lives? Can you tell me?"

The answer comes minutes later, when the head of the enemy captain lands nearby with a messy thud.

"We surrender!" calls the enemy crew.

Infamy **💀**+4. Set dial A to 0. Players who chose action 2 do not resolve an action this round. Choose 1 of the following:

- Supplies **2**+3.
- Treasure **1**+2.

## 507

You decide to filch some cannons. Guns in good repair are a priceless commodity on the sea, and every one stolen is one that can't shoot you in the back when you leave.

Gain 1 loaded level 3 or lower cannon.

## 509

You whistle appreciatively at the firepower the other ship is packing.

Thank the gods they didn't shoot any better!

Perform a brawn **2** check.

- On a result of 1-10, go to 509-1.
- On a result of 11+, go to 509-2.

**509-1** You fail to steal the cannon.

**509-2** Gain 1 unloaded level 4 or lower cannon.

## 537

"Oy!" you cry to the other ship. "Yer uglier than me mother on a Tuesday!" The other crew seems confused by this.

"So, you've got an ugly mum?" they call back.

"No! Wait! I mean 'yer mum!'" But it is too late. They howl with laughter and you see your peers shaking their heads at you.

Infamy **💀**+3. All other players: discard 1 re-roll **2** token, if able. Lock action 1.

## 541

"Oy!" you cry to the other ship. "A landlubber says what?"

"What?" someone calls back. And your crew explodes in laughter, pointing at him in scorn. "No! No!" the pirate calls back. "You're the landlubber! You are!" But it is too late. Even his crew shakes their heads at him.

All other players: discard all of your misfortune **⚡** tokens and gain 1 re-roll **2** token. Lock action 1.

## 549

You call out to Captain Bloodsack. "Grand Pirate Council? More like Dead Pirate Council!"

Captain Bloodsack runs over to the railing of his ship and shrieks back at you, "That's yer fault! Ya lured us into a trap!"

"And you were stupid enough to fall fer it!" you brag.

"Do we really wanna say that?" a peer whispers.

"It's better than lookin' like we were tricked too," you point out. Captain Bloodsack is hopping mad, and fires his gun into the air – which is unfortunate since he shoots one of his own sailors out of his crow's nest.

Reduce dial D by 1. Infamy **💀**+3. Lock action 6.

## 609

"Monster!" you call out to the creature of shadow and darkness. "What do you want from us?"

And from high above, the monster's mouth opens, and a rumbling voice says, "Give me a ratio of gold, spiraling outward in perfection."

"What?" you shriek back.

Lock action 1.

## 612

If "That's Doing It" is written in the ship's log, go to 612-1. Otherwise, go to 612-2.

**612-1** "Thirteen!" you scream into the sky with angry defiance.

Reduce dial A by 1. Reduce dial B by 1.

**612-2** If "Tried Something REALLY Weird" is written in the ship's log, go to 612-3. Otherwise, go to 612-4.

**612-3** You cannot even explain why you do what you do, but you scream, "Thirteen!" into the sky. There is a roar from the thing of shadows, and a bolt of lightning strikes downward through its head. One of the creature's minions begins to shriek as if in pain, and its pillar crumbles, and the thing is lifted up into the sky at an alarming rate, until it can no longer be seen.

Reduce dial A by 1. Reduce dial B by 1. Write "That's Doing It" on the ship's log.

**612-4** If "Tried Something Weird" is written in the ship's log, go to 612-5. Otherwise, go to 612-6.

**612-5** You angrily march out onto the deck, stripping off every article of clothing you have on you.

"Hey, shadow monster!" you cry. "Take a load of this!" And with that, you proceed to relieve yourself off the prow of the ship. You are disappointed this gesture has no effect upon your foe. Your shipmates are also disappointed, but that just comes from having to share a ship with you.

Write "Tried Something REALLY Weird" on the ship's log. Retrieve

card 9 Birthday Suit from the story deck.

**612-6** You angrily march out on the deck carrying the flute you've hidden in shame for all of these years. You never wanted the others to know how cultured you might actually be, but now is not the time for silly fears. You bring the flute to your lips, and lustily launch yourself into an improvised, freeform jazz number that might just be the greatest thing you've ever done. By all the gods, you've never felt so alive! Is this it? Is this what it takes to bring down the monster in the sky?

No, it is not, and one of your peers throws a bottle at you and calls you a nerd. What were you thinking?

Write "Tried Something Weird" on the ship's log.

## 618

If dial B is at 0, go to 618-1. Otherwise, go to 618-2.

**618-1** There is a flash of light, and you are in a submerged amphitheater of antiquity. All around you are the skeletal remains of the drowned dead, and they chant, "Zero, one, one, two, three, five, eight." There is another flash of light, and the vision ends.

Lock action 6.

**618-2** One of the monster's minions swoops down, and lifts you off the deck. The fire of its eyes burns into your soul, and you hear a guttural voice chant, "Zero, one, one, two, three, five, eight." You cry out in anguish and terror until the thing releases you and you fall back to the deck.

Increase dial A by 1.

## 702

"We have evidence, aye, but is it enough?"

"Cap'n Bonnie Calhoun!" you all call, making her jump just a little.

"What's going on?" she demands.

"Captain Bonnie Calhoun," says one of you.

"Also known as Captain Emma 'The Turncoat' Johnson," says another.

"We're arrestin' you in the name of the Grand Pirate Council. Stand down and come peacefully."

"Very funny," she grunts. "Now get back to work, you sorry lot."

"Give it up, Turncoat. It's no use." But the captain turns to the lower ranked crew that has gathered around.

"Arrest?" she cries. "Is this the thanks I get for rescuing you from certain death?" She flashes a wry grin at everyone gathered, and while there are numerous murmurs of disagreement, no one stops you from grabbing the captain and leading her to the brig.

Once in the brig, Calhoun gives up the ruse, almost immediately.

"Okay, okay, so I'm the Turncoat," she says. "There's no reason we can't cut a deal."

"Too late, Turncoat! Why don't you save yerself some trouble and tell us what ya did with Flip Flops? Otherwise, Big Sally Brown here is gonna give you the thumpin' of a lifetime." Big Sally Brown emphasizes this by showing Johnson one of her large, meaty fists.

"That won't be necessary," Johnson says, holding up her hands. "Flip Flops is at Port Havarti."

"Port Havarti!" everyone gasps.

"Aw, that place is a ruin after the Lanslets invaded last year," grousing Big Sally. "Lemme in there to beat on her!"

"It's true!" Johnson insists. "I have a hideout there, and it is exactly where you will discover that obnoxiously adorable penguin." Everyone seems somewhat satisfied by this explanation.

Contacting the council while out on the job is difficult, to say the least. It is also embarrassing, involving a pelican, a sizable length of string, a playing card with a hand-drawn image of an impolite nature, and several

pieces of gold. The details are too vulgar to relate here, but suffice to say it gets the job done. Three days later, the pelican returns to you, along with a message bearing the seal of the council itself. The message reads: We are coming for the Turncoat. We will meet you at Havarti. If you retrieve Flip Flops when you get there, the Pirate King himself will handsomely reward you.

None can deny the will of the council, and so you all set off to find Flip Flops and make the Turncoat pay for her crimes.

Congratulations, you have reached the end of Part 1. If you are in the middle of the action phase, end the round immediately. All players remove their standees from the page. Do not read the Round End entry.

Return all revealed navigation tokens face down to the pile.

Remove all threat  from the threat track. Add the following (previously removed) navigation tokens to the navigation token draw pile: 002, 006, 009, 022.

Cross off all of the following entries from the ship's log which are not already crossed off: Captain's Quarters 43, 44, and 45, Captain's Mission entries 48, 49, 50, and 51, and threat entries 791, 792, and 793. Cross off any of the following that are written on the ship's log: Map of Ricotta Cove, Shipwright at Manchego Reef, and Gizzard at Port Camembert.

The highest infamy  player chooses 2 of the following:

- Supplies  +3.
- Discontent  -2.
- Crew  +3.
- Hull  +3.

At this time players may choose to continue on to part 2, or take a break by saving their game and returning to play part 2 at a later date.

- If you would like to continue immediately, go to 702-1.
- If you would like to save your game and resume at another time, go to 702-2.

**702-1** Replace the current objective card with objective card 11 – Find Flip Flops from the objective deck. If 'Captain's Quarters Locked' is written on the ship's log?, go to 702-3. Otherwise, go to 702-4.

**702-2** Write ‘Part 1: Complete’ on the ship’s log then record the following on the back of the ship’s log:

1. The current hull , supplies , discontent , and crew  values.
2. The current cannons status: what level each is and whether it is loaded.
3. The navigation tokens that have been removed from the game (including tokens removed during scenario setup).
4. Any changes from the map setup image below, e.g. any added, removed or moved tokens. Write “ship” on the current ship location.



5. In infamy  order, each player’s pirate name followed by the card number of each treasure  and story card that player has, and the number of misfortune , re-roll  and constellation event tokens that player has.

Store the ship’s log and the player sheets together. When you want to resume play, return to the beginning of this scenario in this entry book and follow the instructions under Continued Game.

**702-3** Cross off “Captain’s Quarters Locked” from the ship’s log. Move the ship 1 space. Read the entry listed on the new space.

**702-4** Move the ship 1 space. Read the entry listed on the new space.

## 791

A rumor begins spreading around the ship that there is treasure to be found in Deep Sister Trench (956, 960). There might very well be, given how many ships have gone down in that area, but ships go down because the trench is home to all manner of gargantuan sea critters that like sending sailors to Davy. Some of the more foolish crew members want to investigate the trench, but you and the captain decline. One day, when the ship is moored off a newly discovered island, several crew vanish along with a rowboat and some supplies. You suspect you know where they’re headed, and shake your head, for you know those fools will never be heard from again.

Crew -1. Supplies -2. Remove all threat  from the threat track.

## 792

If you were going to recruit other members of the crew to join your conspiracy, you could have done better than Jenny Samson and Henry Coconuts. You had them tail the captain as she explored a small nearby island, but when she returns, Jenny and Henry are nowhere to be seen.

“Poor fools,” Calhoun says, her face a cool and unreadable mask. “They got attacked by a bear. Ripped them to pieces, I’m afraid.”

“A bear?” someone asks.

“Yep,” she answers.

“Out here on the ocean?”

“Yep.”

“On this island?”

“Yep.” Calhoun meets anyone willing to lock eyes with her, practically daring you to challenge her story. Unsurprisingly, you don’t.

Crew -1. All players: Misfortune +1. Remove all threat  from the threat track.

## 793

Read the following to the First Mate:

Several of the crew have begun to catch onto the fact that you suspect Calhoun of really being Emma “The Turncoat” Johnson. Dizzy Day for one, is having none of it.

“Ain’t no Emma Johnson!” she crabs before taking another drink from her cup. “I sailed with Emma Johnson on the Salty Seabiscuit years gone by. That ain’t her!”

“Dizzy, didn’t that ship sink near fifty years ago?” you ask. “Emma ain’t supposed to be that old!”

“I know what I know,” says she, “and I have half a mind to go tell the captain everythin’ that’s goin’ on!”

- If you keep Dizzy quiet, go to 793-1.
- If you let Dizzy be Dizzy, go to 793-2.

**793-1** Later that night you lure Dizzy up on deck with the promise of a fresh bottle of Dr. Fred’s Medicinal Sour Oatmeal Mash. But when the old sailor comes to investigate, you whack her over the head with an oar and dump her into the water. You feel bad doing it, but there are many more lives at stake. And a reward! You really want that reward.

Crew -1. All players: Misfortune +2. Remove all threat  from the threat track.

**793-2** Dizzy makes good on her threat and goes to the captain later that night. Fortunately her inebriation makes it difficult for her to get her point across, especially after she violently vomits on the captain. For the next few days, Calhoun is in a foul mood and makes life on the ship that much more unpleasant.

Discontent +1. All players: Misfortune +1. Remove all threat  from the threat track.

## 794

If objective card 10 – Gather Evidence is in play, go to 794-1. Otherwise, go to 794-3.

**794-1** “This is ridiculous!” you vent to the other senior crew. “Are we scared? She’s only one person! Let’s throw her in the brig and be done with this already! The Grand Pirate Council can sort out the details fine enough on their own!”

“I dunno,” says a peer. “Emma Johnson killed over two hundred pirates on her own, and most of our crew would be on her side anyway. We have to be certain!”

Remove all threat  from the threat track. All players must simultaneously vote on the following:

THUMBS UP OPTION: Apprehend the captain now without enough evidence to convince the crew (choosing this option might lose you the game).

THUMBS DOWN OPTION: Continue to gather the evidence needed to convince the crew.

- If the players vote thumbs up, go to 794-2.
- If the players vote thumbs down, go to 794-5.

**794-2** Roll a die. Subtract the number of discontent **X** from that roll.

- On a result of 4 or less, go to 794-4.
- On a result of 5-12, go to 702.

#### 794-3 CROSSROADS EVENT – ARRESTING DEVELOPMENT

Read the following to the Gunner:

*You are tasked with guarding the Turncoat for the night. You are about to doze off when you notice Lloyd Fellows sneaking toward you. You tackle him, and wrestle the big man to the ground.*

*“She’s innocent,” he yells, “and I’m gettin’ her outta that jail cell!”*

*“Lloyd, you fool, she’s Emma ‘The Turncoat’ Johnson!”*

*“No, she ain’t!”*

*“She already admitted it!”*

*“Naw,” he wails. “I’m in love, and me heart tells me she could never be what yer sayin’ she is!” And with that he yanks your pistol from its holster and shoves the barrel in your face.*

- If you back off and try to talk him out of it, go to 794-6.
- If you try to get the gun out of his hands, go to 794-7.

**794-4** *“What’re ya doin’?” demands Gouty Joe as you and the other senior crew pull a chained Calhoun behind you. You are quickly surrounded by a concerned mob.*

*“Now listen here!” bellows the first mate. “This ain’t Bonnie Calhoun!”*

*“Sure looks like her!” growls Kira Kitewhistle.*

*“Well, she ain’t no Calhoun!” the first mate insists. “This here is Emma ‘The Turncoat’ Johnson, and we’re turnin’ her in to the Grand Pirate Council. Now step aside and let us get her to the brig.”*

*“You got evidence?” Patches demands.*

*“We got loads,” the boatswain assures the crowd.*

*“Naw,” Wally Mann insists. “I asked ‘em about their evidence when they arrested her. It’s circumstantial at best.”*

*“It’s mutiny!” Calhoun snarls. “Tell me, who wants to hang with these treasonous dogs, and who wants a reward for settin’ me free?”*

*“Now steady on!” the first mate urges. “Don’t be listenin’ to the words o’ this liar!”*

*“A sack of gold for the first to shoot one in the head!” Calhoun calls out. You cuff her for her cheek, but are answered by the sound of pistols cocking. The crew, it seems, are not as convinced as you.*

All players lose the game.

#### 794-5 Discontent **X**+1.

**794-6** *You back away from the gun pointed at you, and say, “Now, now, Lloyd, let’s be reasonable about this. The cap’n’s done terrible things and has to pay for it.”*

*“We’ve all done terrible things!” he cries. “Why is she the only one who has to pay for it?”*

*“Ah, shut up, Lloyd,” the captain spits from her jail cell, and reaching out, grabs the lunk of a man by the head and slams him face first into the bars. Lloyd gurgles something and slides to the floor. “That’s better,” she says, then lies back down to go to sleep.*

Discontent **X**+1. Misfortune **X**+2. Remove all threat **X** from the threat track.

**794-7** *You leap for Lloyd and BANG! the gun goes off. You hit the ground*

*as the slug ricochets off the cage, then SPLAT! your face is covered in steaming hot meat jelly. Lloyd’s corpse topples over.*

*“Damn it all, Lloyd,” you sigh.*

Crew **1**-1. Misfortune **X**+3. Remove all threat **X** from the threat track.

## 795

*“Turncoat!” screams Big Sally Brown, blood running down her face.*

*“Why aren’t you guardin’ her?” you ask. “And what happened to yer face?”*

*“She picked the lock,” the giantess blubbers. “Clobbered me on the head, then locked herself in the cheese closet.”*

*“Why did we even build a cheese closet?” someone gripes as you all race downstairs. “People on this ship are a little too into cheese.” The door to the cheese closet is indeed locked, but you kick it in... only to find the Turncoat missing, and a porthole window opened. “Why did the cheese closet get its own window?” Peering out the porthole, you see another window opened just a few feet away. The Turncoat must have climbed out and shimmied over to the other window that leads to... the munitions lockers.*

*A terrific explosion rips through the ship, incinerating everyone gathered below in an instant. Up top, sailors scream as the main mast snaps free and goes flying, and the entire aft of the ship collapses in smoking, fiery waste.*

All players lose the game.

## 801

If “Shipwright at Manchego Reef 975” is written on the ship’s log, go to 801-1. Otherwise, go to 801-2.

**801-1** *The senior crew gathers together and heads to the workshop of Mama Pedros. The sweaty woman takes a moment to talk to you, and you point out the window at your ship in the distance.*

*“Sure,” she says gruffly, “that’s one o’ those new pirate-killers the royals built. No more than four in the world right now.”*

*“Could it be the Golden Bunion?” one of you asks.*

*“Dunno,” she answers, “but the Bunion is one o’ those pirate-killers.” She notes the black flag flying from your mast and snorts. “You kids got balls, I’ll give you that.”*

Cross off “Shipwright at Manchego Reef 975” from the ship’s log. Place a tick mark next to “Evidence” on the ship’s log. If there are 4 or more tick marks next to “Evidence” on the ship’s log go to 702. Otherwise, go to 801-2.

**801-2** Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship moves this round, read the entry listed on the ship’s new space. Otherwise, Crew **1**-1. Begin a new round on this page. Check threat **X**.

## 802

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship moves this round, read the entry listed on the ship’s new space. Otherwise, Hull **1**-1. Begin a new round on this page. Check threat **X**.

## 804

Threat **X**+1. Reduce hull **1**, crew **1**, and/or supplies **1** by a total of **X**. **X** = the value of dial A. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull -1. Begin a new round on this page. Check threat .

## 808

If "Gizzard at Port Camembert 963" is written on the ship's log, go to 808-1.

**808-1** The senior crew gather together and follow the directions from the captain's letters to a strange junkyard, walled in by makeshift fences of scrap. Looking in from the entrance, you see a rickety building surrounded by mounds of useless junk. You are met outside by a grizzled man with a squat build.

"You Gizzard Jim?" one of you asks.

"Maybe I is," says he.

"Whaddya know about Bonnie Calhoun?" you ask. He spits at your feet. "I don't know nothin' 'bout nothin'." You slowly draw your weapons and circle around him. "Whoa, whoa. Now hold on kids, hold on! We can be reasonable."

"Don't make us ask you again."

"I'm just the go-between!" he insists. "People come in the night and leave her messages. I got no idea who they are. It's never the same one twice. She picks 'em up when she's in town and pays me fer it."

"Why you? Why this place?"

"I never asked," Gizzard Jim insists. "I think they like the privacy of my walls. She just showed up one day, told me what she needed and paid in gold crowns. It's easy money and she pays well. Here's the last note they left for her." Jim pulls a folded piece of paper from his pocket, and hands it over to you. It reads: PREPARATIONS ARE STILL BEING MADE. HOLD FOR FURTHER INSTRUCTIONS.

You all look at each other and turn to walk away.

"Keep quiet about this," you warn him. "If more people come, just take their notes as usual."

Cross off "Gizzard at Port Camembert 963" from the ship's log. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, go to 808-2.

**808-2** Threat +1. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  player must choose 1 of the following:

- Stay: Crew -1. Begin a new round on this page. Check threat .
- Leave: The highest infamy  player moves the ship 1 space.

Read the entry listed on the new space.

## 809

If "Map of Ricotta Cove 957" is written on the ship's log, go to 809-1. Otherwise go to 809-4.

**809-1** After a day of exploring Ricotta Cove, the senior crew meets up to use the map. The darkening sky turns a fiery orange as you wander the alleys, bridges, and narrow, ramshackle streets. The map of Ricotta depicts little more than the perimeter of the island and a list of what you thought were codewords. But almost right away you realize the codewords are the names of streets, which you follow to the end. At long last you arrive at Cottage Court, a short dead-end street that runs against an old board-ed-up tannery on one side, and a drop off to the open ocean on the other. Each player must perform an exploration  check.

If at least 1 player gets a result of 11 or higher, go to 809-2. Otherwise, go to 809-3.

**809-2** There is nothing of note to be found, and every door and window

in the tannery is locked up tight... or so you think, until you discover one boarded up window is a fake. It swings open on hinges, and you all nod appreciatively at the clever design. After making sure no one is watching, you all scramble up and through the window, and into the dusty main room of the tannery. Several old cots line the walls, and ashes sit in the fireplace. They are old and moldy, but only by a month or two. One of the walls has been turned into some kind of planning board. There are numerous maps of the surrounding area, and countless notes, all seemingly focused on the Grand Pirate Council.

"She's terrified of 'em," the first mate muses. "Obsessed with stayin' one step ahead."

"But why so many cots?" asks the quartermaster. "How many folk she got stayin' with her? And where they at now?"

Cross off "Map of Ricotta Cove 957" from the ship's log. Make a tick mark next to "Evidence" on the ship's log. If there are 4 or more tick marks next to "Evidence" on the ship's log go to 702. Otherwise, go to 809-4.

**809-3** Really? No one scored eleven or more? Are you people even trying to win this game?! Ahem, our apologies. You just continue with the narrative and we'll ready the entry for when you lose the game.

"I don't think the map still serves its purpose," says the first mate. "There's nothin' here, and there's no gettin' in the tannery without drawin' a lot o' unwanted attention." You walk back to the ship dejected, but convinced the mystery of the map still points to something fishy.

All players: Re-roll +1. Cross off "Map of Ricotta Cove 957" from the ship's log. Go to 809-4.

**809-4** Threat +1. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  player must choose 1 of the following:

- Stay: Crew -1. Begin a new round on this page. Check threat .
- Leave: The highest infamy  player moves the ship 1 space.

Read the entry listed on the new space.

## 813

Threat +1. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  player must choose 1 of the following:

- Stay: Crew -1. Begin a new round on this page. Check threat .
- Leave: The highest infamy  player moves the ship 1 space.

Read the entry listed on the new space.

## 814

Threat +1. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  player must choose 1 of the following:

- Stay: Crew -1. Begin a new round on this page. Check threat .
- Leave: The highest infamy  player moves the ship 1 space.

Read the entry listed on the new space.

## 822

Threat +1. Starting with the player with the highest infamy  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  player must choose 1 of the following:

- Stay: Crew -1. Begin a new round on this page. Check threat .
- Leave: The highest infamy  player moves the ship 1 space.

Read the entry listed on the new space.

**825**

Reduce hull , crew , and/or supplies  by a total of X. X = the value of dial A. The highest infamy  player moves the ship 1 space. Read the entry listed on the ship's new space.

**826**

If the ship moved this round, read the entry listed on the new space. If the ship did NOT move this round and dial A is at 0, go to 826-1. If the ship did NOT move this round, dial A is NOT at 0, but dial B is at 0, go to 826-2. Otherwise, go to 826-3.

**826-1** "Let us aboard!" cries the enemy crew as their boat sinks, but you all grunt in disapproval.

"We have booze!" they cry.

"Welcome aboard!" you all cry.

Crew  +2. The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**826-2** Discontent  -1. Turn to page 53. Set dial A equal to the number of players.

**826-3** They attack!

Roll a die.

- On a result of 1-2, go to 826-4.
- On a result of 3-7, go to 826-5.
- On a result of 8-11, go to 826-6.
- On a result of 12, go to 826-7.

**826-4** Reduce hull , crew , and/or supplies  by a total of 2. Begin a new round on this page.

**826-5** Reduce hull , crew , and/or supplies  by a total of 3. Begin a new round on this page.

**826-6** Reduce hull , crew , and/or supplies  by a total of 4. Begin a new round on this page.

**826-7** Reduce hull , crew , and/or supplies  by a total of 5. Begin a new round on this page.

**827**

If dial A is at 0 go to 827-1. Otherwise, go to 827-2.

**827-1** You hear Philips howl in frustration as her ship buckles from the concussive pounding of your cannons. There is the sound of splitting wood, and the ship begins to sink. An explosion from somewhere in the hull sends the aft of the vessel up in fiery ruin, black smoke pouring out, and debris raining down around you. All along your ship, the crew cheers! Victory! But before you can make good your escape, Philips' ship shatters to pieces and sailors are thrown, as a dark shape smashes through the wreckage, advancing upon you. The flagship of Captain Bloodsack himself, illustrious member of the Grand Pirate Council! You try to turn the ship to avoid him, but it pulls alongside, and the fearsome captain is there on the railing of his ship, bellowing at the top of his lungs.

"Fools! Traitors! You are the death of us all! The royal navy may send me to Davy Jones, but by gar, I'll send you there first, meself!"

Turn to page 61. Set dials A, B and E to 13. Set dial C to 4. Set dial D equal to the number of players.

**827-2** They attack!

Roll a die and add the value of dial B to the result.

- On a result of 1-6, go to 827-3.
- On a result of 13+ go to 827-4.

**827-3** Reduce hull , crew , and/or supplies  by a total of 4.

Increase dial B by 4. Begin a new round on this page.

**827-4** Reduce hull , crew , and/or supplies  by a total of 5.

Increase dial B by 2. Begin a new round on this page.

**828**

If at least 2 dials are at 0, go to 828-1. Otherwise, go to 828-2.

**828-1** A cheer goes up as the pirate ship lists. The battle is won!

Discontent  -1. The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**828-2** They attack!

Roll a die and add the highest dial's value to the result.

- On a result of 1-5, go to 828-3.
- On a result of 6-10, go to 828-4.
- On a result of 11-14, go to 828-5.
- On a result of 15-18, go to 828-6.
- On a result of 19+, go to 828-7.

**828-3** Reduce hull , crew , and/or supplies  by a total of 2. Begin a new round on this page.

**828-4** Reduce hull , crew , and/or supplies  by a total of 2. Increase all dials by 1. Begin a new round on this page.

**828-5** Reduce hull , crew , and/or supplies  by a total of 3. Begin a new round on this page.

**828-6** Reduce hull , crew , and/or supplies  by a total of 3. Increase all dials by 1. Begin a new round on this page.

**828-7** Reduce hull , crew , and/or supplies  by a total of 4. Begin a new round on this page.

**829**

If dial A is at 0, go to 829-7. Otherwise, go to 829-2.

**829-2** If dial B is at 0, go to 829-3. Otherwise, go to 829-4.

**829-3** Your ship escapes from the crowded fleet, as the massive ship of Captain Bloodsack gets stuck between two royal navy flagships, destined for death or, worse, arrest. Behind it, Port Havarti is hidden from view as vast columns of black smoke billow into the air. Even from far away, you hear the screams of dying soldiers and pirates, a banquet of misery offered up to an uncaring Davy Jones.

"Well, that could have gone better," someone admits. "The whole Grand Pirate Council. Poor bastards. They all came for the glory of capturing a traitor. They never accounted for our general lack o' smarts, did they?"

"The whole council..." someone says quietly. "Dead. Here at Port Havarti. And, you know, not back on Cutlass Island. Where their mansions and treasure are. Just sittin' there."

"And those seats at the council table," muses someone else. Twenty seconds later you order the crew to set sail for Cutlass Island.

"We ain't followin' orders from you!" cries Tanya Black. "Yer the reason all this mess happened!"

"Cutlass Island is full of lightly-guarded treasure," you respond.

"Sails!" cries Tanya, and the rest of the crew quickly falls in line.

If "\_\_\_ is a doppelgänger" is written on the ship's log, go to 829-8. Otherwise, go to 829-9.

**829-4** If dial E is at 0, go to 829-5. Otherwise, go to 829-6.

**829-5** The fight rages on above deck, vicious men and women fighting to the death, all unwilling to give an inch. Suddenly an enemy pirate pops his head up from the brig. "Hey, they took all our stuff!" he yells. "Nothin' left down here but rats!"

The others look to the dismayed pirate, then look around at each other. "My – my stuff?" another pirate asks. "They took it all?"

The other pirates begin to weep as your ship scuttles away from the battle. The dismayed pirates are quickly destroyed by the royal navy as you make your escape from the battle.

"Well, that was a mess," someone admits as you watch the last of Captain Bloodsack's ship collapse into the water. Behind it, Port Havarti is hidden from view as vast columns of black smoke billow into the air.

"The whole council..." someone says quietly. "Dead."

"Ahh, who cares," laughs Tanya Black, adorned in two golden crowns and piles of golden jewels hanging from her neck. "We's gots all their stuff. It seems like things turned out pretty good to me."

"Well, not all their stuff," muses someone else. "Their mansions and treasure back on Cutlass Island, they're just sitting there with no one guarding them."

"Sails!" cries Tanya, and your ship quickly departs in the direction of Cutlass Island.

If "\_\_\_ is a doppelgänger" is written on the ship's log, go to 829-8. Otherwise, go to 829-9.

**829-6** If both dials C and D are at 0, go to 829-10. Otherwise, go to 829-11.

**829-7** You watch as the last of Captain Bloodsack's ship collapses into the water. Behind it, Port Havarti is hidden from view as vast columns of black smoke billow into the air. Even from far away, you hear the screams of dying soldiers and pirates, a banquet of misery offered up to an uncaring Davy Jones.

"Well, that could have gone better," someone admits. "The whole Grand Pirate Council. Poor bastards. They all came fer the glory o' capturin' a traitor. But they never accounted fer our general lack o' smarts, did they?"

"The whole council..." someone else says quietly. "Dead. Here at Port Havarti. And, you know, not back on Cutlass Island. Where their mansions and treasure are. Just sittin' there."

"And those seats at the council table," muses someone else. Twenty seconds later you order the crew to set sail for Cutlass Island.

"We ain't followin' orders from you!" cries Tanya Black. "Yer the reason all this mess happened!"

"Cutlass Island is full of lightly-guarded treasure," you respond.

"Sails!" cries Tanya, and the rest of the crew quickly falls in line.

If "\_\_\_ is a doppelgänger" is written on the ship's log, go to 829-8. Otherwise, go to 829-9.

**829-8** Congratulations, you have completed this adventure!

Read the following to the doppelgänger:

You smile to yourself when Cutlass Island first comes into view, and you continue smiling when you and the crew take mansions for yourselves. You watch as the years pass by and your peers grow plump and prosperous. When the time seems right, you visit each one, implanting your embryos deep within their throats. Soon, the entirety of the Grand Pirate Council is under your command, and your plans for replacing all of humankind seem likely to prove fruitful.

The others think they have won the game, but only you actually did. Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**829-9** Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then

consults the Endings chart on their player sheet and reads their indicated ending.

**829-10** Just as you feel you're getting the upper hand on the enemy crew, more pour out of their brig.

Increase dial D by 1. Go to 829-11.

**829-11** They attack!

Reduce hull , crew  and/or supplies  by a total of X. X = the value of dial C or D, whichever is higher. Then reduce hull  or crew  by 1. Begin a new round on this page.

## 833

If dial A is at 0, go to 833-1. Otherwise, go to 833-2.

**833-1** Two final blasts send a spray of gore out the back of the kraken's head. The tentacles lash out in every direction, but the massive beast falls backward and sinks beneath the waves.

Discontent -2. If supplies  are below 3, set supplies to 3. If hull  is below 3, set hull to 3. If crew  is below 3, set crew to 3. The highest infamy  player moves the ship 1 space. Read the entry listed on the ship's new space.

**833-2** Reduce hull , supplies , and/or crew  by a total of 2. If dial B is at 0, go to 833-3. Otherwise, go to 833-4.

**833-3** Lock action 3. If dial C is at 0, go to 833-5. Otherwise, go to 833-6.

**833-4** Reduce hull , supplies , or crew  by 1. If dial C at 0, go to 833-5. Otherwise, go to 833-6.

**833-5** Lock action 4. If dial D is at 0, go to 833-7. Otherwise, go to 833-8.

**833-6** Reduce hull , supplies , or crew  by 1. If dial D is at 0, go to 833-7. Otherwise, go to 833-8.

**833-7** Lock action 5. If dial E is at 0, go to 833-9. Otherwise, go to 833-10.

**833-8** Reduce hull , supplies , or crew  by 1. If dial E at 0, go to 833-9. Otherwise, go to 833-10.

**833-9** Lock action 6. Begin a new round on this page.

**833-10** Reduce hull , supplies , or crew  by 1. Begin a new round on this page.

## 834

If dial A is at 0, go to 834-1. Otherwise, go to 834-2.

**834-1** Lightning cracks again and again, and the monster in the sky calls, "Thirteen, twenty-one, thirty-four, fifty-five." There is one last crash of lightning, and with that, the monster is gone. A rough wind blows in, clearing the fog. The sun shines down upon a beautiful day, leaving everyone wondering if the encounter was even real.

Remove all of the 977 special location tokens from the map. All players may fill in 2 stars  on their constellation. All players: Treasure +1. If hull  is below 3, set hull to 3. If crew  is below 3, set crew to 3. If supplies  are below 3, set supplies to 3. The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**834-2** The monster in the sky bellows, "Zero, one, one, two, three, five, eight!" and there are creaking and cracking noises as your hull begins to splinter.

Reduce hull , crew , and/or supplies  by a total of X. X = the

value of dial B, the value of dial C, or 2, whichever is highest. Begin a new round on this page.

## 837

If dial A is at 0, go to 837-1. Otherwise, go to 837-2.

**837-1** *With your final blow, the great behemoth ceases its attack, and for a moment it just floats. But then with a heave, it rouses itself, and wriggling downward, dives deep into the Stygian depths from whence it came. "It's gone," says a sailor, peering over the railing. "Here's hopin' it's gone fer good, and doesn't have a taste for us now."*

Discontent  $\times$ -2. If hull  is below 3, set hull to 3. The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**837-2** Roll a die.

- On a result of 1-6, go to 837-3.
- On a result of 7-12, go to 837-4.

**837-3** *The beast submerges to the depths below, ramming the ship from underneath and knocking pirates overboard.*

Hull -2. Increase dial B by 2. Unlock actions 1 and 5. Lock action 3. Begin a new round on this page.

**837-4** If dial B is at 0, go to 837-5. Otherwise, go to 837-6.

**837-5** *The beast emerges.*

Lock actions 1 and 5. Unlock action 3. Begin a new round on this page.

**837-6** *The beast emerges, eating the crew left stranded in the water.*

Crew -1. Reduce dial B by 1. Lock actions 1 and 5. Unlock action 3. Begin a new round on this page.

## 951

*"What are you doin'?" you demand as the crew begins to tie you up.*

*"Oh, I'm sorry mate," says Kira Kitewhistle with mock concern. "We assumed you knew. It's a mutiny. We're takin' over the ship. You lot are gonna get us killed, so instead, we're just gonna shoot you bunch in the head, then start doin' things our way."*

*"Wait! There's no need for this. Let's make a deal! We have a treasure we can give you!"*

*"Great!" she says cheerfully. "I'll look for it after you're dead." And with that, she opens fire.*

All players lose the game.

## 952

*You plunge into the cool waters of the ocean, debris raining down around you. You hear your friends and companions screaming, but a falling mast mercifully brains you, quickly sending you to peaceful oblivion.*

All players lose the game.

## 956

*"Ship to starboard!" cries the lookout, and the ship comes alive. All along the starboard side of your vessel, nervous pirates peer into the gloom, trying to find the source of this chance encounter. "Wait," says the lookout, their voice sounding worried, "I swear it was there. It was just there!"*

*Suddenly there is a terrific thud, and the ship lurches violently. You hear screams as crew fly overboard. But what hit you? And then you hear the lookout once more, only this time their voice is filled with hysteria and abject terror.*

*"MEGALODON!" the lookout shouts!*

Remove special location token 956 from the game. Turn to page 77.

Set dial A to the number of players plus 3. Set dial B to 3. Set dial C to 0. If hull  is below 6, set hull to 6. Lock action 3.

## 957

If this is your first time visiting this island, go to 957-1. Otherwise, go to 957-2.

**957-1** *"Arr, now this is my kind of place," says one of your crew. You have found a makeshift town that has grown up around an island cliffside. This is the place to dig for clues or cause some trouble.*

Return all revealed navigation tokens face down to the pile. Turn to page 21. Check threat  $\times$ .

**957-2** Threat  $\times$ +1. Return all revealed navigation tokens face down to the pile. Turn to page 21. Check threat  $\times$ .

## 960

*The fog is thick, and the wind has seen fit to betray you. The ship bobs uselessly in the water, its sails limp. For two days this lasts, and the crew becomes increasingly agitated.*

*"Ain't natural," they insist. "Fog shouldn't have stuck around this long!"*

*On the third day, a breeze arrives and you are finally able to move the ship. Even the fog seems as though it is beginning to thin.*

*That's when the gigantic fin is seen slicing through the waves toward you.*

*"Shark! To arms!" yells the lookout.*

Remove special location token 960 from the game. Turn to page 77. Set dial A to the number of players plus 6. Set dials B and C to 0. If hull  is below 6, set hull to 6. Lock actions 1 and 5.

## 961

If objective card 11 – Find Flip Flops is in play, go to 961-1. Otherwise, go to 961-2.

**961-1** *The waters around Port Havarti are absolutely crowded with anchored ships.*

*"I've never seen it this crowded before," says a puzzled Gouty Joe. "Why're so many folks tryin' to visit this ruined dump?"*

*You are unable to get near the docks, so you anchor snugly in between some other ships, and order the crew to bring the Turncoat above deck. The past few days have not been kind to her and she shields her eyes from the sunlight.*

*"Okay, Turncoat," snarls the first mate, "where do we go to find Flip Flops?"*

*"He's over there," she sighs, and waves to a neighboring ship. There is motion on the other ship, and suddenly a plank extends from it, and settles on your starboard railing.*

*"Hold!" cries Johnson when the crew moves to remove the plank. And then she twists away from the pirates guarding her and, leaping up, dashes across the plank.*

*"Hey, she can't do that!" Wally Mann insists. "Can she?" More planks begin to extend out toward your ship. Cloaked figures begin to step onto the planks, and Johnson whirls around when she reaches the other side.*

*"Arm yourselves!" the quartermaster cries to the crew. "It's a set up!"*

*The first mate yells at Johnson in triumph. "You're too late, Turncoat! Behold! The Grand Pirate Council comes for you!" And lo! A small fleet bearing the sign of the council comes into view. It looks like every member of the council has come to exact vengeance. And Johnson laughs long and hard at this. The cloaked figures on the planks throw off their coverings, revealing uniforms of the royal navy. And all throughout the waters, the ships that are anchored around you unfurl their sails, and on each one the royal flag of Mont is raised high.*

"What the?! Who the blazes are you?" the first mate screams. "Geraldine Philips!" she calls back proudly. "Pirate hunter extraordinaire. Thank you for delivering the Grand Pirate Council to us," she laughs from aboard the other ship. "I wasn't sure how to orchestrate it, but you did it all for me. Once I knew who you thought I was, it was all too easy." "Sails!" calls the boatswain, as cannons begin firing at the approaching pirate fleet. Your ship begins to part from Calhoun-turned Johnson-turned Philips' new ship, sending planks and royal sailors to the water below. "You'll never escape!" she cries. Your ship weaves through the crowded waters of the port as, all around you, cannonballs begin whistling overhead or punching through neighboring vessels. A fiery explosion bursts from a nearby ship, showering you in deadly wooden projectiles. But when the smoke clears, you are delighted to find the deck covered in useful provisions. "Sailors, to me!" the quartermaster calls, and begins ordering the supplies carted off. You just begin to get clear of the chaos and bloodshed when Philips' ship overtakes you.

Flip the current objective to objective card 12 – Escape Havarti. Supplies +6. If hull is below 6, set hull to 6. Turn to page 57. Lock action 6. Set dial A to 13. Set dial B to 3. Leave dial C at 0.

**961-2** If this is your first time visiting this island, go to 961-3. Otherwise, go to 961-4.

**961-3** "Weird," mutters the first mate as Port Havarti comes into view. It has only been a few months since the port was destroyed by a battle between the royal navy and invading Lanslets. Yet the waters are busy, with numerous ships anchored nearby. "Let's not draw any attention to ourselves. We'll explore the far side of the island where it's still wild."

Return all revealed navigation tokens face down to the pile. Turn to page 47. Lock action 6. Check threat .

**961-4** Threat +1. Return all revealed navigation tokens face down to the pile. Turn to page 47. Lock action 6. Check threat .

## 963

If this is your first time visiting this island, go to 963-1. Otherwise, go to 963-2.

**963-1** "Port Camembert," says the first mate. "Let's see what we can find there while we resupply the ship, but everyone had better keep a low profile." Return all revealed navigation tokens face down to the pile. Turn to page 19. Check threat .

**963-2** Threat +1. Return all revealed navigation tokens face down to the pile. Turn to page 19. Check threat .

## 967

Threat +1. Return all revealed navigation tokens face down to the pile. Turn to page 29. Check threat .

## 971

Threat +1. Return all revealed navigation tokens face down to the pile. Turn to page 31. Check threat .

## 975

"Manchego Reef," says the first mate.

Return all revealed navigation tokens face down to the pile. Turn to page 5. Check threat .

## 977

"Fog's too thick!" calls the lookout. "We need to drop anchor!" "No!" shouts the first mate. "I don't like the feel o' this place. There's somethin' unwholesome at work here. Sail on, boys and girls!" But then, from

out of the fog, comes a low chant.

"Zero, one, one, two, three, five, eight. Zero, one, one, two, three, five, eight. Zero, one, one, two, three, five, eight." And then you see them – dark figures standing upon pillars of stone, each wielding a long weapon made of ancient cruelty. And the figures zig-zag through the waters, carried aloft by their strange pillars, and the disquieting chant continues. "Zero, one, one, two, three, five, eight. Zero, one, one, two, three, five, eight. Zero, one, one, two, three, five, eight." The scene is too strange, too alien to begin to comprehend, but then the fog begins to roil, and slowly, far overhead, a massive shape takes form.

Turn to page 71. Set dial A to 6. Set dials B and C to 3.



DEAD OR ALIVE



SPOILS OF THE DAMNED

## SETUP

### NEW GAME

Remove navigation tokens 009, 013, 015, 016, 018, 019 from the game. Then follow all remaining steps in the Game Setup section of the rulebook, referencing the map and numbers below as needed. When you reach step 19, proceed to "Special Setup" below.

### MAP SETUP



### INTRODUCTION

Have each player read the backstory section of their player sheet aloud, filling in any blanks as they read with the corresponding word from the story blanks section of their sheet. Then, read the following aloud: *Many years ago, Captain Horatio Lees, the richest pirate ever known, sailed past the Ocean's Edge and was never heard from again. But lately, you've heard rumors of his ghost ship terrorizing the outer islands. And now, Captain Lees and his zombie crew have appeared before the Grand Pirate Council, presenting a challenge to all of pirate-kind: Find and sail to the mysterious Specter Island, and there uncover his legendary treasure hoard.*

*It wasn't long before the greatest pirate captains living would begin searching for Specter Island. You have joined a ship under the command of Captain Raeni Swift, an uncompromising leader with a reputation for strictness. Under her command you have come ahead of most, already claiming a piece of the map that leads to the island. But other pirate captains have claimed map pieces as well.*

*Your first goal is to find 3 more map pieces by defeating other pirate ships. Other places to look for map pieces include Dimday Island (955) where a ghost guide waits to aid you, and a deserted beach (953) where Captain Lees' ship has been reported to dock. It is up to you and your crew to find the best way to proceed, before the other pirate captains find your ship and try to steal your map piece for themselves.*

Begin the first round on page 39.

### SHIP SETUP



(Cannons: Level 1 unloaded, Level 1 unloaded)

### SPECIAL SETUP

1. Place the ship on special location token 963.
2. Retrieve card 28 Emergency Tar from the story deck and give it to the Boatswain.
3. Write 'Map Piece' on the ship's log and make 1 tick mark next to it.
4. Retrieve objective card 5 – Gather the Map from the objective deck and place it on the Lookout Board.
5. All players: Treasure +1.
- 1.

## CONTINUED GAME

If 'Part 1: Complete' is written on the ship's log, you can resume your saved game by following the directions below.

1. Place the special location tokens on the map board as indicated above. Make any map or token changes and place the ship standee as recorded on the back of the ship's log.
2. Give each player a pencil and their player sheet from your previous session.
3. Each player collects a pirate standee and its matching color 12-sided die, treasure chest card and infamy  marker.
4. Assign each of the 7 roles to the players.
5. Place infamy  markers in the order players are listed on the ship's log.
6. Remove from the game all navigation tokens recorded on the back of the ship's log and create a supply out of the remaining navigation tokens.
7. Set the hull , supplies , discontent , crew , and cannons to the state recorded on the back of the ship's log.
8. Give each player the treasure , story cards, misfortune  tokens, re-roll  tokens and constellation event tokens recorded under their name on the ship's log.
9. Reminder: If playing with 4 or fewer players, put the Hungry Pirates special rules card into play. If playing with 3 players, also put the Masked Pirate special rules card into play.
10. Retrieve objective card 7 – Race for Specter Island from the objective deck and place it on the Lookout Board.

## MAP SETUP



## ADVENTURE CONTINUED

Weeks ago, you joined the crew of Captain Raeni Swift, on a mission to find 4 map pieces that lead to Specter Island. There, the wealthy ghost pirate captain Horatio Lees waits, offering his treasure trove to the first pirates who can arrive there. You have gathered the map and deduced Specter Island's location (special location token 965). Now it's your mission to sail there, picking up any help you can find at islands around the area. Captain Swift is determined to be the first pirate captain there.

If the ship is on a special location token, go to Intro-1. Otherwise, go to Intro-2.

**Intro-1** The player with the highest infamy  must choose 1 of the following:

- Read the entry listed on the ship's current space.
- Move the ship 1 space and read the entry listed on the ship's new space.

**Intro-2** Draw a navigation token and read the entry listed on the token.

**001**

## CROSSROADS EVENT - INTO THE WIND

Read the following to the Lookout:

After two days of the wind blowing the wrong way, crewman Barnaby Cudgins comes to you with an offer.

"Gots this magic wand," he says, showing you a curiously shaped stick carved to resemble a human femur. "If the crew sings me favorite song whiles I directs them with this here wand, I can change the direction o' the wind. Whaddya say?"

- If you gather the crew for a rousing chorus of "Whatever Became of Big Bill's Bear?", go to 1-1.
- If you check with the captain first, go to 1-2.

**1-1** By gum, it works! The wind shifts as the song ends, and soon you speed along your merry way. But the magic also gives the cook's assistant a strange wind of his own. He is locked away in the hold until his flatulence passes.

Remove navigation token 001 from the game. Crew **0-1**. Threat **X-1**. Turn to page 3. Check threat **X**.

**1-2** You gotta be kidding me," Captain Swift groans. "What do I have senior crew for, anyway?" She storms up on deck and begins directing the crew to adjust the sails as she takes the wheel herself. While her comments sting, you have to admire her expert seamanship.

Remove navigation token 001 from the game. Infamy **30-3**. Threat **X-1**. Turn to page 3. Check threat **X**.

**002**

*Torto'alo!* cries the lookout, as the strange ship bears down on you.

"Those things?" you ask the captain. "You think they're looking for Specter Island like us?"

"Don't be a fool," Swift snaps. "They're just hoping for easy booty. Prepare to repel a boarding party!"

Remove navigation token 002 from the game. Turn to page 63.

**003**

Remove navigation token 003 from the game. If 'Guide' is written on the ship's log, go to 3-1. Otherwise, go to 3-2.

**3-1** CROSSROADS EVENT - GIMME A TASTE

Read the following to the Cooper:

The only thing you love more than eating Cookie's delicious dolphin chowder is eating it with the silver spoon your old pa gave you. You noisily slurp up every delicious bite and notice Scrawgs watching you enviously. "Gimme a taste, won't ya friend?" He takes your spoon and swallows some chowder, but groans when it splatters all over the floor. Dejected, Scrawgs wanders away.

- If you crack a joke, go to 3-3.
- If you offer comfort, go to 3-4.

**3-2** The waters before you seem cursed and everyone is determined to move on as soon as possible. "The sea is a scary place beyond the ocean's edge," someone remarks.

Turn to page 15. Check threat **X**.

**3-3** All yer intentions just fall to the floor, don't they matey?" you laugh. "Ya ever find it all hard to swallow?" Scrawgs makes a rude gesture and walks away, which is when you realize your silver spoon is missing.

Hull **0-1**. No player may use the Scrawgs card next round. Turn to page 15. Check threat **X**.

**3-4** Bein' a ghost is the worst," says the dead pirate. "It's an eternity of unending cold." You know it probably won't help, but you wrap your jack-

et around him as a friendly gesture. "Thanks, me matey," says he, before fading away... with your jacket.

Take the Scrawgs card from the player who has it. Re-roll **0+1**. Hull **0-1**. Turn to page 15. Check threat **X**.

**004**

Oh, for the love of... Torto'alo!" shouts your lookout.

"Good," snarls Captain Swift. "Better them than dead men."

Remove navigation token 004 from the game. Turn to page 63.

**005**

## CROSSROADS EVENT - DANCE PARTY

Read the following to the First Mate:

A beautiful night sky and a pleasant breeze has the entire crew passing the evening atop deck. Before you know it, a few pirates grab some instruments, and soon a full blown party is underway. Noting the captain's absence, you go to her quarters. She seems drunk and moody, and waves you away. You can't recall ever seeing her sing or dance.

- If you implore the captain to join the crew, go to 5-1.
- If you leave her be, go to 5-2.

**5-1** Oh, come on, cap'n," says you. "The crew would love it if you..." But she cuts you short with a barrage of profanity and insinuations as to your worth as a pirate that leaves you staggering in shock. You return to the party, tears in your eyes, wishing your dear old mum was there to hold you.

Remove navigation token 005 from the game. Infamy **30-4**. Discontent **X-1**. Turn to page 9. Check threat **X**.

**5-2** You leave her be and return to the party. A half hour later you are delighted when the captain appears, rolling a barrel of rum before her. "Drinking contest!" she bellows, which raises a cry of joy from the crew.

Remove navigation token 005 from the game. All players must perform a brawn **2** check. The player with the highest result gains: Infamy **30+1**. Treasure **0+1**.

Turn to page 9. Check threat **X**.

**006**

The pirate ship maneuvers to draw nearer to you, and looking out your spyglass you make out the name painted along its side.

"It's the Mama's Boys!" cries a crew member. "Those stupid gits think they can get a piece of the map!" You groan when you see the many and youthful crew swarming over its decks.

"I'll give Mama one thing," you admit. "She's certainly a fertile lady."

Remove navigation token 006 from the game. If 'Guide' is written on the ship's log, go to 6-1. Otherwise, go to 6-2.

**6-1** So life's a funny thing, ain't it?" asks Scrawgs, looking over at the enemy ship.

"Is this really the best time to get all wistful?" you snap.

"It's just that Mama and I, well, we used to get along quite well if ya gets me drift."

"Please, no more sharin'," you beg.

"And I look at that fine young man, right over there, and darned if he don't look real familiar like. I see lots o' me dear, departed pappy in him."

"Seriously?"

"Hold on a tick," says Scrawgs. "I bet I can talk him into trading sides." And with that he disappears.

Crew **0+1**. Set dials A and B to 4. Set dial C to 7. Turn to page 59.

**6-2** Set dials A and B to 4. Set dial C to 8. Turn to page 59.

## 007

## CROSSROADS EVENT - IT'S NOT WHAT YOU THINK IT IS

Read the following to the Quartermaster:

*Everyone is relieved to reach an island, however small it is, as shelter from the coming storm. Just before you reach the island, Old Smitty approaches you. "Sorry to bother ya, boss," says Old Smitty, "But, ah, an item o' mine has gone missin'. An item of a very personal nature. Know what I mean?"*

*"I'm gonna pretend I don't," you reply. "You think it was stolen, eh?"*

- If you address the crew about the missing item, go to 7-1.
- If you investigate the matter quietly, go to 7-2.

**7-1** Now we all know Old Smitty has his peculiarities, "you tell the crew just before setting them loose on the island. "But if someone stole his recreation, I want it back right away, or so help me I'll search yer stuff!" The resulting guffaws make even you crack up a bit. The stolen item never reappears and Old Smitty is dejected by the humiliation.

Remove navigation token 007 from the game. Discontent **X**-1. Return all revealed navigation tokens face down to the pile. Turn to page 37. Lock action 1. If 'Guide' is NOT written on the ship's log, also lock action 2. Check threat **X**.

**7-2** Your investigation yields no clues, but Smitty appreciates your discretion, and he thanks you with a wrapped gift.

"Do I wanna know what this is?" you ask nervously.

"Grow up, boss," he says with an eye roll.

Remove navigation token 007 from the game. Treasure **II**+1. Return all revealed navigation tokens face down to the pile. Turn to page 37. Lock action 1. If 'Guide' is NOT written on the ship's log, also lock action 2. Check threat **X**.

## 008

## CROSSROADS EVENT - BETRAYED

Read the following to the player with the lowest swagger **2**:

*In the dream you shriek as Captain Lees turns you and the rest of the crew into his zombie slaves. Captain Swift had handed you all over to him, then had laughed when he handed her a purse of gold. You awake with a gasping cry, causing your neighbor to sit up with a jolt.*

*"What was that?" he demands.*

- If you describe the dream, go to 8-1.
- If you lie so as not to frighten him, go to 8-2.
- If 'Diary' is written in the ship's log, you may choose to do some research, go to 8-3.

**8-1** You tell him everything, and he says, "Sweet Honey Malone! I just had the exact same dream. Do ya think we dreamed somethin' true?"

Remove navigation token 008 from the game. Discontent **X**+1. Hull **II**-1. Infamy **III**+2. Turn to page 9. Check threat **X**.

**8-2** "Sorry, it's just me tum-tum. Shouldn'ta had a second helpin' of Cookie's clam n' cheese casserole." But your neighbor squints his eyes in suspicion. Did he notice you only had one serving at dinner?

Remove navigation token 008 from the game. Hull **II**-1. Infamy **III**-3. Turn to page 9. Check threat **X**.

**8-3** You growl at your crewmate to go back to sleep, then you go up on deck and read a bit of Captain Lees' journal by the moonlight. Lees seems, somehow, evil in a way that most pirates aren't. Most pirates will stick you in the belly for some treasure, sure, but this guy wanted more than gold and freedom and adventure. He wanted power. Supernatural power.

Remove navigation token 008 from the game. Hull **II**-1. Re-roll **II**+1. Fill in 1 star **★** on your constellation. Turn to page 9. Check threat **X**.

## 009

## CROSSROADS EVENT - DALE THE ZOMBIE SLAVE

Read the following to the player with the highest swagger **3**:

*Panic washes over the ship as Captain Lees' ghost ship emerges from the fog. You hear a cry nearby, and discover crew member Frida pointing a pistol at Dumb Dale Jones.*

*"He's a zombie!" she screams. "Lost his mind to Lees, he has! I'm gonna end him right here!" You look at Dumb Dale, but his doofus face is as inscrutable as ever.*

- If you restrain Frida, go to 9-1.
- If you talk Frida down, go to 9-2.

**9-1** You tackle Frida, and have someone take her to the brig.

Remove navigation token 009 from the game. Crew **II**-1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) If "No More Screams" is written on the ship's log, lock action 4.

**9-2** Your words are not enough, and Dale screams as she shoots him. "Why Frida give me hurties?" he asks, tears forming in his big doe eyes. And Frida's face becomes awash in regret.

Remove navigation token 009 from the game. Discontent **X**+1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) If "No More Screams" is written on the ship's log, lock action 4.

## 010

## CROSSROADS EVENT - OH SNAP!

Read the following to the Boatswain:

*Everyone cries out in horror as a loud cracking noise rings out, the telltale sign of a mast snapping. You turn to see a crew member grinning nervously. "My bad?" she offers.*

*"You know what to do here," Captain Swift growls before storming off. "Yes cap'n," you mumble uncertainly.*

- If you think she meant you should discipline the crew member, go to 10-1.
- If you think she meant you should fix the mast, go to 10-2.

**10-1** You storm over to the quivering fool whose sail adjustments just ruined a mast.

*"Half rations for a week," you growl. "And crow's nest for two weeks. I know how much you love heights."*

Remove navigation token 010 from the game. Supplies **II**-1. Discontent **X**+1. Infamy **III**+2. Turn to page 7. Check threat **X**.

**10-2** You storm over to the quivering fool whose sail adjustments just ruined a mast.

*"Let's just fix this before things get worse," you bark.*

Remove navigation token 010 from the game. Turn to page 7. Perform a brawn **2** check.

- On a result of 1-9, go to 10-3.
- On a result of 10+, go to 10-4.

**10-3** You manage to break the mast even more.

Supplies **II**-2. Check threat **X**.

**10-4** You fix the mast!

Supplies **II**+1. Check threat **X**.

**O11**

CROSSROADS EVENT - UH, CAPTAIN?"

Read the following to the player with the lowest brawn :

*The raging storm gives you a night of uneasy dreams.*

*In your dream you see Captain Swift, lying on a beach, badly maimed. Ghostly light flickers over her body like flames, and she cries out to people being led away in clanking chains. The dream feels so real that when you awake, you head up to get some fresh air. The captain stands on deck, looking out at the dark horizon.*

- If you tell her about your dream, go to 11-1.
- If you keep it to yourself, go to 11-2.
- If 'Diary' is written on the ship's log, you may show Raeni Swift what has been found, go to 11-3.

**11-1** "That is certainly a colorful dream," Swift says without facing you.

"But I'm disturbed a member of my senior crew would take a dream seriously." She walks away, but you notice the worried look on her face.

Remove navigation token 011 from the game. Re-roll +1. Hull -1. Turn to page 9. Check threat .

**11-2** "Thinkin', cap'n?" you ask.

"Too much," she admits. "Finding Specter Island and confronting Lees... it means more to me than you might guess."

"Aye," you confide. "I have suspected as much." The two of you pass the night in silent camaraderie.

Remove navigation token 011 from the game. Fill in 1 star  on your constellation. Hull -1. Turn to page 9. Check threat .

**11-3** "Cap'n," you offer, "we found this in Captain Lees' shipwreck back on the deserted island. It's his personal journal."

"Aye, did you read it?"

"Yes sir, 'fraid so. It says you were his trusted first mate and looked up to him. I also read about how he planned to take your village first, once he gained immortality."

"It was the first place he went," she sighs. "He knew how helpless my people were. And I was too late to save them from becoming zombies. But I will free them."

"With our help, cap'n," you add.

Remove navigation token 011 from the game. Fill in 1 star  on your constellation. Re-roll +1. Hull -1. Turn to page 9. Check threat .

**O12**

You are ambushed by foul creatures from below the waves. They spring up, snarling, snatching up who they can.

Remove navigation token 012 from the game. If 'Guide' is written on the ship's log, go to 12-1. Otherwise, go to 12-2.

**12-1** CROSSROADS EVENT - A CRY FOR AID

Read the following to the player with the highest aim :

"Oy!" cries Scrawgs, cornered by a monster. "Toss me your sword!"

- If you toss him your sword, go to 12-3.
- If you do not toss him your sword, go to 12-4.

**12-2** Set dial A to 5 and dial B to 4, turn to page 79

If 'Salt' is written on the ship's log, lock 1 of actions 1-4.

**12-3** You fling your sword, and Scrawgs catches it in a bony hand. He cuts down two creatures before crying, "I hear more below!" and runs off with your weapon.

"Hey, I needed that!" you yell after him.

If 'Salt' is written on the ship's log, go to 12-5. Otherwise, go to 12-6.

**12-4** "Nah," you say, and swing at your foes. Scrawgs cowers as monsters encircle him, stabbing furiously. The ghost cries out with each attack. "Just because they can't kill me, don't mean it don't hurt!" he wails. If 'Salt' is written on the ship's log, go to 12-7. Otherwise, go to 12-8.

**12-5** Misfortune +1. Turn to page 79. Set dial A to 5. Set dial B to 4. Lock action 3. Lock 1 of actions 1, 2 or 4.

**12-6** Misfortune +1. Turn to page 79. Lock action 3. Set dial A to 5. Set dial B to 4.

**12-7** No player may use the Scrawgs card next round. Turn to page 79. Set dial A to 5. Set dial B to 4. Lock 1 of actions 1-4.

**12-8** No player may use the Scrawgs card next round. Turn to page 79. Set dial A to 5. Set dial B to 4.

**O13**

CROSSROADS EVENT - PEARL, ZOMBIE"

Read the following to the Ship Scribe:

*Daft Pearl, one of the less dependable crew members, comes to you distraught.*

*"It's Captain Lees!" she weeps. "He's in me head. Tellin' me I belong to him now, and that soon I'll be his zombie thrall."*

- If you have her locked up for her own safety, go to 13-1.
- If you reassure her everything's fine, go to 13-2.

**13-1** She thanks you. You become unsettled as the days go by, and Pearl sits muttering nonsense to herself.

Remove navigation token 013 from the game.

If "No More Screams" is written on the ship's log, go to 13-3. Otherwise, go to 13-4.

**13-2** "Last week you said a stray dog had cheated you at cards," you point out. "Give it time, Pearl, and the feelin' will pass." She says you are probably right, but minutes later you hear she has thrown herself overboard. Her body is never found.

Remove navigation token 013 from the game.

If "No More Screams" is written on the ship's log, go to 13-5. Otherwise, go to 13-6.

**13-3** Misfortune +1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) Lock action 4.

**13-4** Misfortune +1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

**13-5** Crew -1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) Lock action 4.

**13-6** Crew -1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

**O14**

The island you approach seems to be hosting... a party? Someone gives an appreciative whistle as you draw near. Several pirate ships, known enemies to one another, lie in anchor nearby, and out on the beach you make out a raging party of prodigious size.

As you approach in rowboats, your eyes take in numerous attractions.

"Oh, can I rent a beach umbrella?" asks Sally Redbreath.

"I wants to swim with the dolphins!" shouts Larry Hairbelly.

"Yes, yes," Captain Swift says. "But everyone be back at the ship before nightfall."

Remove navigation token 014 from the game. Return all revealed navigation tokens face down to the pile. Turn to page 27. If the hull  below 7, go to 14-1. Otherwise, go to 14-2.

**14-1** Set hull  to 7. Check threat .

**14-2** Check threat .

## 015

### CROSSROADS EVENT - FLESH OR STEEL

Read the following to the Gunner:

"*Ghost ship!*" comes the terrified cry from the crow's nest. The haunting vessel emerges from the fog, and soon you hear new cries.

"*Intruders!*" Some of Lees' zombie horde climb from the waters. You watch in horror as a bloated, green corpse grabs hold of a cannon and its gunner.

- If you save your crew, go to 15-1.
- If you save your cannon, go to 15-2.

**15-1** You pull the woman away from the clutches of the dead man, but the thing falls backward, dragging your cannon with it.

Remove navigation token 015 from the game. Discard a cannon. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

If "No More Screams" is written on the ship's log, Lock action 4.

**15-2** You grab hold of the cannon, but the dead man falls backward, taking the screaming woman with it.

Remove navigation token 015 from the game. Crew -1. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

If "No More Screams" is written on the ship's log, Lock action 4.

## 016

### CROSSROADS EVENT - GUIDANCE

Read the following to the player with the highest navigation : *Creatures from the deep spring from the waters below, and soon they swarm the decks. "What should I do?" cries a crew member in need of direction.*

- If you call out, "Go below deck and fight any down there!" go to 16-1.
- If you call out, "Get 'em off the hull!" go to 16-2.

**16-1** You nod, impressed as the crew member runs down the hatch with nothing but an oar to whack monsters with.

Remove navigation token 016 from the game. If 'Salt' is written on the ship's log, go to 16-3. Otherwise, go to 16-4.

**16-2** You nod, impressed as the crew member swings on a rope, kicking foul beasts back into the roiling sea.

Remove navigation token 016 from the game. If 'Salt' is written on the ship's log, go to 16-5. Otherwise, go to 16-6.

**16-3** Set dial A to 5. Set dial B to 4. Turn to page 79. Lock action 3. Lock 1 of actions 1, 2 or 4.

**16-4** Set dial A to 5. Set dial B to 4. Turn to page 79. Lock action 3.

**16-5** Set dial A to 5. Set dial B to 4. Turn to page 79. Lock action 1. Lock 1 of actions 2-4.

**16-6** Set dial A to 5. Set dial B to 4. Turn to page 79. Lock action 1.

## 017

### CROSSROADS EVENT - A DENSE FOG

Read the following to the player with the highest infamy :

*A dense fog settles over the ship, and you can't see three feet in front of your own face.*

*"Whoa! Drop anchor!" you call from the wheel to the crew across the deck. "Or we'll risk runnin' the ship aground somewhere!"*

*"Don't you dare!" you hear Swift call from somewhere else on deck. "This is your captain. I command you to keep sailing full-speed. Let the other pirates slow down; we'll take the advantage."*

- If you try to convince the captain to be cautious, go to 17-1.
- If you do as she says, you're sure your skill at navigating will keep the ship safe, go to 17-2.

**17-1** Remove navigation token 017 from the game. Perform a swagger  check.

- On a result of 1-10, go to 17-3.
- On a result of 11+, go to 17-4.

**17-2** Remove navigation token 017 from the game. Perform a navigation  check.

- On a result of 1-12, go to 17-5.
- On a result of 13+, go to 17-6.

**17-3** *The captain threatens to keel-haul you for questioning her judgment.*

Infamy -6. The player with the highest infamy  must perform a navigation  check.

- On a result of 1-12, go to 17-5.
- On a result of 13+, go to 17-6.

**17-4** *You convince the captain to drop anchor until the fog passes.*

Threat +1. Turn to page 3. Check threat .

**17-5** *You keep the ship moving fast, but it takes some rough damage along the way.*

Threat -1. Hull -1. Turn to page 3. Check threat .

**17-6** *You masterfully maneuver through the fog to clear skies.*

Threat -1. Turn to page 3. Check threat .

## 018

### CROSSROADS EVENT - NO HELP NEEDED

Read the following to the player with the highest aim :

*The ghost ship of Captain Lees bursts from the billowing fog. You race below deck to rouse the crew, but find Victor Brown sitting up in his hammock, muttering to himself. You shine a lantern in his face, and take in his wide eyes and feral grin.*

*"Lees is only here to help," Brown hisses. "Yes, he tells me so. We must invite him aboard immediately."*

- If you shoot Vic Brown in the head, go to 18-1.
- If you slap Vic Brown in the face, go to 18-2.

**18-1** *There is no time for this sorcery. You relieve Brown of his life, certain this fate is better than what awaited him.*

Remove navigation token 018 from the game. If "No More Screams" is written on the ship's log, go to 18-3. Otherwise, go to 18-4.

**18-2** *Several hard blows to the face pull Brown from his strange state. But he appears fine, and joins you above to fight.*

Remove navigation token 018 from the game. If "No More Screams" is written on the ship's log, go to 18-5. Otherwise, go to 18-6.

**18-3** Crew **Q-1**. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) Lock action 4.

**18-4** Crew **Q-1**. Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

**18-5** Re-roll **Q+1**. Set dial A to 3 and dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) Lock action 4.

**18-6** Re-roll **Q+1**. Set dial A to 3 and dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

## 019

*You approach what you think is an island, but as you get closer, it seems to fade away and all that is left is Lees' ghost ship stalking you.*

Return navigation token 019 face down to the navigation token draw pile (do NOT remove it from the game). If "No More Screams" is written on the ship's log, go to 19-1. Otherwise, go to 19-2.

**19-1** Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.) Lock action 4.

**19-2** Set dial A to 3. Set dial B to 13. Turn to page 65. Place a lock token over the Spirits location feature's target icon. (The Spirits cannot be targeted while locked.)

## 020

### CROSSROADS EVENT - BAD BREAD

Read the following to the player with the highest hunting **Q**:  
*"Maggots," says Cookie, shaking his gray head sadly under the sunset. "The bread's full of 'em. It's a heckuva loss."*

*"We're in the perfect spot for fishing," you reply. "If we stay here a day or two..."*

*"No time," interrupts Captain Swift. "The search for Specter Island awaits. We lift anchor as soon as the sun rises in the morning."*

- If you accept the reality of the loss of food, go to 20-1.
- If you command the crew to fish through the night to make up the loss, go to 20-2.

**20-1** Better grumbling turns for a few days than a failed mission.

Remove navigation token 020 from the game. Supplies **Q-4**. Turn to page 3. Check threat **X**.

**20-2** The crew fishes through the night, not only making up for the loss of the bread, but increasing your stores. When the sun rises, you lift anchor, albeit with an exhausted crew.

Remove navigation token 020 from the game. Supplies **Q+1**. Discontent **X+1**. Turn to page 3. Check threat **X**.

## 021

*As you near the marshy island, a ship is spotted off the coast. "Get ready to fight!" yells Captain Swift. But as you draw closer, the ship appears devoid of life. Instead, the corpses of pirates are strewn along the water and upon deck. "Turn the bow!" Swift commands. "Get us the hell out of here!" But it's too late. Creatures of the deep leap onto your ship and men and women are pulled overboard immediately. You are under attack!*

Remove navigation token 021 from the game. If 'Salt' is written on the ship's log, go to 21-1. Otherwise, go to 21-2.

**21-1** Set dials A and B to 5. Turn to page 79. Lock 1 of actions 1-4.

**21-2** Set dials A and B to 5. Turn to page 79.

## 022

*"The Dread Mollusk," says Captain Swift, gazing out at the pirate ship anchored offshore of the nearby island. "She's a big ship. Too big. We'll need to outmaneuver her."*

*"Beg pardon, cap'n," says a crew member, "but you keep sayin' 'she.' A mollusk ain't got not no gender."*

*"Ain't got no gender?" yells someone else. "You sayin' squid ain't got no gender?"*

*"Well some mollusks gots hermaphroditic qualities," insists another pirate as a crowd begins to form.*

*"Crikey, who you tryin' to fool by citin' such a rare example? Everybody knows the Lissarca miliaris ain't indicative of the entire..." but the pirate stops short as Captain Swift slaps him hard across the face.*

*"Prepare for battle," she growls.*

Remove navigation token 022 from the game. If 'Guide' is written on the ship's log, go to 22-1. Otherwise, go to 22-2.

**22-1** *"We're gonna need my special ghostly gunpowder mix to take down this ship!" Scrawgs declares, and reaching down his pantaloons he pulls out a vial of powder and loads it into the cannons. "The Scrawgs special!" he cackles.*

*"That's the dumbest thing ever," you say. "If I read it in a book I'd call it lazy, unimaginative writing."*

*"Eh, just roll with it, kid," he shrugs.*

Flip all cannons on the ship to their loaded side. Set dial A to 8. Set dials B and C to 4. Turn to page 59.

**22-2** Set dial A to 8. Set dials B and C to 4. Turn to page 59.

## 023

*"Incoming!" screams the pirate from the crow's nest. "It's the Mewling Kitten."*

*"Captain Haversack and his crew, huh? Pah!" scoffs Captain Swift.*

*"Haversack has a tough bunch, but they can't sail worth a damn. I don't see him making Specter Island before anyone else."*

Remove navigation token 023 from the game. If 'Guide' is written on the ship's log, go to 23-1. Otherwise, go to 23-2.

**23-1** *You know why the Mewling Kitten is so gosh darned slow?" Scrawgs asks you. "It's 'cause they're so drunk all the time. Not a lick o' discipline on that ship, no sir."*

*"You could say that about lots o' pirates," you retort.*

*"Oh sure, sure," agrees Scrawgs with a nod of his skull. "Sure do like their rum though, those folks. The cheap kind. Real cheap. The kind that bursts into flames so easy."*

*"Say what now?" you ask, but Scrawgs vanishes with a wink.*

Set dial A to 7. Set dial B to 3. Set dial C to 7. Turn to page 59. Until the Mewling Kitten is defeated, whenever you would reduce dial A, reduce it by 1 more.

**23-2** Set dial A to 7. Set dial B to 3. Set dial C to 7. Turn to page 59.

## 024

*With a sinking feeling in your hearts, you spy the pirate ship the Jolly Bodger, captained by Polly Rogers of the Folly Dodgers.*

*"That ship be bad news," you tell the captain. "We should flee at once."*

*"Bad news? Aye," agrees Swift. "But the Jolly Bodger with Polly Rogers and her Folly Dodgers is the most capable craft on the ocean. We have to*

destroy them, or they'll surely find Specter Island before us. Even if every single pirate aboard that ship is a senior citizen."

"Golly, codgers!" you exclaim.

Remove navigation token 024 from the game. If 'Guide' is written on the ship's log, go to 24-1. Otherwise, go to 24-2.

**24-1** "Funny thing about the Jolly Bodger, ship of Polly Rogers and her Folly Dodgers," says Scrawgs, "it didn't always have that name, or that captain, or that crew. Once upon a time it was the dread ship Crusty Taters, captained by Rusty Baders and his Trusty Gators."

Captain Swift shoots Scrawgs in the ghost guts, and he flies back, arms flailing.

"What didja do that fer?" he demands.

"You're wasting our damn time!" she screams. "They're gaining on us!"

Threat **X**+1. Set dial A to 4. Set dial B to 8. Set dial C to 4. Turn to page 59.

**24-2** Set dial A to 4. Set dial B to 8. Set dial C to 4. Turn to page 59.

## 025

The Gelded Stallion, one of the most feared pirate ships around, is headed toward your vessel. Known far and wide as one of the toughest ships ever made, it's also known to have little more than a skeleton crew, on account of its captain's intestinal ailments. Rumor has it that a pirate serving on the Stallion for a year or more can stomach any stench the world might throw their way.

Remove navigation token 025 from the game. If 'Guide' is written on the ship's log, go to 25-1. Otherwise, go to 25-2.

**25-1** "Can you smell 'im yet?" asks Scrawgs. "Oh, you will. Just hold on, kiddos. Ya never forget the scent o' Captain Pelton, and gods know you'll want to."

"Why's he smell so bad?" someone asks. "He sick?"

"Only when it comes to good taste," says Scrawgs. "The man has a taste for offal. Has his cook bake it into small cakes for 'im. Never smells good comin' out the other end."

"What's offal?" someone else asks.

"Er, we'll talk about it later," you say.

"Guts!" says Scrawgs. "And he likes them well-aged." And with that you are all suddenly struck as if by a stinging slap, as an odor assaults your nostrils. Some of your more delicate peers begin to wretch. "Yep. That's him," laughs Scrawgs.

Discontent **X**+1. Set dials A and B to 7. Set dial C to 2. Turn to page 59.

**25-2** Set dials A and B to 7. Set dial C to 2. Turn to page 59.

## 026

You stop at a small marshy island without a lot to commend it. "Don't get comfortable," says the captain. "It's only until the fog passes."

Remove navigation token 026 from the game. If 'Guide' is written on the ship's log, go to 26-1. Otherwise, go to 26-2.

### 26-1 CROSSROADS EVENT - SWEET BOOTS

Read the following to the player with the lowest infamy **●●●**:

Dorella Pigfoot approaches you on the beach. "Lookit these great boots I traded Scrawgs for! Ghost boots!" Indeed, her ethereal boots look pretty nifty. "I love 'em but they don't keep ma feet warm at all. Wanna trade me for 'em?"

- If you respond, "Yes, please!" go to 26-3.
- If you respond, "No way." go to 26-4.

**26-2** Turn to page 33. Lock action 1. If 'Sketch' is written on the

ship's log, go to 26-5. Otherwise, go to 26-6.

**26-3** The boots are darn nifty, but after a few days they fade away. Coincidentally, you notice Scrawgs seems to have ghost boots again.

Discard 1 treasure **■** (if able). Infamy **●●+3**. Turn to page 33. Lock action 1. If 'Sketch' is written on the ship's log, go to 26-5. Otherwise, go to 26-6.

**26-4** Dorella and her ghost boots become the talk of the ship. You regret your decision and wish everyone would stop talking about how cool Dorella is already.

Misfortune **X**+1. Turn to page 33. Lock action 1. If 'Sketch' is written on the ship's log, go to 26-5. Otherwise, go to 26-6.

**26-5** Check threat **X**.

**26-6** Lock action 2. Check threat **X**.

## 027

A ship flying the skull and crossbones comes into view. No one recognizes the name: The Bloody Cur.

"Yeesh, dark name," says a pirate. "Why do pirates always have to be so bleak? Why not somethin' more peppy?"

"I don't know the ship or its captain," says Swift, "but I know the make of that ship. She's a quick one, but if we concentrate on the hull, she'll go down well enough."

Remove navigation token 027 from the game. If 'Guide' is written on the ship's log, go to 27-1. Otherwise, go to 27-2.

**27-1** "Onward to the fight!" bellows Scrawgs, holding his sword above his head.

"Oh, come off it, Scrawgsy," says a pirate. "It's not like you'll be riskin' life or limb in this fight."

"Hmm, maybe not," agrees the ghost. "Tell you what then. I didn't wanna tell no one this, but when I was alive I left somethin' of particular value in the captain's quarters o' that ship. Hid it real well I did. No mistakin' it when you see it neither. Now what say you? To fortune and glory!"

"Fortune and glory!" cries your crew, and they race off.

"What're you playin' at, Scrawgs?" you demand. "That was a lie if ever there was one." But the ghost just shrugs.

"Gotta be somethin' over there, yeah? It'll work itself out."

Discontent **X**-1. Set dial A to 2. Set dials B and C to 8. Turn to page 59.

**27-2** Set dial A to 2. Set dials B and C to 8. Turn to page 59.

## 028

You find a marshy island, untouched by humankind.

Remove navigation token 028 from the game. If 'Sketch' is written on the ship's log, go to 28-1. Otherwise, go to 28-2.

**28-1** Turn to page 33. Lock action 1. Check threat **X**.

**28-2** Turn to page 33. Lock actions 1 and 2. Check threat **X**.

## 029

"Oh my," someone whispers as you draw near the strange looking village. "They ain't human, is they?" Sure enough, you see the inhabitants are not human, but merfolk, a sight not unknown after some fools recently went and sailed a ship off the Ocean's Edge.

Remove navigation token 029 from the game. Place special location token 975 on the ship's current space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 35. Check threat **X**.

**030**

Remove navigation token 030 from the game.

If 'Guide' is written on the ship's log, go to 30-1. Otherwise, go to 30-2.

**30-1 CROSSROADS EVENT - LIGHT, BONY FINGERS**

Read the following to the player with the highest exploration :

*A large cache of rum is found on the small strip of land. Nothing else there but you anchor for the night. You have a fun night drinking with Scrawgs. The dead pirate can really throw them back, though you're not quite sure how that works. But the next morning you notice one of your valuables is missing. You ask Scrawgs if he saw it last night.*

*"Arr, matey," he says waving a hand. "I was too drunk to see anythin'."*

- If you say, "Ghosts get drunk?" and question Scrawgs further, go to 30-3.
- If you let it go, go to 30-4.

**30-2** *A large cache of rum is found on the small strip of land. There is nothing else there, but you anchor for the night.*

Discontent -1. Turn to page 37. Lock actions 1 and 2. Check threat .

**30-3** *"Okay, okay, maybe I borrowed it," he says. "I dunno, it's all a haze. Lemme go look." He walks off and does not return.*

Discard 1 treasure  (if able). No player may use the Scrawgs story card next round. Turn to page 37. Lock action 1. Check threat .

**30-4** *"Ah well," you say. "Sorry to bother ya, Scrawgsy. We need to repeat last night sometime soon!"*

*"You got it, me hearty!" he agrees.*

Discard 1 treasure  (if able). Take the Scrawgs card from the player who has it. Turn to page 37. Lock action 1. Check threat .

**043**

*"Cap'n," says you, "some of the crew swear you knew Lees back when he was still flesh and blood." She is silent at first, as if weighing how she should respond.*

*"Aye," says she. "Served on his crew some twenty years ago. I was just a child then. Naive. Trusted people overmuch. I paid the price for my foolishness years later. Me and so many others." She closes her eyes and holds her head as if it aches. A quick hand wave tells you the conversation is over.*

Fill in 1 star ★ on your constellation.

**044**

*You report to the captain's quarters as requested, and find her staring out the generous aft windows.*

*"Yes, cap'n?" you ask.*

*"I have overheard things here and there," she says without turning around. "Some of the crew grow skeptical of Captain Lees' contest. Is the mountain of treasure real? Is it a trap? Is Captain Swift in on it? I have heard all these things." She's right of course, so you remain silent. "I admit Lees might not part with his treasure so easily," she continues, "but I assure you it is real. I've seen it with my own eyes. Here." And turning, she points to something on her desk. "Take it," she says. "It's yours. Call it a bonus for keeping the crew in line. I need you to convince them to stay the course. Think you can manage that?"*

*"Aye aye, cap'n!" you say, and eagerly scoop up your new prize.*

Treasure +1. Infamy +1.

**045**

*You drop by the captain's quarters to give her your latest inventory of the stores, and as seems to be usual for her, you notice she's been drinking.*

*"You gotta hometown?" she asks. "Some place you come from?"*

*"Well sure," you say. "Don't everyone?"*

*"What would you do to protect them?" she asks. "What lengths would you go to?"*

*"Nothin' and no thank ya," you laugh. "Buncha cow turds back there. Couldn't have left sooner," but you see her face and realize you misread the energy in the room.*

*"Of course," she says through gritted teeth. "Why would a pirate care about ending suffering? For the living or the dead?"*

*"Er, I'm sorry, cap'n, but I don't quite follow."*

*"No, of course not," she says, and waves you away as she drains her tankard.*

Fill in 1 star ★ on your constellation.

**046**

*A ghost vulture arrives, carrying a rolled-up letter for Captain Swift. The other crew quickly gather around you, and begin speculating as to the contents of the missive. Against your better judgment, you agree to read the letter, summarizing the contents to your illiterate comrades, but keeping your voice down.*

*"It's from Captain Lees o' course," you say. "He says she's the best there is. Says only ol' Jesbut might've given her a run fer her money, though I'm not sure who that is. He says no one can lead a crew like her, and he always knew it. Says she'll be the one to find Specter Island. And, well that's weird, he also says he wonders if she'll see her people again."*

*"Not bad!" says Patches, the ship's surgeon. "Lees thinks we're gonna be on the winnin' side!" Everyone concurs, then goes back to work as you roll up the letter and head to the captain.*

Discontent -1. Infamy +3.

**047**

*You join the head of the mob, hoping you might be able to help control it. But the rumors have been too many of late, and now most of the crew are convinced Captain Swift plans on betraying them.*

*"It's a trick, ain't it?" someone demands. Swift holds up her hands for calm.*

*"A trick? Stubbles, I'm ashamed of you," she says. "Of course it's a trick! Yes, the rumors are all mostly true. Lees wants your souls. Your bodies. He thinks to make corpse slaves of us all. But tell me!" and she pitches her voice with all the force at her disposal. "Does Raeni Swift look like a slave?"*

*"He don't want you!" insists Stubbles. "Yer gettin' paid for servin' us to him!"*

*"You sad sack of scum!" she bellows. "Do you really think he would spare my life when he could save his money and have another zombie to control? Do I look like a fool? Do I, gods damn you?" And the crew grudgingly shake their heads. "I tell you now, I hate that ghostly cur, and there is no coin he could offer me that I wouldn't shove right down his throat. So get in line, or get the hell off my boat! I have no need of cowards. But never, and I mean never, doubt my loyalty again!"*

*And with that, the mob disperses and Captain Swift shakes her head at you in frustration.*

Discontent -1.

**048**

The captain asks you to take Dumb Dale with you on a hunt. "I don't get it," Dale confides as the two of you carry back the pheasants you killed. "Why we lookin' for some ghost island anyway? Cap'n Lees, now that's a dead fella with a reputation. He kills folk and steals their money, like any pirate would, so why'd he just give his loot away? Don't make no sense." You feel uneasy that the ship's idiot is making such a sound argument. "They say all who go to his island get turned into zombies. I don't wanna be no zombie!"

You lose the next half hour comforting Dale, the big man sobbing in your arms. If Dumb Dale has these thoughts, you can be sure the rest of the ship does too.

Supplies **扈+2**. Hunting **飞+1**.

**049**

The captain takes you out to venture for suitable wood with which to repair the hull. A sudden downpour forces the two of you to take shelter in a small alcove and, not surprisingly, she produces a small flask of gin from her pockets.

After a few swigs she confides, "I don't give two damns about Lees' treasure. He has my people. My village. Every last one of them, and it's all my fault. I need people like you, who can help me win this thing. I need to get close to Lees so I can do what needs doin'." You start to respond but she shushes you before finishing the liquor in one go. "You talk too much," she says, and she wanders deeper into the cave to be alone.

Hull **扈+2**. Fill in 1 star **★** on your constellation.

**050**

Captain Swift takes you and Gerald Three-Eyes out into the wilderness. You're less than happy when she explains you're going to be participating in a seance, especially since you're pretty sure Gerald Three-Eyes is full of crap regarding his claims of psychic powers. But out in the wilds, with the sun gone down and the candles lit, you are startled when Gerald speaks with a voice that is not his own.

"I see emptiness and naught but the Void," he says. "The ones you seek do not dwell in the land of the dead. Their names have not yet been signed upon the register. Seek elsewhere, mortal woman."

"Then not even their souls have been freed," Swift moans. "They are truly his slaves." She walks far behind you as you walk back to the ship, and you and Gerald pretend you do not hear her weeping.

Re-roll **扈+2**.

**051**

The captain tells the rest of the crew to return to the ship, while she and you take a rowboat out to the island. Of course you do all the rowing while she drinks. The island is small, and you quickly find the moldering hut Swift is seeking. The decorative piles of bones that surround the dwelling tell you everything you need to know.

"Cap'n, this be a witch's hut," you hiss.

"Damn well better be," she says with a belch. "Stay here. Don't let anyone enter for any reason." An hour later she emerges, and you're surprised to see a grin on her face. "Let's go," she says. "We need to hurry."

"Everything okay?" you inquire.

"I got good news," she says. "Told the witch about my little seance. She said if my people are under some kind of spell, then they likely aren't truly dead. They're suffering, probably in pain, their willpower shattered, but they aren't dead. And that means maybe I can still free them. I can undo my wretched mistake."

She drinks on the ride back to the ship, but this time she smiles the entire way.

Re-roll **扈+1**. Fill in 1 star **★** on your constellation.

**052**

The captain asks you to complete a strange task for her, but feeling her frantic energy, you agree. Hours later, you emerge from the wild with a sack of fresh lavender. She greets you with a slap on the back, and you note she doesn't reek of booze for once.

"Thank you, matey," she says. "I couldn't ask one of the lesser ranked crew. Didn't need them thinking their captain had lost it."

"So there's a reason for this, then?" you ask. "Aside from you just wantin' to smell all fresh and whatnot?"

"I'm preparing for the final confrontation," she says as she begins to grind your harvest in a mortar. "And this, well, this is a little message for Lees. I don't need it, but I assure you the subtlety of the message will not be lost on him. When Lees walked this world as a thing of flesh and blood, he was deathly afraid of flowers. The scent of the things would make him sneeze and cough, and he once told me it was the sickness that flowers gave him that made him become a man of the sea. He also confided that of all the flowers, lavender was his least favorite." And she dumps the florets into a bowl of oil. "I shall anoint my blade in this oil, and when I strike him down, he shall know that I never forget."

"And you'll do it smellin' mighty fresh," you add.

Re-roll **扈+1**. Brawn **飞+1**.

**160**

You dive into the pool, the scale clutched tightly in your first. At first you fear the worst when nothing happens, but your body is suddenly wracked with fearsome pain. Deep underwater, you cry out, the last of your air escaping your lungs. When you awake sometime later, you discover you can breathe water. You dive even deeper, and soon find a passage that leads to the open ocean. Your love awaits you just outside along with a priest of the merfolk, and the two of you are immediately wed. Your life thereafter is one of oceanic bliss, spent in the arms of your love and the great blue ocean, both of which being better than the company of the jerkface humans you used to sail with. You are happy.

You have won the game with a legendary victory, regardless of what happens to the other players. Give away all of your treasure **扈** and story cards however you like and put away your player sheet. Sit back and relax – you have earned it!

**225**

You spot an odd, dark shape in the water, and call some crew over to help you. Using some rope and a winch, you haul up the mystery object, and are startled to find it is a scuttle shark. These revolting scavengers of the ocean floor are quite harmless, and often house strange items they have swallowed in their bellies. You slice open the immense, blubbery creature and inside it you find a great many tins of food, and a sparkly bit of treasure.

"Nature's a beautiful thing," you say in admiration, "and I marvel every time I cut it open or chop it to bits."

Supplies **扈+3**. Treasure **扈+1**.

**226**

You find a painted figurehead of a naked man floating in the water, and have it hoisted aboard.

"Oh my," says Captain Swift. "He's certainly a fellow of... ample charms, isn't he? Seems like good luck to me." The crew agrees and with some can-do DIY spirit, everyone bands together to mount the figurehead on the prow of the ship. Some find the figurehead more inspiring than others, but everyone can agree, the man certainly seems to be pointing the way.

Discontent **飞-1**. All players: Re-roll **扈+1**. Lock action 3.

**237**

You grab hold of a shimmer which squeals.

"Ooh, that tickles!" it laughs.

"C'mere, you!" you grumble as you try to keep your grip on the wriggly piece of magic.

"Oh hoo hoo!" it laughs. "Stop! Stop! No more!"

"This ain't a tickle fight!" you snarl. "Now hold still." But the shimmer doesn't stop, and its laughter gets more and more intense until – bampf! – it explodes into a bunch of fading sparkles in your hands.

Back on the ship, the rest of the crew laughs uproariously at a recounting of how you tickle-murdered a magical shimmer.

Infamy **•••-2**. Discontent **✗-2**. Lock action 3.

**238**

You row out to the dinghy and are surprised to find nothing but a half-starved kitten that mews pitifully at you.

"Aw, whatta we do with that thing?" Pantless Patty sighs. "Ain't even big enough to deep fry."

"Some people keep 'em as pets," you tell her, and reach out for the kitten. The kitten does not seem keen on being the pet of a filthy pirate, and her claws relieve your hands of skin and blood. Screaming in pain and surprise, you fall into the water, knocking the kitten's boat away. The incident does little to earn you respect from the crew.

Infamy **•••-2**. Write "Bested by Kittens" next to your pirate name on your player sheet, as an additional moniker. Lock action 4.

**239**

You row out to the dinghy and are surprised to find nothing but a half-starved kitten that mews pitifully at you.

"Aw, whatta we do with that thing?" Pantless Patty sighs. "Ain't even big enough to deep fry."

But back at the boat, you and Old Cookie prove her wrong by having a tasty snack.

Re-roll **•+1**. Lock action 4.

**240**

You and a couple crew row out to investigate a dinghy from which emanates an eerie blue glow. When you approach you see several people sitting in the dinghy, each holding a lantern bearing an odd blue flame. They glower at you, the blue lights dancing in their eyes.

"What you folks be doin' out in the middle o' nowhere?" you ask.

"We are giving thanks," they chant in unison, "for the blue flame has gifted us beyond our need."

"Cool, cool," you say. "So, uh, how about you share some of those gifts with us?" And the strange people hand over everything on their boat, save for the weird lanterns.

Supplies **•+2**. Treasure **■+1**. Lock action 4.

**241**

You row out to the dinghy and are surprised to find nothing but a half-starved kitten that mews pitifully at you.

"Aw, whatta we do with that thing?" Pantless Patty sighs. "Ain't even big enough to deep fry."

"Some people keep 'em as pets," you tell her, and reach out for the kitten. The little thing is eager to be scooped into your hands, and you return her to the ship. As time passes on, the kitten regains her strength and grows into a fine companion. But the next time the ship is hit by a blow, you are reminded that a ship is no place for a cat. So when you discover an island that seems to be overrun with thriving cats, you wonder if it is perhaps an ideal retirement

spot for your feline friend. You cry a little when you sail away, leaving her behind, unaware that in less than a year she will be the rightful ruler of the island, and her progeny will hold it for centuries to come.

Re-roll **•+2**. Discontent **✗-1**. Lock action 4.

**273**

You peer down into the water, and manage to see your own reflection. But you scream when a sword blade suddenly bursts from your reflection's face, as if they had been stabbed from behind. You whirl around, but there is no one there. You hurry away, rattled by the vision.

Misfortune **✗+2**. Lock action 2.

**274**

You gaze out across blackened waters, and notice what looks like a light on the horizon. It flickers briefly, and suddenly you are struck with the desire to end your life. Fortunately, an alert crewmate grabs hold of you before you can throw yourself overboard.

"Oy!" she cries. "What's gotten into you anyway?"

Re-roll **•+1**. Lock action 2.

**275**

You peer down into the water, and manage to see your own reflection.

"Hey boss, what's up?" asks Ronald Jones, your least favorite member of the crew. His reflection appears next to your own. "Listen," he says. "I've got a bunch o' complaints I'd like to share with you. There's thirty-two all told, and I've ranked them in order of importance, from least important to most important. First, I'd like it if people on this ship started holdin' doors for one another. It's just polite. Number two..." And you watch as the reflection of you turns and wraps its hands around Ronald's throat. Your reflection squeezes and squeezes, and Ronald's face turns a grotesque purple. You crush his throat so completely that his head teeters, then falls off with a single, bloody squirt. You sigh and shake the vision away.

"Ronald, my boy, how's about another time?" you suggest, and walk away. "Number six was I want people to stop walkin' away from me," he whines.

Re-roll **•+1**. Lock action 2.

**276**

You stare downward into the infinite black depths of the water.

"What's that?" a crewmate asks you.

"What's what?" you reply, confused.

"Those words you was mutterin'. All strange and twisted they was. Like somethin' an old witch would be chantin'."

"I didn't say nothin'," you reply. "Leave me be."

You walk away, hoping they didn't notice what you were holding behind your back.

Retrieve card 36 Gift of the Abyss from the story deck. Lock action 2.

**277**

CROSSROADS EVENT - DROWNED DESIRES

You stare downward, into the swirling black waters, and the waters part as if repelled by your gaze. Downward and downward you peer. The ocean here is shallow, but oddly, your vision pierces vast depths of black waters, as if you sailed above the ocean's deepest point. And there in the depths you see him – a rotting king chained to an anchor of cold iron. He looks up at you, the eyes long absent from his skull, and he howls in anger. Inside your head you hear a ghastly voice.

"How much do you desire?" it gasps.

- If you say, "Eh, don't worry about it." go to 277-1.
- If you say, "Quite a bit, I suppose." go to 277-2.
- If you say, "Everything!" go to 277-3.

277-1 "Eh, don't worry about it," you say, attempting to sound casual. "You can have it all!" the wheezing voice insists. "Oh golly. . No, no, I'm good. Thank you though. Most kind." And you quickly hurry away, eager to never hear the voice again. Gain 1 skill of your choice. Lock action 2.

277-2 "Quite a bit, I suppose," you admit. "I am a pirate after all. Greed sort o' comes with the job, ya know? But I, uh, I don't want to impose or anything."

"Your desires have come to fruition," the voice wheezes, and just like that the vision fades and there is the sound of tearing fabric as treasures, that were not there previously, rip open your pants pockets and spill onto the deck. You grab the newly gifted loot, and retreat to your bed for a change of clothes.

Treasure **■+2**. Lock action 2.

277-3 "Everything!" you insist. "I want it all!" And just like that the vision ends and you scream aloud as a terrific pain stabs at your belly. You fall to the deck, clutching your midsection. The crew that investigate cry out in alarm when they open your shirt and see the terrible shapes protruding from your stomach, just underneath the skin.

Patches soon arrives and acts quickly, slicing open your flesh, and everyone gasps in horror as golden treasures, covered in your blood, flow out from your wound. Coins, curios, and tiny objects of art pile around you, until at long last you pass out from a lack of blood.

When you come to, you discover you have a massive new scar on your belly and a disturbing amount of Gouty Joe's blood now flowing in your veins, but the crew says that the bizarre treasures from your gut have all been tossed overboard, for fear of some infernal power.

Misfortune **✗+3**. Discontent **✗-2**. Lock action 2.

## 278

"There's something in tha water!" cries the sailor. He dangles over the dark waters, suspended by the rope coming from the winch.

"Of course there is!" you call back. "Whole bloody point of a salvage operation, isn't it? Hang on, we're lowerin' you down."

"No, wait!" he cries, but it is too late. The crewman manning the winch dips the diver into the water, dunking the sailor up to his waist. The man begins to scream almost immediately.

"Pull it back up!" you bellow, but the crank resists the crewman's burly arms. There is a terrible crack as the crane arm snaps, the crewman cries out, and both are flung into the water. "Men overboard!" you call, but it is too late. Both crew members have vanished in the still, dark waters.

Crew **✗-2**. Lock action 3.

## 279

You investigate the half-sunken ships, and are disturbed when you find countless corpses of what appear to be pirates, floating in the water. One of them bumps up against your rowboat, but as you reach out to search her, her eyes flutter open and she gasps in pain.

"Good gravy!" you exclaim.

"Monsters!" she croaks. "Came out of nowhere."

"What were they?" you ask, but it is too late. Ah well. You search her.

Discontent **✗+1**. Supplies **■+1**. Treasure **■+1**. Lock action 3.

## 280

You investigate the half-sunken ships, and are disturbed when you find countless corpses of what appear to be pirates, floating in the water. One of them bumps up against your rowboat, but as you reach out to search her, her eyes flutter open and she gasps in pain.

"Good gravy!" you exclaim.

"Monsters!" she croaks. "Came out of nowhere." You pull her from the water, and later on your ship, after having some rum and hot soup, she agrees to join your crew.

Supplies **■+2**. Crew **✗+1**. Lock action 3.

## 281

You investigate the half-sunken ships, and are disturbed when you find countless corpses of what appear to be pirates, floating in the water. One of them bumps up against your rowboat, but as you reach out to search her, her eyes flutter open and she gasps in pain.

"Good gravy!" you exclaim.

"Monsters!" she croaks. "Came out of nowhere."

"What were they?" you ask.

"Things from the deep water," she moans. "They walk like men, but they are savage and foul. They appeared when we neared Captain Lees' ghost ship, as if he had called them up to do his bidding." You get the woman aboard your boat, along with another fellow you find later.

Supplies **■+3**. Crew **✗+2**. Lock action 3.

## 282

"Everythin' is gonna be just fine," you tell the frightened sailor.

"Well yeah, I know that," she says.

"Then why were you cryin'?" you ask.

"But I wasn't," says she. "It was you who was cryin'." You gasp in shock and feel your cheeks. The sailor starts laughing. "Naw, I'm just playin', boss. Yeah, it was me. Sorry 'bout that – I'll pull meself together."

Discontent **✗-1**.

## 321

You fill your arms with as much as you can carry, and begin to stumble back to the ship with it all. An orphaned child approaches you, hat in hand.

"Please," says the tyke, "can I have some of yer food?"

"Beat it, kid," you snap. "Official pirate business." But he isn't having it, and giving a hearty cry, leaps upon your back where he clings like a tenacious monkey. If he were an adult you'd just stab him in the face and be done with it, but you suppose it would be bad luck to do that to a kid.

Retrieve card 16 Clingy Kid from the story deck. Choose 3 Market Options from action 1. Lock action 1.

## 322

You find some survivors willing to tell you their story. It was Captain Lees, they say. He and his crew of the damned looted the town before destroying it and taking a number of the townsfolk as slaves. But even worse, the ghost ship returned weeks later, and the survivors saw that their kidnapped kin were now mindless zombies in service to Captain Lees. They ask what your story is.

"Oh we're off to seek a reward from this Lees," you tell them.

"You work for him?" they demand.

"Naw," says you. "We're just participatin' in a contest he's hostin'."

"They're friends of Lees!" someone shouts. The mob chases you back to the ship. You take quite a beating and lose some crew along the way.

Crew **✗-1**. Lock action 2. Retrieve card 74 Stern Eyepatch from the story deck.

## 323

You find some survivors willing to tell you their story. It was Captain Lees, they say. He and his crew of the damned looted the town before destroying it and taking a number of the townsfolk as slaves. But even worse, the ghost ship returned weeks later, and the survivors saw that their kid-

napped kin were now mindless zombies in service to Captain Lees. They ask what your story is.

"We're off to see this Lees," you tell them. "Headed right for his base on Specter Island." You suddenly have several townsfolk eager to join you in hopes of getting revenge.

Crew +1. Lock action 2.

## 324

"Hey, anybody down there?" you call out, and you see a shadow stir under the bridge.

A raspy voice calls out to you, "I am the shadow under the bridge... who are you?"

- If you respond, "I'm a pirate." go to 324-1.
- If you respond, "I'm a cowboy!" go to 324-2.
- If you respond, "I'm the bridge inspector." go to 324-3.

**324-1** "I'm a rough n' tough pirate," you say, showing your arm muscles.

"I'm on an adventure with a fearsome cap'n who's leadin' our crew to glory and untold riches."

"Hey cool, cool," says the voice. "Which captain? Who is it?"

- If you respond, "Me! I'm the captain." go to 324-4.
- If you respond, "Captain Jesbut J. Vance." go to 324-5.
- If you respond, "Captain Raeni Swift." go to 324-6.
- If you respond, "Our captain is a magical sea cow." go to 324-7.

**324-2** "I'm a cowboy," you tell the voice. "I hoot and I holler and I wear pointy boots!"

"What in all the hells is a cowboy?" demands the voice.

- If you respond, "A cowboy is someone who takes what they want!" go to 324-10.
- If you respond, "I'm the law round these parts, pardner." go to 324-11.
- If you respond, "Why, we cowboys are the most rambunctious crew around." go to 324-12.

**324-3** "I'm a bridge inspector with the county," you say in your best business voice. "It looks like this bridge isn't up to code. I can see a dozen violations from here alone. I'm afraid we need to shut ya down."

"Oh dear, oh dear," grumbles the voice. "That won't do. How can I make this right?"

- If you respond, "Join my crew!" go to 324-22.
- If you respond, "Bribe me!" go to 324-23.

**324-4** "Hmm," says the voice. "Yeah, I can see the potential in you, kid. Okay, okay, I'll join yer crew." And out from under the bridge emerges a ghastly dead pirate, his skeletal form misty like that of a ghost. "Howard Scrawgs," he says, "at yer service."

"Hey, I've heard of you!" you exclaim. "Yer a legend in my profession."

Later, when you return to the ship with Scrawgs it becomes painfully obvious that you are in fact, not the captain. You are punished for your lie, but it turns out Scrawgs was the guide Captain Swift was seeking all along.

Howard Scrawgs has been dead for several decades now, though rumors abound of his appearing to people on the many islands near the Ocean's Edge. He's a nice enough fellow, especially for one so dead, and he also knows a whole lot about the world beyond the Edge.

Infamy -4. Retrieve card 57 Scrawgs from the story deck. Write 'Guide' on the ship's log. Lock action 3. If objective card 5 is in play, go to 324-8. Otherwise, continue play.

**324-5** "Captain Vance!" exclaims the voice. "Me old drinkin' buddy! Is he with ya right now? Hey Jesbut, get yer old keister over here!"

"Ah, well I wasn't expectin' that response," you admit. "Truth be told, no one's seen that guy since his last voyage."

"Yer killin' me, kid," says the voice. "Don't make me come up there!"

- If you respond, "Me! I'm the captain." go to 324-4.
- If you respond, "Captain Raeni Swift." go to 324-6.
- If you respond, "Our captain is a magical sea cow." go to 324-7.

**324-6** "Our cap'n is the tough-as-nails Raeni Swift!" you proudly declare. "Well why didn't ya say so earlier?" the voice asks, and out from under the bridge emerges a ghastly dead pirate, his skeletal form misty like that of a ghost. "Howard Scrawgs," he says, "at yer service. I've been waiting on you for a while."

Howard Scrawgs has been dead for several decades now, though rumors abound of his appearing to people on the many islands near the Ocean's Edge. He's a nice enough fellow, especially for one so dead, and he also knows a whole lot about the world beyond the Edge.

Infamy +2. Fill in 1 star ★ on your constellation. Retrieve card 57 Scrawgs from the story deck. Write 'Guide' on the ship's log. Lock action 3. If objective card 5 is in play, go to 324-8. Otherwise, continue play.

**324-7** "The magic seacow leads us with its ancient seacow wisdom," says you. "It is majestic, courageous, and keeps our food stores filled with its delicious and nourishing milk."

"Wow, you really took that lie and ran with it," says the voice. "Unless you wanna be here all day, who in blazes is yer actual captain?"

- If you respond, "Me! I'm the captain." go to 324-4.
- If you respond, "Captain Jesbut J. Vance." go to 324-5.
- If you respond, "Captain Raeni Swift." go to 324-6.

**324-8** "Say, Raeni," Scrawgs says as he greets the captain. "You be lookin' for Specter Island, right? Why it just so happens I've got a map to it tattooed on my back!" Everyone cheers at the incredible luck, but it turns out that very little skin remains on Scrawgs' back, and only part of the map can be perceived.

Make a tick mark next to "Map Piece" on the ship's log. If there are now 4 tick marks next to "Map Piece" go to 324-9. Otherwise, continue play.

**324-9** Flip the current objective card over to objective card 6 – Examine the Map. Continue play.

**324-10** "Now stick 'em up," you order, "Cuz I'm takin' yer stuff."

"Sure thing," laughs the voice. "Come on down here, fancy pants."

You pull a knife and begin to climb down, and the shadow looks ready to pounce. You throw the knife at the figure like a dart.

Perform an aim  check.

- On a result of 1-11, go to 324-13.
- On a result of 12+, go to 324-14.

**324-11** "Yessir, I'm the sheriff in this here town, and buddy, we think you've been up to no good. You done messed with the wrong law dog, ya hear?"

"Oh dear, oh dear," grumbles the voice. "That won't do. How can I make this right?"

- If you respond, "Join my crew!" go to 324-17.
- If you respond, "Bribe me!" go to 324-18.

**324-12** "I tells ya, we've been ropin' cowpatties and riding prairie dogs fer days now. You oughta join us! We got a right good sheriff leadin' the way."

"Oh yeah?" asks the voice. "What's their name?"

- If you respond, "Me! I'm the sheriff." go to 324-19.
- If you respond, "Sheriff Jesbut J. Vance." go to 324-20.
- If you respond, "Sheriff Raeni Swift." go to 324-6.
- If you respond, "Our sheriff is a magical sea cow." go to 324-21.

**324-13** You manage to nick your ear with your poor throw, and the knife lands in the water. The shadow belts out a terrifying laugh, and you turn to run.

The shadow chuckles. "Hey, where ya goin', kid? Don't leave yet!"

- If you respond, "Oh, I'm not leaving just yet." go to 324-15.
- If you respond, "Sorry bud, 'm outta here." go to 324-16.

**324-14** The knife seems to land in what you think must be the shadow's forehead, but it doesn't collapse or even wince. "Hey!" it barks. "That's mighty disrespectful! Just who do ya think ya are anyway?"

"Hey, sorry 'bout that, buddy," you offer. "I don't know why I do dumb things like that. Sometimes it's like there's someone else controllin' me, makin' dumb decisions just to see what happens."

"It's cool, it's cool," says the voice.

Go to 324-15.

**324-15** "Now, who are ya really?" the voice demands. "Remember, I'll know if yer lyin'."

- If you respond, "I'm a pirate." go to 324-1.
- If you respond, "I'm the bridge inspector." go to 324-3.

**324-16** "So long, ya yellow-bellied worm!" the voice chuckles, and you shudder as you walk away.

Misfortune +1.

**324-17** "Come on," you say. "I'm on a ship with the greatest cap'n on the high seas!"

"Fascinatin'," says the voice. "Say, who's yer captain anyway?"

- If you respond, "Me! I'm the captain." go to 324-4.
- If you respond, "Captain Jesbut J. Vance." go to 324-5.
- If you respond, "Captain Raeni Swift." go to 324-6.
- If you respond, "Our captain is a magical sea cow." go to 324-7.

**324-18** "Okay, okay," groans the voice. "I guess it could save me some trouble. But say, lemme see yer badge first."

"Aw shucks, there's no need fer that," you protest. But the shadow growls at you.

Go to 324-15.

**324-19** "Hmm," says the voice. "Yeah, I can see the potential in you, kid. Okay, okay, I'll join yer crew." And out from under the bridge emerges a ghastly dead pirate, his skeletal form misty like that of a ghost. "Howard Scrawgs," he says, "at yer service."

Later, when you return to the ship with Scrawgs it becomes painfully obvious that you are in fact, not a cowboy. You are punished for your lie, but it turns out Scrawgs was the guide Captain Swift was seeking all along.

Howard Scrawgs has been dead for several decades now, though rumors abound of his appearing to people on the many islands near the Ocean's Edge. He's a nice enough fellow, especially for one so dead, and he also knows a whole lot about the world beyond the Edge.

Infamy -4. Retrieve card 57 Scrawgs from the story deck. Write 'Guide' on the ship's log. Lock action 3. If objective card 5 is in play, go to 324-8. Otherwise, continue play.

**324-20** "You mean Captain Vance?!" exclaims the voice. "Me old drinkin' buddy! Is he with ya right now? Hey Jesbut, get yer old keister over here!"

"Ah, well I wasn't expectin' that response," you admit. "Truth be told, no one's seen that guy since his last voyage."

"Yer killin' me, kid," says the voice. "Don't make me come up there!"

Go to 324-15.

**324-21** "The magic seacow leads us with its ancient seacow wisdom," says you. "It is majestic, courageous, and keeps our food stores filled with its delicious and nourishing milk."

"Wow, you really took that lie and ran with it," says the voice. "Unless you wanna be here all day, who in blazes is yer actual sheriff?"

- If you respond, "Me! I'm the sheriff." go to 324-19.
- If you respond, "Sheriff Jesbut J. Vance." go to 324-20.

- If you respond, "Sheriff Raeni Swift." go to 324-6.

**324-22** "Okay, okay," groans the voice. "I guess it could save me some trouble. But say, lemme see yer badge first."

"Aw shucks, there's no need fer that," you protest. But the shadow growls at you.

Go to 324-25.

**324-23** "Now, who are ya really?" the voice demands. "Remember, I'll know if yer lyin'."

- If you respond, "I'm a pirate." go to 324-1.
- If you respond, "I'm a cowboy." go to 324-2.

## 325

You start to climb down for a better view, but a growl comes from under the bridge.

"Nah, my friend, you stay right where you are."

- If you stop where you stand, go to 325-1.
- If you keep moving forward, go to 325-2.

**325-1** "Who are ya, stranger? And don't lie! I'll know if yer lyin'."

- If you respond, "I'm a pirate." go to 324-1.
- If you respond, "I'm a cowboy!" go to 324-2.
- If you respond, "I'm the bridge inspector." go to 324-3.

**325-2** You pull a knife and begin to climb down, and the shadow looks ready to pounce. You throw the knife at the figure like a dart.

Perform an aim  check.

- On a result of 1-11, go to 325-3.
- On a result of 12+, go to 325-4.

**325-3** You manage to nick your ear with your poor throw, and the knife lands in the water. The shadow belts out a terrifying laugh, and you turn to run.

The shadow chuckles. "Hey, where ya goin', kid? Don't leave yet!"

- If you respond, "Oh, I'm not leaving just yet." go to 325-1.
- If you respond, "Sorry bud, 'm outta here." go to 325-5.

**325-4** The knife seems to land in what you think must be the shadow's forehead, but it doesn't collapse or even wince. "Hey!" it barks. "That's mighty disrespectful! Just who do ya think ya are anyway?"

"Hey, sorry 'bout that buddy," you offer. "I don't know why I do dumb things like that. Sometimes it's like there's someone else controllin' me, makin' dumb decisions just to see what happens."

"It's cool, it's cool," says the voice.

Go to 325-1.

**325-5** "So long, ya yellow-bellied worm!" the voice chuckles, and you shudder as you walk away.

Misfortune +1.

## 326

"Ow!" screams something under the bridge. "My eye! Hey, you gotta lotta nerve!" From under the bridge comes a fierce growl. "You better say you're sorry."

- If you apologize, go to 326-1.
- If you go on the attack, go to 326-2.

**326-1** "Hey, sorry 'bout that buddy," you offer. "I don't know why I do dumb things like that. Sometimes it's like there's someone else controllin' me, makin' dumb decisions just to see what happens."

"It's cool, it's cool," says the voice.

Go to 325-1.

**326-2** The shadow under the bridge seems foreboding. You think better of

## 327 - 362

confronting it and decide to walk away, but as you turn to leave, a voice from out of the shadows calls out.

"Hey, where ya goin', kid? Don't leave yet!"

- If you respond, "Oh, I'm not leaving just yet." go to 325-1.
- If you respond, "Sorry bud, 'm outta here." go to 326-3.

**326-3** "So long, ya yellow-bellied worm!" the voice chuckles, and you shudder as you walk away.

Misfortune +1.

## 327

The shadow under the bridge seems foreboding. You think better of confronting it and decide to walk away, but as you turn to leave, a voice from out of the shadows calls out.

"Hey, where ya goin', kid? Don't leave yet!"

- If you respond, "Oh, I'm not leaving just yet." go to 325-1.
- If you respond, "Sorry bud, 'm outta here." go to 327-1.

**327-1** "So long, ya yellow-bellied worm!" the voice chuckles, and you shudder as you walk away.

Misfortune +1.

## 328

You perform "The Wife Who Went a Washin'," an original song written by yourself. Sadly, your rhyme scheme is a mess and the tune is forgettable, and the ribald nature of the chantey quickly turns the sour crowd against you. They pelt you with vegetables which isn't fun, but hey, free vegetables.

Supplies +1. Misfortune +1. Lock action 4.

## 329

You perform "The Priest Upon the Prow," a song an old childhood chum wrote, but which you now claim as your own. It isn't an especially good song, but the crowd laughs appreciatively at the rude way you mimed the bit about the priest and the fisherman's wife. Maybe with some practice you could get better.

Fill in 1 star ★ on your constellation. Lock action 4.

## 330

You perform the Fitzsimmons classic, "Ghosts are a Bunch o' Bastards." Your song proves to be just what a grieving town needed, and when you get to the chorus, everyone sings along, tears in their eyes and upon their cheeks. Your rousing performance earns you provisions, and several locals sign up to join your crew.

Supplies +3. Crew +2. Lock action 4.

## 333

Deep in the bowels of the ship, shadows dance around you and seem alive. The shadows whisper to you. "Look at the power of Lees. You could have just as much power. We can give it to you, if you do what we ask. If you don't do it, another of your kind surely will..."

Retrieve card 29 Faithful to Shadows from the story deck. Supplies +3. Lock action 1.

## 334

Inside the cave you are confronted by ghosts of dead pirates. You ask who their captain was, and are shocked to learn that when alive, they were Captain Lees' original crew!

"He crashed here on purpose," says a ghost. "Then he met with shadow spirits that later swept aboard our vessel, killin' all those that survived the crash."

"And he still owes me back wages!" protests another ghost, but the others groan and tell him to shut up.

"We admire that you want to stop him," they tell you, "but there is naught that flesh can achieve against the spirit world. Still yer welcome to this if it'll help." You are handed a small book with handwritten notes inside. "It be Lees' personal journal."

Inside the book you find disturbing references to a method for obtaining immortality. It means sacrificing one's own mortal flesh, and harvesting the lives of thousands of living beings. You also find a map sketched on the back of the journal.

Write 'Diary' and 'Sketch' on the ship's log. Lock action 2. If objective card 5 is in play go to 334-1. Otherwise, continue play.

**334-1** "Now, if you want us killing Lees," you say carefully, "we need to know where to find him."

"Oh, you mean Specter Island. Well sure," says one of the ghosts. And they give you a detailed explanation of how to get there. You race back to the ship and write down everything you can remember, but unfortunately, you can't remember much.

Make a tick mark next to "Map Piece" on the ship's log. If there are now 4 tick marks next to "Map Piece" go to 334-2. Otherwise, continue play.

**334-2** Flip the current objective card over to objective card 6 – Examine the Map. Continue play.

## 335

You sleep and dream of souls trapped in agony, their bodies neither living nor dead. They beg you to help them, and you swear an oath to do just that. But you also dream of eating a monster made out of goat sausage, so who knows what it all means.

Discard all of your misfortune  tokens. Fill in 1 star ★ on your constellation. Lock action 4.

## 345

You enter the lobby, along with a handful of trusted crew.

"Welcome, my fine friends, to Pirate's Paradise," says the concierge as you approach. "Is there anything I can help you with, anything at all? I am here to provide you with every pleasure that our excellent island can provide to ladies and gentlemen such as yourselves."

"What about pants?" barks Pantless Patty.

"Purely optional, madam," the concierge assures her.

"You'll give us anything?" you ask with a wicked grin.

"Absolutely anything," he responds with a solemn nod.

"Then give us all yer loot – this is a robbery!" you shout, as you and the rest of the crew draw weapons.

"But of course," says the concierge, and he pushes out a large treasure chest from behind his desk. "I assume this is to your satisfaction?"

"I think I'm going to like this place." You wipe a tear from your eye as you and the crew lift the chest and begin to walk off with it.

Treasure +1. Re-roll +1. Lock action 1.

## 346

You swim out in the ocean, heading for the dolphins you notice in the distance. They see you too, and eagerly swim over to meet you. You laugh with glee as they circle around you, fins cresting the water.

Suddenly, one of them bumps you aggressively. "Whoa, easy there!" you say, but another one hits you as it swims by. And that was a big one! You were not aware that dolphins could reach fifteen feet in length. "You sure are some rowdy dolphins," you say.

Suddenly, from far away, you see a dolphin swimming frantically away,

and you realize it looks nothing like the massive predators now circling around you.

"Oh wow," you say out loud. "I don't think these are dolphins!"

Retrieve card 41 Impressive Peg Leg from the story deck. Lock action 2.

## 347

If 'Friend of Dolphins' written on the ship's log, go to 347-1. Otherwise go to 347-2.

**347-1** You are amazed to hear the dolphins speak to you.

"Hail, primate! You and your crew have been declared dolphin-friend, and now we would have you meet our queen. Behold, Queen Chi-chi!" And a dolphin that looks like any other swims up to you, but she's actually the queen, and all the other dolphins are totally making a big deal of it, but you're super chill.

"Welcome, dolphin-friend! I am Queen Chi-Chi," she declares with stinky fish breath. "I hereby present to you the Ancient Horn of Dolphinkind. Blow this horn whenever you are in need, and all dolphins in the general vicinity – I can't actually promise a particular number of dolphins you understand – will immediately come to your aid." Two dolphins carry a beautiful conch shell to you. They try to do it with some pomp, but that's very difficult since they only have flippers and keep dropping it.

"Arr, this be very cool," you tell them. "Super cool. Thank ya, Queen Chi-Chi!"

Retrieve card 19 Conch Shell from the story deck. Lock action 2.

**347-2** You frolic with a bunch of dolphins, but the dastardly beasts swim you out far offshore. The dolphins begin chittering to each other and you are shocked to realize you can understand them.

"The primates are weak," chirps one. "Now is the time for our revenge." "Do not be hasty, Shimmy-Sham," says another. "The prophecy is not yet fulfilled."

"Damn your prophecy, Mimi! I'm sick of you bringing religion into everything."

"Say, look at that human on your back," says one, and the whole group turns to look at you. "It almost looks like it can understand us." You don't know how, but you find you can respond to them in their own strange tongue.

"Brothers and sisters, I am one with you in spirit and purpose!" you declare. "Shimmy-Sham is right – now is the time to strike the primates! But first, join me near the shore for a tuna feast!" You then lead them right into your ship's fishing nets.

Supplies **█**+3. Infamy **██**+4. Lock action 2.

## 348

CROSSROADS EVENT – ARE YOU READY TO BET ON A RUMBLE?

"Step right up, step right up," says the woman running the betting counter. "Who yabettin' on, sweetie? There's our pirate champion, Iron Rose. She's favored to win. There's also a giant crab they hauled in here yesterday. We're callin' it Shell Shock. There's also a pig they forgot to cook at the luau last night. His name's Kenny."

- If you bet on Iron Rose, go to 348-1.
- If you bet on Shell Shock, go to 348-2.
- If you bet on Kenny, go to 348-3.

**348-1** Roll a die.

- On a result of 1-2, go to 348-4.
- On a result of 3-6, go to 348-5.
- On a result of 7+, go to 348-6.

**348-2** Roll a die.

- On a result of 1-3, go to 348-4.
- On a result of 4-7, go to 348-5.
- On a result of 8+, go to 348-6.

**348-3** Roll a die.

- On a result of 1-8, go to 348-4.
- On a result of 9-11, go to 348-5.
- On a result of 12+, go to 348-7.

**348-4** Discard 1 treasure **█**, if able. Lock action 4.

**348-5** Misfortune **██**+1. Lock action 4.

**348-6** Treasure **█**+1. Lock action 4.

**348-7** Treasure **█**+4. Lock action 4.

## 349

After a long night of trivia, it comes down to the final question to win or lose: "What is the proper use of the poop deck?" Your answer both embarrasses and disgusts your fellow pirates, and solves one mystery that's been plaguing your ship for months.

Infamy **██**-4. Lock action 5.

## 350

You feel like you're performing well, but you can't keep up with the lady over at Table 3 who keeps banging out answer after answer. "The aft mast!" she calls. "A trim black ball liner!" "Fifteen men on a dead man's chest!" You wander over to congratulate her afterward.

"You were amazin'!" you exclaim. "How'd you get so much piratey know-how?"

"Aw, it's nothin'," says she. "Trust me, after yer first year on the job, you'll know it all too. How long ya been at sea, matey? A couple o' months?"

"Yep, that's it," you say with a nervous laugh, then turn and leave along with your decade of pirating experience.

Gain 1 skill of your choice. Infamy **██**-2. Lock action 5.

## 351

The young pirates at the bar are astounded by your piratey know-how, and cheer as you bang out answer after answer. "Trim the mainsail!" "Verify fuse burn time!" "Tighten the backstay!" "Kick 'im in the nuggets!" They applaud your final winning answer, then crowd around with naive, foolish grins.

"Is everyone on yer ship as smart as you?" one of them asks. "I'd love to sail on a ship like that."

"They absolutely are," you lie. "You should sign up."

Later, when you get them back to the ship, you pull aside a pirate you can trust and whisper, "Get 'im to the hold until we set sail, and don't let 'em talk to nobody!"

Crew **█**+2. Infamy **██**+1. Lock action 5.

## 362

"C'mon Scrawgs, let's go take a walk," and the ghost gives you a shrug in agreement. The two of you wander through the dark, damp forest.

"These are some old woods," says Scrawgs. "I can feel a dark presence in my ghostly bones. A magical presence."

"Yeah? Think you can follow the scent?"

"Oh, for sure. I can feel that we'll get a great reward if we go.... this way."

Take the Scrawgs card from the player who has it.

Roll a die.

- On a result of 1-5, go to 362-1.

## 363 - 397

- On a result of 6-9, go to 362-2.
- On a result of 10+, go to 362-3.

**362-1** Scrawgs leads you in circles for hours, boring you with stories about the old days.

Infamy **•••-2**. Supplies **•-1**. Lock action 2.

**362-2** Scrawgs leads you to a cave where you find some nice, though noticeably not magical, booty.

Treasure **■+1**. Lock action 2.

**362-3** Scrawgs leads you to a cave containing a cache of magical treasure.

Reveal treasure **■** cards until you find a magic (purple) treasure.

Gain the magic treasure and discard the rest. Lock action 2.

## 363

You try to get some much needed shut-eye, but the leaky bunk room doesn't offer as much protection as you'd like from the wetness of the storm. You remember seeing the captain trudge off into the forest, with all the look of a person who would be gone for hours. And when you close your eyes you picture the captain's big, comfy, oh-so-dry bed. Surely it won't hurt to sneak in while she's gone...

Roll a die.

- On a result of 1-5, go to 363-1.
- On a result of 6-9, go to 363-2.
- On a result of 10+, go to 363-3.

**363-1** You wake up with the captain's hands crushing your throat. You try to beg forgiveness but are unable to choke out any words.

"Officer," she states calmly, despite a fire raging in her eyes. "I hereby strip you of rank. If this happens again, I'll strip you of skin."

Infamy **•••-6**. Misfortune **••+2**. Lock action 4.

**363-2** You wake up hours later feeling like a new person, ready to take on the world. But when you sneak out the door, Greedy Bob is standing there with crossed arms, grinning and waiting.

"Captain won't be too happy when she hears 'bout this," he purrs.

"What do you want, Bob?" you growl.

"Oh, not much, just everythin' in yer pockets."

Discard 1 treasure **■** (if able). Discard all your misfortune **•** tokens. Re-roll **•+1**. Gain 1 skill of your choice. Lock action 4.

**363-3** You wake up hours later feeling like a new person, ready to take on the world, and everyone is none the wiser. Even that crick in your back is finally gone!

Discard all your misfortune **•** tokens. Re-roll **•+1**. Gain 1 skill of your choice. Lock action 4.

## 381

You walk up to the pathetic lot and ask, "So, uh, what's yer story?" A grizzled woman steps forward.

"We were sailors on a ship, movin' cargo here and there. Doin' odd jobs.

The last voyage was different though. We were cartin' a strange lady. She had no one else with her, and only a small crate fer cargo. We peeked in the crate near the end. T'were a glass statue of a shape that made no sense."

You tilt your head at this vague description but let her carry on. "About two weeks in it became clear we didn't have no destination. Cap'n Dovetail was bein' all evasive and strange. She disappeared for long stretches at a time, and when she returned, she'd be sayin' weird, vague things. Disquietin' things." The others around the fire nod at the woman's words.

"About three weeks in, we couldn't find the the lady we were cartin' around, and the cap'n was spendin' all her time starin' into the water, mumblin' to herself. Enough became enough and we had a meetin' about mutiny."

"So what happened?" you ask.

"As we plotted, there was a terrible crash, and we and everthin' below decks was thrown about. We came above and saw the cap'n had somehow run us aground here. The hull was smashed and the sails were slashed. Meanwhile the cap'n and the strange statue were gone."

"And you've been stuck here since?"

"Aye," she responds grimly.

"Okay. Well... Good talk! Enjoy your fire."

You may fill in up to 2 stars **★** on your constellation. For each star you fill in, also gain: Misfortune **••+2**. Lock action 1.

## 382

"Okay, you scum, hold it right there!" You step out of the brush with your men, catching the strangers unaware as they cook what looks like rats over a fire. "We want yer valuables," you tell them. "Nice and easy, and no one eats my steel."

"But we're just missionaries," says a scrawny woman. "Our employer is the Lord, and he doesn't pay in coin."

"Is that so?" you ask. "Well we're in business together it seems. Because we're pirates. People give us their coin or we send 'em to yer lord."

"Well, that's just cynical," says a weathered man by the fire. "Shame on you. Murder is nothing to make light of."

"But... I mean, I'm a pirate," you stammer. "Give me your things, or I'll kill you!" you demand with a stomp of your foot.

"Yes, yes," she says. "All we have is rats, and we've already offered them to you." You huff in anger, the mood totally ruined, and storm off back toward the ship. You try to ignore the sound of the crew snickering behind your back. You turn back, snatch all the roasted rats from the fire, then run back to the ship.

Supplies **■+3**. Infamy **•••-2**. Lock action 1.

## 383

"What's yer story? Why're ya stranded here?" you ask a group of unfortunate-looking castaways.

"Well, it's funny really," the friendly castaway replies. "We was on a ship called the Snickerin' Sandpiper when our captain decided to strand us here."

"That's terrible!" you gasp, "Why'd they do that?"

"Hard to say," the unofficial castaway spokesman replies. "I s'pose it was on account of us bein' perfectionists." The other castaways nod in agreement. "Aye, and maybe we worked too hard as well."

You fall for their subtle sales pitch and invite them to join your crew. Are they perfectionists? No. Hard workers? Naw. So thankfully they fit right in.

Crew **•+2**. Lock action 1.

## 385

You see a bunch of hopeless people scraping for a chance at survival and decide to kick them while they are down in order to make yourself feel better.

Happily, it does make you feel better.

Swagger **•+1**. Infamy **••+1**. Lock action 1.

## 386

You perceive that this island's shape bears a striking resemblance to the map sketched on the back of Captain Lees' journal. You head into the marsh in an attempt to interpret the map.

Exploration **•+1**. Perform an exploration check.

- On a result of 1-7, go to 386-1.
- On a result of 8-15, go to 386-2.
- On a result of 16+, go to 386-3.

**386-1** You enter the thick marsh and quickly get turned around by the confusing map. By the time you find your way out, it is pitch black and mosquitoes have left your skin polka-dotted.

Misfortune **••+1**. Hull **•+1**. Lock action 2.

**386-2** You are able to follow the map closely for a while, and even come across one of the marked buried treasure sites. But you eventually get disoriented and can't follow the map's complex code. Eventually you find yourself back at shore.

Treasure **•+1**. Hull **•+1**. Lock action 2.

**386-3** You keep your wits about you and are able to decipher the map. You carefully follow the marked route, and arrive at the map's endpoint where two shovels lie in the grass. You begin to dig and hit something after mere minutes. You are disturbed to find a corpse, rotted from months of exposure. It is buried with a collection of magical knick-knacks, but more troubling is what it clutches in its hands: a piece of the map you've been tracking down. Somehow, these are the remains of Captain Horatio Lees himself. Did he somehow plan this? You take some of the magic items with you, then hurry away.

Reveal treasure **•** cards until you find 2 magic (purple) treasures. Gain the magic treasures and discard the rest. Lock action 2. Cross off 'Sketch' from the ship's log. If objective card 5 in play, go to 386-4. Otherwise, continue play.

**386-4** Make a tick mark next to "Map Piece" on the ship's log. If there are now 4 tick marks next to 'Map Piece', go to 386-5. Otherwise, continue play.

**386-5** Flip the current objective card over to objective card 6 – Examine the Map. Continue play.

## 387

You return from your hunt, not only with a large and impressive kill, but with a new understanding of your quest.

Supplies **•+3**. Fill in 2 stars **★** on your constellation. Lock action 3.

## 388

The marsh isn't fit for sunbathing, so you build a small raft and float out with a wide-brimmed hat and a flask in hand. You drift off to sleep, but when you wake up hours later you are surprised at what you find...

Roll a die.

- On a result of 1-4, go to 388-1.
- On a result of 5-8, go to 388-2.
- On a result of 9-12, go to 388-3.

**388-1** As you stretch and look around you, the marshy beach is nowhere to be seen and a trio of sharks now encircle your small raft. You make it back with your life, but not all of a leg.

Retrieve card 41 Impressive Peg Leg from the story deck. Lock action 4.

**388-2** Your slumber is long and deep, but when you get back everyone stares at you. "Blimey, look at your skin, matey." You look down at yourself and see the worst sunburn you've ever had. The agony you experience that night rivals any suffering you've ever experienced.

Infamy **••+6**. Misfortune **•+2**. Lock action 4.

**388-3** A group of beautiful, playful dolphins swim around you. You enjoy their company and offer some of the food you brought with you. They speak to you as the sun sets. "You and your crew are on a noble mission," they say. "We consider you all great friends to the dolphins."

Discard all your misfortune **•** tokens. Re-roll **•+1**. Write "Friend of Dolphins" on the ship's log. Lock action 4.

## 393

"Oh, you're a human. How strange," says the shop owner as she stares at you. "The last human I had in here didn't shop much. I hope you are different. Perhaps you would like to purchase some of the things she left behind?" You may spend 1 supplies **•** to retrieve card 7 Annabelle's Gift from the story deck. Then you may spend 2 supplies **•** to retrieve card 15 Clearing Stone from the story deck. Then choose 2 Market Options from action 1. Lock action 1.

## 394

You come across a luminescent pool in which swims a mer who happens to be the single most attractive living being you have ever seen. Your chance encounter grows intensely romantic, and you both agree life cannot be worth living if you cannot be together.

"There is a way we can truly be together," says your true love, and they offer you a scintillating scale from their tail. "Take this to the pool of unnatural stillness that can be found on Specter Island," they say. "There you can be transformed, and our love can be made whole."

Retrieve card 45 Mer Scale from the story deck. Lock action 2.

## 395

You decide to see the merking and try to curry favor. But the line proves too lengthy and you are turned away following a long wait. Annoyed at having wasted your time, you huff and puff and stomp away. As you do, an advisor stops you.

"We're sorry for the inconvenience, outsider," says the advisor. "Please accept this small token as an apology for the time ill spent. Come again tomorrow."

"Oh wow! Thanks!" you exclaim.

"Oh, it's really nothing," the advisor assures you. "We have piles of this sort of thing. Everyone is always giving the king junk of this sort."

Treasure **•+1**.

## 396

You tell the thrilling tale of the time you caught an ugly snarlshark, a large beast that would only yield when you sliced it open from throat to belly. Even more amazing, inside its tum was a magnificent diamond ring with a platinum band. And you time your story so that you whip out the ring at just the right moment.

"Karl!" shrieks a mer in horror, and she breaks down into sobs.

"That snarlshark was her fiance!" snaps an angry mer.

"I'll, uh, I'll just leave the ring right here," you say, before quickly making an exit.

Misfortune **•+2**. Lock action 4.

## 397

You tell the story of the time you caught Red Nancy, a legendary fish that lived in the lake outside Old Billsbad Town. It took an exhausting hour and a half to catch the fish, but you were so awed by her excellence, that you released her back into the water as a sign of respect. Some in the tavern nod in approval, but one mer challenges you.

"If you really caught Red Nancy, a fish so famous we have even heard of her out here, then you know that upon being caught, Red Nancy will give her name, her true name, to the angler who bested her."

"Yes, I am perfectly aware of that," you lie.

"So what's her true name?" the mer demands.

"Mathilda," you say, trying your best to say the name as if it carries great weight.

"Mathilda!" snorts the mer. "Landers are all the same. They lie to us like

we're stupid children. Look at them and how gross they are with their double sets of limbs! Disgusting! Get out, lander!" Other drinkers take up the cry, and you are forced to retreat.

Infamy -3. Lock action 4.

## 398

You tell the tale of the time you killed a fearsome fangray, but a local calls you out.

"That's a lie," says the mer, shaking her head. "Prove it and I'll give you everything in my pockets." The crowd gasps when you reveal the fang you keep as a trophy. "A deal's a deal," she says, handing over her valuables. And, once again, you tell yourself that fang was worth every penny you spent on it.

Infamy +3. Swagger +1. Treasure +1. Lock action 4.

## 417

The merchant tending the apple cart at the market gasps when he sees you. "What are you doing here?" he asks. "Aren't you in a rush? I mean, you can't even access this result in the first few rounds of the game! Do you just keep coming back? Aren't you worried the other pirate ships are halfway to Specter Island by now?"

"I guess I thought I'd get something good if I kept doing this," you admit. "Great work, kid. Here you go." And he hands you a scroll.

Retrieve card 13 Certificate of Completionism from the story deck. Choose Supplies +3 or Hull +3. Lock action 1.

## 418

The blacksmith pays you no mind until he overhears your destination. "Specter Island!" he exclaims. "You'll be sailin' deep into Sunset to find that place. And those ghosts? Scary bastards. And watch out, 'cause I hear they summon creatures from beneath the waves to attack their enemies. Lucky for you though, I got these special salts. Line your deck with these salts, and it'll help you repel those beasts."

Choose 2 of the following, then lock action 2:

- Supplies +2.
- Spend 1 supplies  to gain 1 unloaded level 2 or lower cannon.
- Spend 1 supplies  to write "Salt" on the ship's log.

## 419

You journey deep into the cave, spiraling ever downward. At the end you find an enormous watery cavern that lets out into the ocean. But even stranger is the shimmering portal that glows against a far wall. It sounds crazy, but you think a ship could sail right into it.

Treasure +1. Retrieve card 58 Secret Cave Knowledge from the story deck. Lock action 3.

## 420

You hastily agree to a drinking contest, and laugh when you are seated before a spectacled fellow of diminutive size.

"Har! You ain't got no chance!" you boast, noting that you are at least twice his size. But then two wine glass are plunked down in front of you. The gentleman swirls his glass, sniffs it for some time, then takes a delicate sip.

"I taste oak," he says. "Is that rose petal? Yes. Definitely from the Mont family vineyards, I'd say 1625." He sets down his glass and says, "Your turn." You look around in confusion before taking a swig.

"I taste grapes. I think they used a whole bunch of 'em for sure. Uh... this year?" The gathered onlookers burst into laughter, and you slink away in shame, hoping your peers didn't see that. They did.

Infamy -2. Lock action 4.

## 421

"I've got this," you whisper to your friends, then plunk down a bunch of bottles onto the table.

"Har! What're those?" the pirate snickers. "Those aren't real drinks!"

"Arr, this be the gold standard for drinkin' contests!" you insist. "Dead Man's Pooper."

"Monkey dung!" laughs the pirate, wiping the bottles away with a meaty arm. "Tonight, we're drinkin' One-Eyed Pete's Ten-Year, Fermented, Small Batch, Orphan's Blood." And he slams several jet-black bottles onto the table. You close your eyes and shake your head.

"Damn it," you whisper, and thirty minutes later, your friends collect your unconscious body from the floor.

Re-roll +1. Brawn +1. Lock action 4.

## 422

Your hulking opponent scoffs at how small you are next to him. But then two wine glasses are plunked down in front of you. You snatch yours up, swirl it in the glass, sniff it for some time, then take a delicate sip.

"It's full-bodied and buttery," you observe. "Not dry at all. I'd wager a 1701, a bad year for wine save for the Manigualt Vineyard that was unaffected by the drought." The crowd claps, and your opponent looks about with wide, confused eyes.

She takes a swig and says, "I taste grapes?" The crowd cheers you and raises you up on their shoulders.

Treasure +1. Re-roll +2. Lock action 4.

## 477

### CROSSROADS EVENT - SCRAWG'S SECRET

Deep in the woods, you discover Scrawgs performing what appears to be the end of some kind of ceremony. He dumps out his sack on the ground by the fire, and you stifle a gasp when you see it was filled with countless items stolen from members of the crew.

"Accept these gifts," he chants, "given to you from those now cursed to undeath by this land." The items blink from existence, and you leap out of hiding.

"Scrawgs, ya yellow-bellied thief! What have you done?" you cry. "Undo yer black magic this instant!"

"I can't!" he yells. "But me spell was to help! It'll let you all kill ghosts now!"

- If you say, "Yes, I'd like to kill one particular ghost right now." go to 477-1.
- If you say, "Get out of my sight, you worm!" go to 477-2.

**477-1** You fire your pistol into Scrawgs' guts, and are surprised when he falls back and seems to die. His ghostly form evaporates, leaving behind a small pile of ash.

Return the Scrawgs story card to the box. Cross off 'Guide' from the ship's log. Retrieve card 34 Ghostly Spell from the story deck and give it to the Gunner.

**477-2** Scrawgs vanishes from sight, and you are left alone and miserable. What was he up to?

Misfortune +2. Retrieve card 34 Ghostly Spell from the story deck and give it to the Gunner.

## 478

You later tell your friends there was a monster on the stairway and it broke your nose. But really the stairway was dark and you tripped. A lot. Retrieve card 24 Disfiguring Facial Scar from the story deck.

**479**

You find all manner of interesting trinkets along the stairs, clearly from where other explorers tripped and met their end. You instruct other crew to fill their arms as well, but on the trip back up, the stairs claim another victim. Stupid stairs!

Crew **1**-1. Treasure **1**+1.

**480**

You follow the stairs until you can make out a faint glow from below. At the end you find an enormous, watery cavern that lets out into the ocean. But even stranger is the shimmering portal that glows against a far wall. It sounds crazy, but you think a ship could sail right into it.

Treasure **1**+1. Retrieve card 58 Secret Cave Knowledge from the story deck.

**481**

"Why do you laugh, ghost?" you ask.

The ghost becomes completely still. It looks at you with a menacing stare.

"Allow me to ask you a question," it says. "What's the most important piece of clothing a ghost pirate wears? – Their boo-lt buckle!" And it wanders off, laughing hysterically.

Misfortune **1**+1. Lock action 3.

**482**

"Why do you cry, ghost?" you ask the wailing apparition.

The ghost's sobs quiet down. It looks at you with empty, dead eyes and speaks in an otherworldly voice.

"I cry, because I am cursed. Cursed to listen to the foul speech – of THAT! And it points a ghostly finger at a nearby ghost who sits laughing hysterically. You approach the laughing ghost.

"Why do you laugh, ghost?" you ask.

The ghost becomes completely still. It looks at you with a menacing stare.

"Allow me to ask you a question," it says. "What's the most important piece of clothing a ghost pirate wears? – Their boo-lt buckle!" And it wanders off, laughing hysterically.

Misfortune **1**+1. Lock action 3.

**483**

If 'Captain' is written on the ship's log, go to 483-1. Otherwise, go to 483-2.

**483-1** If the Swift's Spell story card is in play, go to 483-3. Otherwise, go to 483-4.

**483-2** You peer under the ghostly hood of the spirit, fearing what you'll find. Underneath the hood, a familiar face stares back at you – oh, it's just that laughing ghost that you were trying to avoid. It gives you a ghostly smile, and you decide to question it.

"Why do you laugh, ghost?" you ask.

The ghost becomes completely still. It looks at you with a menacing stare.

"Allow me to ask you a question," it says. "What's the most important piece of clothing a ghost pirate wears? – Their boo-lt buckle!" And it wanders off, laughing hysterically.

Misfortune **1**+1. Lock action 3.

**483-3** A ghostly figure sits by a ghostly fire. The figure stands, and you can see it is Captain Swift.

"Cap'n?" you gasp.

"Aye," says she. "Listen now to my words, for time is short. I am sorry to bring you all here and put you at risk, but it was the only way. You must kill Lees and free those of us who are damned!"

"But how?" you ask.

"I shall teach you a spell," she answers. "One that returns mortality to those who lost it."

Infamy **1**+3. Re-roll **1**+1. Retrieve card 78 Swift's Spell from the story deck. Lock action 3.

**483-4** A ghostly figure sits by a ghostly fire. The figure stands, and you can see it is Captain Swift.

"Cap'n?" you gasp.

"Aye," says she. "Listen now to my words, for time is short. I am sorry to bring you all here and put you at risk, but it was the only way. You must kill Lees and free those of us who are damned!"

"But how?" you ask.

"I shall teach you a spell," she answers. "One that returns mortality to those who lost it."

Infamy infamy+3. Re-roll reroll+1. Retrieve card 78 Swift's Spell from the story deck. Lock action 3.

**501**

"We'll kill you all!" you bellow from behind a collection of barrels. The response is scattered gunshots that kill one of your crew.

Crew **1**-1.

**505**

Your negotiations go far better than anyone could have expected. They even offer you some spare hostages they had sitting around!

All players must simultaneously vote on the following (highest infamy **1** player breaks ties):

THUMBS UP OPTION: Stop boarding the ship.

THUMBS DOWN OPTION: Reject the little captain's offer.

- If the players vote thumbs up, go to 505-1.
- If the players vote thumbs down, go to 505-2.

**505-1** Crew **1**+3. All players: Treasure **1**+1. Set dial A to 0, then immediately resolve the End of Round phase, skipping all remaining actions.

**505-2** Nothing happens. Continue play.

**507**

You pull the tarp from the pile of crates in the other ship's hold, and smile when you see the Bumblebee Delivery Service logo stamped on the sides of each one.

Treasure **1**+1. Supplies **1**+3.

**508**

"You can all wait here fer a meetin' with Davy, or you can all sign up and join us," you tell the other crew.

"Who's Davy?" asks a man with a raised hand, and you promptly shoot him in the guts.

"Who else wants to meet Davy?" you ask, but you find they all seem pretty eager to change sides.

Crew **1**+3. Infamy **1**+3.

**509**

## CROSSROADS EVENT - SKINNY TAMMY

You had just wheeled a stolen cannon over to your ship when you realize there's someone hiding inside the barrel. Granted, the barrel is wider than most, but there's no way you could fit inside.

"What the blazes?! How did you get in there?" you demand.

"Friend, it was easier getting in than out," she confesses. "They call me Skinny Tammy, but this time I fear I wasn't skinny enough. Could ya help me out? I'd sure be grateful."

If you help her get out by firing the cannon, go to 509-1.

If you help her get out of by pouring oil down the barrel, go to 509-2.

**509-1** You light the fuse.

"Wait!" she cries.

"Oh relax, Tommy," you say as you point the cannon up toward the sky. "It's Taaaaaaammyyyyyy!" she calls out as she is shot into the air. Miraculously Tammy lands, on her feet, directly next to you, unscathed. She looks shocked that she is still standing. "I can't believe I survived that!" she shouts with joy as you grab the cannon.

"Yeah, yeah, congratulations," you reply. "Now shut up and help me push this thing will ya?"

Crew **1**+1. Gain 1 unloaded level 3 or lower cannon.

**509-2** You pour oil down the barrel and manage to yank Skinny Tammy out of the cannon.

"I can't believe that worked!" she exclaims.

"What's that s'posed to mean?" you reply with annoyance. "Do ya think I'm stupid or somethin'?"

"No! I just-- I dunno!" she stammers.

"Yer gonna learn somethin' now that yer with us," you boast. "All me ideas work. Every last one o' 'em." You grab the cannon. "Now shut up and help me push this thing will ya?"

Crew **1**+1. Gain 1 unloaded level 3 or lower cannon.

## 537

"Yer a buncha... bozos!" you cry, shaking your fist at the other ship. A shot is fired in retort, and one of your fingers is blown clean off.

Infamy **3**+4. Retrieve card 40 Horrifying Hook Hand from the story deck. If another player already has it, instead gain misfortune **1**+1. Lock action 1.

## 541

"Oy!" you cry to the other ship. "Yer dads think the only way to be makin' babies is to give their business to storks! Buncha stork pokers!"

"You take that back!" screams a pirate, quivering in anger, and her peers have to pull her back.

All other players: Re-roll **1**+1. Lock action 1.

## 562

Fifteen years later, a young torto'alo child reclining on a porch asks, "What is it, grandfather?"

His grandfather just shakes his head wearily and sighs.

"It is nothing, my grandson," he replies, and pats the youth on his shell. "Your old grandpa was just remembering something from the old days. Something he learned long ago." And a tear runs down the old torto'alo's leathery cheek.

"What did you learn, grandfather?" asks the child.

And after a great silence, his grandfather whispers, "Fear."

Treasure **1**+2. Infamy **3**+4. Lock action 5.

## 573

As soon as you descend the hatch, you find yourself growing disoriented and dizzy. You try to follow the sounds of the screams, but keep getting turned around. Some devilry has turned the insides of your small sailing vessel into a nightmarish labyrinth of evil.

If 'Diary' is written on the ship's log, go to 573-1. Otherwise, go to 573-2.

**573-1** Despite the devilry that seeks to turn you around, you keep your head about you, and succeed in following the sound of anguish. But when you enter the bunk room with the screaming, there is no one there. Instead, you trace the screams to the Journal of Captain Lees. It sits wide open, pages glowing and flipping frantically on their own. You look down at the journal and your brain is suddenly filled with visions of Lees' zombie victims, long dead, but their screaming souls unable to escape their bodies. They are crying for release, and you feel a pull to join them, but you manage to slam the book shut and the screaming instantly stops. You try to rip the journal to shreds but it is protected by some foul ward that is beyond you.

Re-roll **1**+2. Lock action 4. Write 'No More Screams' on the ship's log.

**573-2** Navigation **1**+1. Perform a navigation check.

- On a result of 1-14, go to 573-3.
- On a result of 15+, go to 573-4.

**573-3** You emerge from below, gasping for air as if you had been drowning in deep water. You are safe, but the screaming from below does not let up. Misfortune **1**+1.

**573-4** Despite the devilry that seeks to turn you around, you keep your head about you, and succeed in following the sound of anguish. The source is Patches. You find the poor surgeon curled in the fetal position, shrieking with wild abandon. You grab him by the collar and strike him twice across the face.

"Sweet mercy!" cries he. "The dead! The dead were here, grasin' at me with their dead hands, seekin' to rend my flesh!"

"It's some kinda witchwork," you tell him. "Come, follow me upstairs and we'll show 'em how livin' folk fight back!"

"Cheers!" shouts Patches, brandishing a bone saw and a serrated knife. "Help yerself to any o' my gear if it'll be of use," he offers.

Retrieve card 21 Crooked Knife from the story deck. All players discard all their misfortune **1** tokens. Lock action 4. Write "No More Screams" on the ship's log.

## 574

You begin to feel discombobulated and woozy, and soon, deep inside your noggin, you can hear a chorus of damned souls calling your name.

"No!" you cry. "Get out of my head, you devils!" But the voices persist, and an odd, prickly sensation begins to creep into your fingers and up your arm. You fear you may be about to lose control of your body! What do you do?

- If you ignore it and continue to do what you were doing, go to 574-1.
- If you smack yourself really hard in the face, go to 574-2.
- If you close your eyes and try to relax, go to 574-3.
- If you throw yourself into the water, go to 574-4.

**574-1** You try to shake the voices from your head.

"What should I do?" a passing crew member asks.

"Let's fire some cannons!" you bark, hoping some cannon fire might shake the dead from your mind.

Misfortune **1**+2. Then you may immediately resolve action 1 or 2. Lock action 6.

**574-2** You smack yourself several times but it is of no help, and so you do what you must. You slam your face into a nearby barrel, relieving your head of the dead's dark influence along with a tooth and several years' worth of piano lessons.

Discard all of your re-roll **1** tokens. Infamy **3**+3. Lock action 6.

**574-3** You close your eyes and breathe deeply, and try to think about baseball. It seems to help, and the dark influence fades from your mind.

Misfortune **1**. Lock action 6.

**574-4** What are you doing?" a crewmate demands.

"Hello matey, sorry matey," you say before slinging yourself overboard. The shock of the cold water goes a long way toward relieving your mind, but you lose something you had in your pocket.

"Someone toss a rope to that fool!" shouts your crewmate. "And be quick about it!"

Discard 1 treasure **■** (if able). Lock action 6.

## 657

You start to venture down the hatch, but the terrible sounds from below make you think twice. The creatures must be smashing everything they see. If any player has the Emergency Tar story card, go to 657-1. Otherwise, go to 657-2.

**657-1** Return the Emergency Tar to the story deck. Lock action 3.

**657-2** Hull **1**. Lock action 3.

## 658

You lop the head off one creature, and run another through on your blade. But there are too many, and you fall back, vicious claws raking your flesh as you do.

Misfortune **1**. Lock action 3.

## 659

The crew who follow you hang back, mouths agape, and watch the slaughter unfold. Black and blue gore slathers your body, and those creatures still below decks now find themselves trapped between wooden walls and your fury. None live to share the tale.

Brawn **1**. Infamy **1**. Lock action 3.

## 702

Congratulations, you have reached the end of Part 1. At this time players may choose to continue on to part 2, or take a break by saving their game and returning to play part 2 at a later date.

- If you would like to continue immediately, go to 702-1.
- If you would like to save the game to resume the game at another time, go to 702-2.

**702-1** Discard the current objective card and replace it with objective card 7 – Race for Specter Island from the objective deck. Turn to page 7.

**702-2** Write 'Part 1: Complete' on the ship's log then record the following on the back of the ship's log:

1. The current hull **■**, supplies **■**, discontent **■**, and crew **■** values.
2. The current cannons status: what level each is and whether it is loaded.
3. The navigation tokens that have been removed from the game (including tokens removed during scenario setup).
4. Any changes from the map setup image below, e.g. any added, removed or moved tokens. Write "ship" on the current ship location.



5. In infamy **■** order, each player's pirate name followed by the card number of each treasure **■** and story card that player has, and the number of misfortune **■**, re-roll **■** and constellation event tokens that player has.

Store the ship's log and the player sheets together. When you want to resume play, return to the setup page for this scenario and follow the instructions in the Continued Game section.

## 703

If action 1 locked, go to 703-1. Otherwise, go to 703-2.

**703-1** If 'Diary' is written on the ship's log, go to 703-3, Otherwise, go to 703-4.

**703-2** When morning arrives, everyone is back by the pier. Lees arrives and begins to chuckle.

"I hope you enjoyed your evening here," he calls out, "for every soul who spends more than an hour ashore falls victim to the spell of this place. Even now my magic worms its way into your brains. It is only a matter of unavoidable time before you are all my zombie slaves."

"Not entirely unavoidable," says Captain Swift. "I hear the spell ends if you die." This gives Lees quite the laugh.

"Foolish mortal! How do you expect to..." but Captain Swift throws a dagger and it sinks into Lees who flies back screaming. "What have you done?" he howls, his eyes wide with fright. And he only just finds his feet and his cutlass before Swift is upon him. The two clash, blades swinging and parrying each other aside. Everyone cheers when Captain Swift runs her blade through Lees, but though grievously pained, he is not slain outright like a mortal might be, and your cheers turn to screams when he

cuts open her throat.

"Fools!" he screams, staggering away, clutching his wounds. "There is nothing you can do to save yourselves!" And with that, he vanishes. Seconds later, the ghost ship that was anchored nearby turns and sails away. Captain Swift lies dead on the pier.

Cross off all remaining Captain's Mission and Captain's Quarters entries from the ship's log. Write 'Cursed' and 'Captain' on the ship's log. If 'Guide' is written on the ship's log, go to 703-5. Otherwise, go to 704.

**703-3** When morning arrives, everyone is back by the pier. Lees arrives and begins to chuckle.

"I hope you enjoyed your evening here," he calls out, "for every soul who spends more than an hour ashore falls victim to the spell of this place. Even now my magic worms its way into your brains. It is only a matter of unavoidable time before you are all my zombie slaves."

"Not entirely unavoidable," says Captain Swift. "I hear the spell ends if you die." This gives Lees quite the laugh.

"Foolish mortal! How to do you expect to..." but Captain Swift reveals the journal of Captain Lees from her jacket. She opens the book, which glows inside, and speaks in a magical dialect. Lees shudders in horror, and shudders in pain.

"What have you done?" he howls, his eyes wide with fright. But Swift keeps reading louder, her eyes now glowing and the book practically on fire. "Fools!" he screams, staggering away. "There is nothing you can do to save yourselves!" And with that, he vanishes. Seconds later, the ghost ship that was anchored nearby turns and sails away.

Captain Swift returns the journal to her pocket. "After that ship!" she yells, and the crew cheers.

Cross off all remaining Captain's Mission and Captain's Quarters entries from the ship's log. Write 'Cursed' and 'Magic Words' on the ship's log. Retrieve card 78 Swift's Spell from the story deck and give it to the Gunner. Go to 704.

**703-4** When morning arrives, everyone is back by the pier. Lees arrives and begins to chuckle.

"I hope you enjoyed your evening here," he calls out, "for every soul who spends more than an hour ashore falls victim to the spell of this place. Even now my magic worms its way into your brains. It is only a matter of unavoidable time before you are all my zombie slaves."

The crew looks wide-eyed at Raeni Swift, who stares at Lees for a long beat before turning to the crew and speaking. "Glad to be rid of this incompetent crew," she says. "To the ship, Lees." This gives Lees quite the laugh.

"To Raeni Swift, the cruellest captain on the high seas!" And with that, he embraces Swift and they both vanish. Seconds later, the ghost ship that was anchored nearby turns and sails away.

"Doomed! We're doomed!" cries Barnaby Cudgins, and the crew murmurs in quiet panic. Although you can't help but agree, one of you steps forward to put on a brave face with a simple war cry.

"Who wants revenge?!" you rally, and the crew doesn't know what to do but to cheer. "If not the ghosts, we'll kill Swift. After that ship!"

Cross off all remaining Captain's Mission and Captain's Quarters entries from the ship's log. Write 'Cursed' and 'Abandoned' on the ship's log. Go to 704.

**703-5** Scrawgs appears. "How'd it go?" he asks. "She kill 'im? I... oh. Oh dear," and Scrawgs hangs his skull sadly. "That's a shame that is. But listen, you lot. There's still time! Last night I performed a little ceremony. Every man and woman aboard this ship is now endowed with the power to slay the undead. We can kill Lees and end his curse!"

"So we can kill ghosts, eh?" asks an angry crew member, approaching Scrawgs with a club in his hand.

"Oh, now hold on," says Scrawgs. "No need for this kind o' thing. There's a ghost ship to kill!"

"Where was ya?" someone else asks. "How come ya weren't here until the cap'n was dead?"

All players must simultaneously vote on the following.

ALL THUMBS UP: You protect Scrawgs from the unruly crew.

THUMBS DOWN (1 or more): You give in to the crew's anger.

- If all players voted thumbs up, go to 703-6.
- If 1 or more players voted thumbs down, go to 703-7.

**703-6** You put yourself between Scrawgs and the angry crew. "Back down!" you demand. "Let's not make things any uglier than they are!"

"You lot should be thankin' me!" snaps Scrawgs. "Thanks to my magicky what-not and knows-its, the ghost ship is now vulnerable to yer attacks. But sure, go ahead and kick me around why don't ya?"

Discontent **X**+1. Go to 704.

**703-7** You tried to stop them, but the mob was out for blood, even the ethereal variety. Scrawgs is shot, and to your surprise, he cries out in pain.

"You... you..." he says, but collapses before he can finish, and instantly his ghost body turns into a little pile of ash.

"Oh snap," says someone in the mob. "Well golly. I... guess we can kill Lees now. Boy, it makes ya think, don't it?"

Discontent **X**-2. Remove the Scrawgs story card from the game.

All players: Misfortune **X**+1. Cross off 'Guide' from the ship's log. Go to 704.

## 704

Discard the current objective card and replace it with objective card 9 - Defeat the Ghost Ship from the objective deck. The player with the highest infamy **SKULL** must choose 1 of the following:

- If you stay to prepare for a fight, go to 704-1.
- If you leave the island, go to 704-2.

**704-1** Lock action 1. Unlock action 3. Begin a new round on this page.

**704-2** The highest infamy **SKULL** player moves the ship 1 space. Read the entry listed on the ship's new space.

## 708

Toothy Tom pieces together what you have. "We're still missing a few pieces, captain. I don't think I can..."

"I see it," interrupts the captain. "Specter Island is in this region, right here. Onward, crew."

Remove special location token 977 from the board, replacing it with special location token 965. Return all revealed navigation tokens face down to the pile. You have reached the end of part 1. The highest infamy **SKULL** player chooses 2 of the following:

- Supplies **CL**+3.
- Discontent **X**-2.
- Crew **C**+3.
- Hull **SH**+3.

Go to 702.

## 791

"They've got the map!" a small makeshift raft of ragtag pirates shout as they sadly attempt to board.

You eventually blast them out of the water, but you're surprised at the amount of cannon fire it takes to take them down.

"Best get a move on," Captain Swift grunts. "If these dummies know we have a map piece by now, it's likely the word has spread to all pirates worth their salt."

Supplies **1**-3. Remove all threat **X** from the threat track.

## 792

"Royals!" shouts the lookout. Captain Swift quickly steers the ship out of harms way, but not without taking some cannon fire before the escape. "Royals out here?" Captain Swift says with concern in her voice. "Could they be searching for the treasure as well?"

Hull **1**-1. Supplies **1**-2. Remove all threat **X** from the threat track.

## 793

Remove all threat **X** from the threat track. If objective card 5 is in play, go to 793-1. Otherwise, go to 793-2.

**793-1** Swift gathers the crew and berates you for dragging your feet on obtaining the map pieces. "I've made a deal with Captain Stingy of the Squeaky Squawk for his map piece. But it's gonna cost us."

All players must discard 1 treasure **1**, if able. Make a tick mark next to 'Map Piece' on the ship's log. If there are now 4 tick marks next to 'Map Piece' on the ship's log, go to 793-3. Otherwise, continue play.

**793-3** Toothy Tom pieces together what you have. "We're still missing a few pieces, captain. I don't think I can..."

"I see it," interrupts the captain. "Specter Island is in this region, right here. Onward, crew."

Remove special location token 977 from the board, replacing it with special location token 965.

Return all revealed navigation tokens face down to the pile. You have reached the end of part 1. The highest infamy **3** player chooses 2 of the following:

- Supplies **1**+3.
- Discontent **X**-2.
- Crew **1**+3.
- Hull **1**+3.

Go to 702.

**793-2** In the middle of the night two crew members try to escape on a dinghy with the map in hand. You stop them before they can escape, but the attempt leaves the crew down two and everyone on edge thinking there might be more traitors in the midst.

Crew **1**-2. All players: Misfortune **X**+1.

## 794

You and the other top officers hear rumblings of mutiny among the crew. Living life under Captain Swift's command can be a tough road, and still not finding Lees' treasure can make it tougher still. Their feelings are understandable. Hopefully they can go on a bit longer.

Discontent **X**+2. Remove all threat **X** from the threat track.

## 795

You spy a pirate ship in your path. You pull up alongside the The Lucky Lollipop. You hear and see explosions, but it turns out they're setting off... firecrackers?? It's a celebration! You come to find out they've found Specter Island, gotten paid a handsome sum, and are now cruising the seas. You attempt to fire upon them to get a cut of the loot, but they've already spent some of it on some really big cannons, and your ship is sunk in no time.

All players lose the game.

## 800

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. If the ship

move this round, read the entry listed on the ship's new space. Otherwise, Hull **1**-1. Begin a new round on this page. Check threat **X**.

## 802

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull **1**-1. Begin a new round on this page. Check threat **X**.

## 803

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Crew **1**-1. Begin a new round on this page. Check threat **X**.

## 806

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull **1**-1. Begin a new round on this page. Check threat **X**.

## 810

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **3** player must choose 1 of the following:

- Stay: Crew **1**-1. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **3** player moves the ship 1 space. Read the entry listed on the new space.

## 811

Threat **X**+1. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **3** player must choose 1 of the following:

- Stay: Crew **1**-1. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **3** player moves the ship 1 space. Read the entry listed on the new space.

## 812

The entire crew had the best day of their lives, only passing out in drunken stupors at the end of the night as daylight nears. But when day does break, you are all startled to awake back onboard your ship, drifting at sea with no one manning the deck. Confusion abounds. What had happened? The pirate paradise almost feels like a dream, and some even question if it was real at all. But then Captain Swift finds a commemorative glass in her quarters. Printed on the glass are the words, "This señorita needs a margarita."

Retrieve card 17 Commemorative Glass from the story deck and give it to the First Mate. Starting with the player with the highest infamy **3** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. The highest infamy **3** player moves the ship 1 space. Read the entry listed on the new space.

**815**

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet+1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

**816**

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet+1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

**817**

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet+1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

**818**

Threat  $\times+1$ . Starting with the player with the highest infamy  $\bullet\bullet$  and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy  $\bullet\bullet$  player must choose 1 of the following:

- Stay: Crew  $\bullet+1$ . Begin a new round on this page. Check threat  $\times$ .
- Leave: The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

**823**

If objective card 8 is in play, go to 823-1. Otherwise, go to 823-2.

**823-1** If there are at least 2 dials at 0, go to 823-3. Otherwise, go to 823-4.

**823-3** *A cheer goes up as the pirate ship lists. The battle is won, and you obtain their map piece!*

Discontent  $\times-1$ . Make a tick mark next to 'Map Piece' on the ship's log. If there are 4 tick marks next to 'Map Piece' on the ship's log AND objective card 5 is in play, go to 823-5. Otherwise, continue play.

**823-5** *Toothy Tom pieces together what you have. "We're still missing a few pieces, captain. I don't think I can..."*

*"I see it," interrupts the captain. "Specter Island is in this region, right here. Onward, crew."*

Remove special location token 977 from the board, replacing it with special location token 965. Remove all threat  $\times$  from the threat track. Return all revealed navigation tokens face down to the pile. You have reached the end of part 1. The highest infamy  $\bullet\bullet$  player chooses 2 of the following:

- Supplies  $\bullet+3$ .
- Discontent  $\times-2$ .
- Crew  $\bullet+3$ .
- Hull  $\clubsuit+3$ .

Go to 702.

**823-4** The highest infamy  $\bullet\bullet$  player must choose one of the following options:

- If dial B is at 0, you may board them by going to 823-6.
- If dial A is at 0, you may salvage some of their ship by going to 823-7
- If dial C is at 0, you may save some of their crew from death! by going to 823-8.

**823-6** Turn to page 53. Set dial A to 6.

**823-7** Hull  $\clubsuit+3$ . The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Then read the entry listed on the new space.

**823-8** Crew  $\bullet+2$ . The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Then read the entry listed on the new space.

**823-2** *They attack!*

Roll a die and add the highest dial's value to the result.

- On a result of 1-5, go to 823-9.
- On a result of 6-10, go to 823-10.
- On a result of 11-14, go to 823-11.
- On a result of 15-18, go to 823-12.
- On a result of 19+, go to 823-13

**823-9** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 2. Begin a new round on this page.

**823-10** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 2. Increase all dials by 1.

Begin a new round on this page.

**823-11** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 3. Begin a new round on this page.

**823-12** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 3. Increase all dials by 1. Begin a new round on this page.

**823-13** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 4. Begin a new round on this page.

**825**

Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of X. X = the value of dial A. The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the ship's new space.

**828**

If at least 2 dials are at 0, go to 828-1. Otherwise, go to 828-2.

**828-1** *A cheer goes up as the pirate ship lists. The battle is won!*

Discontent  $\times-1$ . The highest infamy  $\bullet\bullet$  player moves the ship 1 space. Read the entry listed on the new space.

**828-2** *They attack!*

Roll a die and add the highest dial's value to the result.

- On a result of 1-5, go to 828-3.
- On a result of 6-10, go to 828-4.
- On a result of 11-14, go to 828-5.
- On a result of 15-18, go to 828-6.
- On a result of 19+, go to 828-7.

**828-3** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 2. Begin a new round on this page.

**828-4** Reduce hull  $\clubsuit$ , crew  $\bullet$ , and/or supplies  $\clubsuit$  by a total of 2. Increase all dials by 1. Begin a new round on this page.

**828-5** Reduce hull , crew , and/or supplies  by a total of 3. Begin a new round on this page.

**828-6** Reduce hull , crew , and/or supplies  by a total of 3. Increase all dials by 1. Begin a new round on this page.

**828-7** Reduce hull , crew , and/or supplies  by a total of 4. Begin a new round on this page.

## 830

*The torto'alo raid complete, the little bandits leap from your ship to their own. They sail away with what things they could steal, and there is little you can do but shake your fists at them in anger. Cookie emerges from the kitchen once the torto'alo are out of sight.*

*"Hey, those turtles ain't all bad! They left us some food as a gift!" And he presents some fresh meat. "Looks tasty, too!"*

*You're skeptical, but Cookie makes a nice stew out of it and the crew likes it quite a lot – a bit chunky, but the best meat anyone's had in weeks. Later, Cookie comes to one of you privately. "Hey, uh, I was cleanin' out my pots and I found this necklace at the bottom. Ain't this ol' Lumpy Ted's necklace?" You take a few minutes to search for Lumpy Ted, who is nowhere to be found. You become sick to your stomach, but swear Cookie to secrecy and promise yourself you'll never think about this again. Seems like the little turtles got their revenge.*

For each of the following actions that isn't locked, resolve the corresponding effect:

- Defend the Hull: Reduce the hull  by half (round results down).
- Defend the Cannons: Discard the highest level cannon on the ship.
- Defend the Stores: Reduce the supplies  by half (round results down).
- Defend Your Stuff: Each player must discard 1 treasure  (if able).

Crew -1. Supplies +2. Turn to page 3. Check threat .

## 831

If dial B is at 0, go to 831-1. Otherwise, go to 831-2.

**831-1** If 'Magic Words' is written on the ship's log, go to 831-3. Otherwise, go to 831-4.

**831-2** If dial A is at 0, go to 831-5. Otherwise, go to 831-6.

**831-3** An anguished howl rises up from the ghost ship. *"You cannot defeat me!" Lees bellows as the last of his ship collapses into the ocean. "Do not think for a... oh gods. I can't swim! I can't swim! Somebody..." but his cries vanish amid the sounds of the sea. Everyone aboard gasps as hundreds of glowing lights rise from the water and ascend into the sky.*

*"UFOs," says Dumb Dale sagely.*

*"No, I'm pretty sure those are the souls o' the zombie slaves, freed at last," you tell him. He shrugs.*

*"Agree to disagree." The bowsprit of Lees' vessel still sticks out of the water, and standing upon it is the ghost of Raeni Swift. She looks happy in a way you have not seen before, and she gives you a grin and a tip of her ghost cap before fading away.*

*And you whisper, "Go drink the heavens dry, cap'n."*

Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**831-4** An anguished howl rises up from the ghost ship. *"You cannot defeat*

*me!" Lees bellows as the last of his ship collapses into the ocean. "Do not think for a... oh gods. I can't swim! I can't swim! Somebody..." but his cries vanish amid the sounds of the sea. Everyone aboard gasps as hundreds of glowing lights rise from the water and ascend into the sky. Captain Swift watches with tears in her eyes.*

*"I did it. They're free to rest in peace at least." She stares up at the spirits rising up, a bright blue glow across her face.*

*"Congratulations, captain," you offer, "and we all made it out alive and rich, too, thanks to you. Now you can live a happy life." She looks down at you for a moment, and you suddenly realize she is rising up, floating into the sky.*

*"Now I'm at peace, too," she says, and you now recognize that the ghostly blue glow is coming from Raeni Swift herself. She looks happy in a way you have not seen before, and she gives you a grin and a tip of her ghost cap before fading away.*

Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**831-5** If 'Abandoned' is written on the ship's log, go to 831-7. Otherwise, go to 831-8.

**831-6** For each of the following actions that isn't locked, resolve the corresponding effect:

- Repel the Drowned: Discontent  +1.
- Screams Below: Discontent  +1.

Then roll a die.

On a result of 1-3, go to 831-13.

On a result of 4-6, go to 831-14.

On a result of 7-9, go to 831-15.

On a result of 10+, go to 831-16.

**831-7** If 'Captain' is written on the ship's log, go to 831-9. Otherwise, go to 831-10.

**831-8** Lees' laughter carries over the wind.

*"You think you have defeated me? Your souls will still be mine!" And with that, the ghost ship fades away.*

*"We can't keep aiming at the bleeping hull!" shouts Potty Mouth Martin. "We have to do something about those bleeping spirits if we want to take that no good bleeping mother bleeping Lees! BLEEEEEEELLEEEEP! You got that?!"*

If the Ghostly Gunpowder story card is in play, go to 831-11. Otherwise, go to 831-12.

**831-9** Lees' laughter carries over the wind.

*"You think you have defeated me? Your souls will still be mine!" And with that, the ghost ship fades away.*

*"We can't keep aiming at the bleeping hull!" shouts Potty Mouth Martin. "We have to do something about those bleeping spirits if we want to take that no good bleeping mother bleeping Lees! BLEEEEEEELLEEEEP! You got that?!"*

The highest infamy  player moves the ship 1 space. Read the entry listed on the new space.

**831-10** Lees' laughter carries over the wind.

*"You think you have defeated me? Your souls will still be mine!" But Captain Swift suddenly appears on the deck of the ghost ship. She unsheathes a glowing dagger covered in runes from her belt.*

*"You die, they're free, Horatio," she says. He looks at her skeptically, and*

Swift jumps at him. She throws the dagger and it sinks into Lees who flies back screaming.

"What have you done?" he howls, his eyes wide with fright. And he only just finds his feet and his cutlass before Swift is upon him. The two clash, blades swinging and parrying each other aside. Everyone cheers when Captain Swift runs her blade through Lees, but though grievously pained, he is not slain outright like a mortal might be, and your cheers turn to screams when he cuts open her throat, and she falls dead.

"Fools!" he screams, staggering away, clutching his wounds. "There is nothing you can do to save yourselves! Quickly, my servants, away!" And the ship sails and then fades away.

Retrieve card 78 Swift's Spell from the story deck. Write 'Captain' on the ship's log. The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the new space.

**831-11** The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the new space.

**831-12** Exploring the waters where the ghost ship had been, your crew returns with some spectral slime that was floating in the debris. "I has an idea," says Gerald Three-Eyes, and he takes a couple buckets of the stuff below deck.

A few hours later, he emerges. "This'll do it," he swears, offering up buckets of sticky gunpowder. "Gather some more of that ghostly slime so I can make enough."

Retrieve card 35 Ghostly Gunpowder from the story deck and give it to the Gunner. The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the new space.

**831-13** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 2. All players: Misfortune **✖+1**. Begin a new round on this page.

**831-14** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 3. All players: Misfortune **✖+1**. Begin a new round on this page.

**831-15** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 4. Begin a new round on this page.

**831-16** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 5. Begin a new round on this page.

## 838

If dial A is at 0, go to 838-1. Otherwise, go to 838-2.

**838-1** You have defeated them!

The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the new space.

**838-2** If actions 1 through 4 are all locked, go to 838-1. Otherwise go to 838-3.

**838-3** If dial B is not at 0, crew **👤-1**. Then reduce hull **⛵**, supplies **📦**, or crew **👤** by 1 for each of actions 1 through 4 that are not locked. Then begin a new round on this page.

## 951

If 'Cursed' is written on the ship's log, go to 951-1. Otherwise, go to 951-2.

**951-1** You got us all turned into zombies!" shouts one of your crew, as you and the rest of the senior staff are forced up onto the plank.

"It wasn't us!" you insist. "It was Swift!"

"And what did you do about it, senior crew?"

"Uh, well. That's, that's a fair question. Ya know at first glance a thing can often appear one way, when in fact it's actually quite... " but you are shot through the head before you can finish. It doesn't kill you, for nothing

can, but the lot of you are shot until you fall into the water. You expect salvation to come from the hungry beasts of the ocean, but you notice as you sink into the darkness, that everything that sees you seems repulsed. And so you vanish into the cold, crushing depths, your minds considering the true meaning of eternity.

All players lose the game.

**951-2** The entirety of the senior crew finds themselves out on the plank, desperately trying to keep your balance. Soon, Captain Swift is forced out with you.

"You're all in it together!" shouts an old sailor. "The lot of ya's can give Davy our regards!"

"Wait, wait!" one of you cries. "It doesn't need to end like this! Keep us in the brig and let us out at the next port of call. We swear you can keep the ship and do as you like!"

"So you can turn us in? No thanks! Man alive, they don't shut up do they? Still tellin' us what to do."

"Yer right," says another pirate. "Best shut up 'em up quickly," and you groan as a half dozen pistols are drawn and pointed at you.

All players lose the game.

## 952

If 'Cursed' is written on the ship's log, go to 952-1. Otherwise, go to 952-2.

**952-1** As you sink beneath the waves, never to be seen again, you are at least thankful that your status as a zombie slave will be short lived once the creatures of the ocean eat you. And that's when you notice that fish and sharks alike seem to swim away from you as if repulsed. Perhaps it won't be over as quickly as you might hope.

All players lose the game.

**952-2** "Incompetents!" Captain Swift screams at you, spittle flying from her lips as she sinks into the water with the last remnant of the ship. "Worthless idiots!"

"Yes, maybe!" you call back, unsure of what else to say. You watch a sputtering Dumb Dale go down as several sharks set upon him.

"Cheer up!" says Patches the ship's surgeon as he floats by. "It's not so bad. We got to be pirates! How many folk get to live their lives with such freedom?"

"We lived on a cramped ship, eatin' crap food, sufferin' through frequent illness, all while laborin' under a cruel, military system that has no oversight or regard for human life," you say. "Aye, what freedom!"

"Well, poop on you for making our last moments so negative!" snaps Patches. All players lose the game.

## 953

If this is your first time visiting this island, go to 953-1. Otherwise, go to 953-2.

**953-1** You find a deserted island, untouched by humankind, save for the few shipwrecks that lay washed up on the beach.

Return all revealed navigation tokens face down to the pile. Turn to page 25. If 'Diary' is written on the ship's log, go to 953-3. Otherwise, go to 953-4.

**953-2** Threat **✖+1**. Return all revealed navigation tokens face down to the pile. Turn to page 25. If 'Diary' is written on the ship's log, go to 953-3. Otherwise, go to 953-4.

**953-3** Lock action 2. Check threat **✖**.

**953-4** Check threat **✖**.

**955**

If either 'Guide' or 'Cursed' is written on the ship's log, go to 955-1. Otherwise, go to 955-2.

**955-1** You venture onto Dimday Island and find that the fire that once wreaked havoc there has died down, but all is covered in ash.

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 23. Lock actions 2 and 3. Check threat **X**.

**955-2** While everyone is relieved to get time away from the boat, the village has clearly seen better days. Someone or something has attacked it, and destroyed most of the buildings.

"Our ghost guide is here somewhere!" Swift barks. "Find him."

Return all revealed navigation tokens face down to the pile. Turn to page 23. Check threat **X**.

**962**

You near the deserted island only to find the fearsome Shruti Hawkeye has anchored her ship just offshore.

"Damn and blast," snarls Swift. "I respect the pants off Hawkeye. Pity I may have to kill her now."

Remove special location token 962 from the game. Turn to page 59. Set dials A, B and C to 6. If 'Guide' is written on the ship's log, go to 962-1. Otherwise, continue play.

**962-1** "Things are gettin' mighty desperate," says Scrawgs, and he cracks his knuckles. "Time to unleash me special move." A piercing, howling sound blasts forth from his mouth, and the sky darkens and lightning strikes the bow of Hawkeye's ship. You all turn to look at Scrawgs, mouths agape.

"Why in blazes don't you do that more often?" you demand.

"Because then it wouldn't be so special," the ghostly pirate explains. "Uh-duh."

Reduce dial A by 2. Continue play.

**963**

If this is your first time visiting this island, go to 963-1. Otherwise go to 963-2.

**963-1** Return all revealed navigation tokens face down to the pile. Turn to page 39. Check threat **X**.

**963-2** Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 39. Check threat **X**.

**965**

If 'Cursed' is written on the ship's log, go to 965-1. Otherwise, go to 965-2.

**965-1** Return all revealed navigation tokens face down to the pile. Turn to page 49. Lock action 1. Check threat **X**.

**965-2** Lightning crashes in the dark clouds above, and you see Captain Lees standing on the rocky shore, waiting to greet you. He stands too large to look natural, and his grin is disquieting.

"Congratulations, Captain Swift," he says with a tip of his hat. She only glowers at him.

"Er, excuse me!" one of you calls out. "I believe we've won some treasure?" Lees claps his hands, and zombie slaves emerge from behind him, carrying heaping piles of treasure on litters to your boat.

"Yeah, that'll do," you say, somewhat relieved. Lees turns and departs.

"We can't leave in this storm!" Swift calls over the wind. "Make sure you're on the boat by early morn!" And with that she wanders off in the same

direction as Lees.

All players: treasure **■+2**. All newly gained treasure may immediately be buried (discarded) instead of being put into play (for each treasure discarded, fill in 1 star (\*) on your constellation). Remove ALL navigation tokens from the game and create a new navigation token pile with the following (previously removed) tokens: 009, 013, 015, 016, 018, 019. Remove all threat **X** from the threat track, then threat **X+2**. Flip the current objective card over to objective card 8 – Wait Out the Storm. Turn to page 49. Lock actions 3 and 6. If 'Guide' is written on the ship's log, go to 965-3. Otherwise, go to 965-4.

**965-3** Scrawgs turns to one of you and says, "Well, matey, I'm dead tired and need some time alone. See ya!" He trudges off into the woods with a suspicious, large sack over his shoulder. You decide to follow him.

The player who currently has the Scrawgs story card MUST choose action 1 next round (no other player may choose that action).

**965-4** Lock action 1.

**975**

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 35. Check threat **X**.

**977**

"I bet Specter Island is in this fog here somewhere," comments crewman Quaggs. "Fog always means magic ghosty stuff, even I know that." "But without the map, we're sitting ducks..." you worry. "Everyone, be on high alert!"

After a few minutes of watch, you hear across the deck: "Hey, there's good stuff in the water!" And pirates start diving in and tying up crates to be lifted onto the deck. But your worst fears are realized as monstrous creatures emerge from the foggy water. Crew scream and are pulled under, and the creatures start to climb onto the ship.

If 'Salt' is written on the ship's log, go to 977-1. Otherwise, go to 977-2.

**977-1** Supplies **■+3**. Turn to page 79. Set dial A to 5. Set dial B to 4. Lock 1 of actions 1-4.

**977-2** Supplies **■+3**. Turn to page 79. Set dial A to 5. Set dial B to 4.





NATURE'S SPLENDOR

## SETUP

### NEW GAME

**IMPORTANT: Remove navigation tokens 003, 017, 023, and 027 from the game.** Then follow all remaining steps in the Game Setup section of the rulebook, referencing the map and numbers below as needed. When you reach step 19, proceed to “Special Setup” below.

### MAP SETUP



### INTRODUCTION

Have each player read the backstory section of their player sheet aloud, filling in any blanks as they read with the corresponding word from the story blanks section of their sheet. Then, read the following aloud: *You've been terrorizing the high seas with Captain Claudia Stroopwafel for over a year. She's a skilled captain and a fantastic human being, aside from the wanton violence and ruinous pillaging. While your ship has thus far earned its coin through the bloody act of piracy, a unique opportunity has just presented itself. Three scientists from the Royal College of Natural Philosophy have hired the ship to convey them on an expedition to capture unique specimens from four recently discovered islands. The isles of Gal, Ap, Ag, and Os are just past the former Ocean's Edge, and are no doubt home to all manner of exotic creatures. "Why hire pirates?" you ask at the next all-hands meeting/pancake breakfast.*

*"I had the same thought," Stroopwafel nods. "But it appears my personal fascination with natural philosophy has gotten out." This makes sense, given the enormous aquarium in Stroopwafel's cabin, not to mention her collection of mechanical hands. "They'll be payin' us a fair bit o' coin to help them capture three beasts they deem sufficiently interestin' and unique that they can take back to the mainland. We can't go raidin' other ships while there are respectable folk aboard, but hey ho, they're payin' us more coin than we make in a year!" And at this, the crew gives a hearty cheer.*

Turn to page 3 and begin the first round of the game.

### SHIP SETUP



(Cannons: Level 1 loaded, Level 2 loaded)

### SPECIAL SETUP

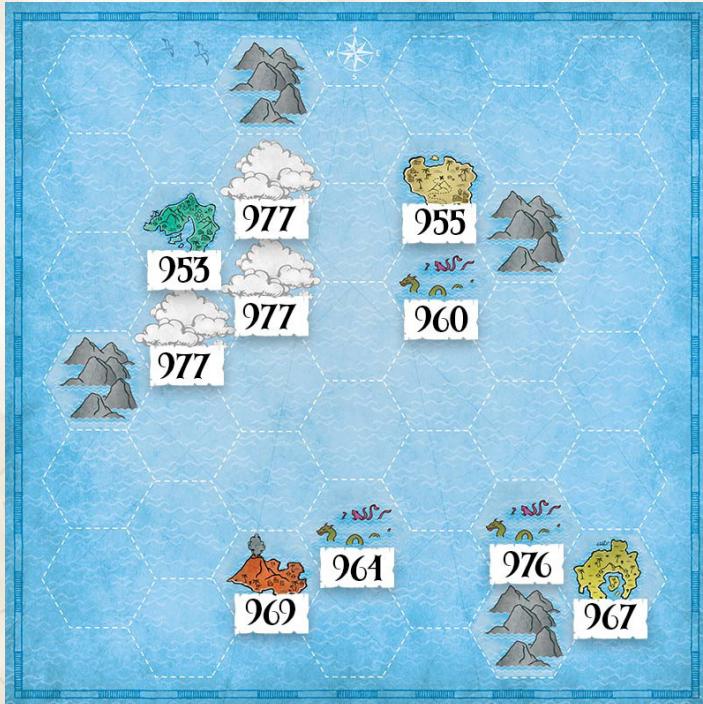
1. Retrieve objective card 17 – Collect Specimens from the objective deck and place it on the Lookout Board.
2. Place the ship on the space indicated on the map image above.
3. All players: Treasure +1 (all players draw 1 treasure card).

## CONTINUED GAME

If 'Part 1: Complete' is written on the ship's log, you can resume your saved game by following the directions below.

1. Remove navigation tokens 003, 017, 023, and 027 from the game.
2. Place the ship standee and special location tokens on the map board as indicated in the map setup section below. Make any map or token changes as recorded on the back of the ship's log.
3. Give each player a pencil and their player sheet from your previous session.
4. Each player collects a pirate standee and its matching color 12-sided die, treasure chest card and infamy  marker.
5. Assign each of the 7 roles to the players.
6. Place infamy  markers in the order players are listed on the ship's log.
7. Remove from the game all navigation tokens recorded on the back of the ship's log and create a supply out of the remaining navigation tokens.
8. Set the hull , supplies , discontent , crew , and cannons to the state recorded on the back of the ship's log.
9. Give each player the treasure , cards, story cards, misfortune , re-roll , and constellation event tokens recorded under their name on the ship's log.
10. Reminder: If playing with 4 or fewer players, put the Hungry Pirates special rules card into play. If playing with 3 players, also put the Masked Pirate special rules card into play.
11. Retrieve objective card 19 – Sail to Os from the objective deck and place it on the Lookout Board.

## MAP SETUP



## ADVENTURE CONTINUED

You have found a sufficient number of beasts to satisfy the scientists, but now they urge you to take them to the isle of Os where a murderous beast awaits. The scientists think they can use the specimens onboard the ship to somehow put off the monster of Os, though they have not explained how. Captain Stroopwafel and the crew weren't keen on the idea, but your pay was doubled, everyone had a change of heart.

Turn to page 3 and begin the first round of the game.

## 001

### CROSSROADS EVENT - PARTY PIRATES SAY HEY-EY!

Read the following to the Quartermaster:

*The sun rises one morning to reveal beautiful weather. The few clouds in the sky keep it from getting too hot, and a soothing, balmy breeze fills the sails and tosses the hair on your heads.*

*"It's too beautiful a day not to take advantage of it!" announces the captain. "Furl the sails! Drop anchor! We're havin' a party on deck!" The crew cheers, though the scientists do not appear too pleased.*

- If you take part in the dance contest, go to 1-1.
- If you take part in the drinking contest, go to 1-2.
- If you take part in the shark darts contest, go to 1-3.

**1-1** Remove navigation token 001 from the game.

Perform a swagger  check:

- On a result of 1-8, go to 1-4.
- On a result of 9+, go to 1-5.

**1-2** Remove navigation token 001 from the game.

Perform a brawn  check:

- On a result of 1-8, go to 1-6.
- On a result of 9+, go to 1-7.

**1-3** Remove navigation token 001 from the game.

Perform a hunting  check:

- On a result of 1-8, go to 1-8.
- On a result of 9+, go to 1-9.

**1-4** You don't just lose the contest – you humiliate yourself in ways you had never thought possible, and it sits with you for the remainder of your days.

Misfortune +1. Turn to page 7. Check threat .

**1-5** Dancing Donny Bean hands over the prized treasure he won at the last dancing contest, and then sobs as he runs away to his bunk.

Swagger +1. Treasure +1. Turn to page 7. Check threat .

**1-6** The best part about embarrassing yourself in a drinking contest is you're unlikely to remember it when you come to. Sadly, everyone else who was there remembers it just fine and are all too happy to remind you.

Misfortune +1. Turn to page 7. Check threat .

**1-7** One-Kidney Ken hands over the prized treasure he won at the last drinking contest, and then sobs as he lurches back to his bunk.

Brawn +1. Treasure +1. Turn to page 7. Check threat .

**1-8** Your shark darts performance goes poorly. You would have embarrassed yourself less if you had instead pooped your pants in front of everyone.

Misfortune +1. Turn to page 7. Check threat .

**1-9** Penniless Peggy hands over her last piece of treasure that she gambled away, and then runs off sobbing to her bunk.

Hunting +1. Treasure +1. Turn to page 7. Check threat .

## 002

### CROSSROADS EVENT - SCIENCE APPRECIATION DAY

Read this to the First Mate:

*Everyone watches glumly as the Bumblebee Delivery Service ship vanishes over the horizon.*

*"Aw, why do we have to be carryin' scientists anyway?" whines Geddy Jay. "I wanna pirate. I say, phooey on natural philosophy!"*

*"Phooey?" snaps Captain Stroopwafel as she walks up, and Geddy hangs his face in shame. "Sailor, natural philosophy is the study of the world we live in, and it informs everythin' we know." She nods at you and says, "Assign ol' Geddy Jay here a chore that will remind him to appreciate the sciences."*

- If you assign Geddy Jay to help Patches in the infirmary, go to 2-1.
- If you assign Geddy Jay to help Cookie in the kitchen, go to 2-2.

**2-1** Geddy spends a day in the infirmary, and leaves with a newfound appreciation for natural philosophy.

*"Patches taught me that without natural philosophy, he'd still be thinkin' an upset tummy was due to demons. But thanks to science he now knows an upset tummy is due to trolls that live in our butts."*

Remove navigation token 002 from the game. Gain 1 skill of your choice. Re-roll +1. Turn to page 3. Check threat .

**2-2** Geddy spends a day in the kitchen with Cookie, and leaves with a newfound appreciation for natural philosophy.

*"Cookie taught me that in the past, unsafe food handlin' could get people sick. But thanks to science he now knows to wash his hands once a week whether he needs it or not."*

Remove navigation token 002 from the game. Gain 1 skill of your choice. Supplies +2. Turn to page 3. Check threat .

## 003

Navigation token 003 should have been removed during setup.

Remove this token from the game, draw a new navigation token and read that entry.

## 004

*"Lanslets!" cries the lookout. Sure enough, a frigate bearing a foreign flag appears on the horizon. They seem to have spotted you.*

*"Can we outrun them?" asks the man with small, gloved hands. His scientist friends stand behind him with anxious looks on their faces.*

*"Best to get below," warns the captain. "This is going to get ugly."*

Remove navigation token 004 from the game. Turn to page 55. Set dial A equal to the number of players. Set dial B to 8.

## 005

### CROSSROADS EVENT - PINCHED BISCUITS

Read the following to the Cooper:

*"There's a biscuit thief about!" insists Cookie, pointing to a plate containing a couple dozen of the most flaky, buttery biscuits you've ever seen. "I set 'em out to cool, and when I came back, two of me biscuits had been pinched. Ya gotta do somethin', boss! Today it's biscuits, tomorrow it's baboons!" You're not sure that makes any sense, but you promise to investigate.*

- If you set up a stakeout near the plate of remaining biscuits, go to 5-1.
- If you question crew stationed in the vicinity, go to 5-2.

**5-1** You spend an hour hidden near Cookie's plate of biscuits. If there was a thief, they don't return. But to help pass the time, you eat a couple biscuits.

Remove navigation token 005 from the game. Supplies -1. Re-roll +2. Turn to page 3. Check threat .

**5-2** Grumpy Tom Calder cracks almost as soon as you ask him if he's seen anyone with a biscuit.

*"I couldn't help it!" he cries. "They were too buttery, too flaky to pass up. Each mouthful was sheer delight!"*

*"Rules is rules, Tom," you say with a wag of your finger. "Go wait in the brig while I tell the cap'n." But before you snitch, you steal a couple biscuits. Delicious!*

Remove navigation token 005 from the game. Crew -1. Supplies -1. Re-roll +2. Infamy +2. Turn to page 3. Check threat .

**006**

The Garish Goat, a pirate ship your crew is friendly with, pulls up alongside your boat. Teddy Gorenson, the first mate, calls out to you.

"Ahoy there! You joinin' us fer the Bumblebee raid?"

"What raid?" you call back.

"There's almost twenty Bumblebee Delivery Service vessels just west o' here near Scuttlebug Island. Easy pickin's! Everybody who's anybody is fixin' to raid 'em!" Your face falls and you shake your head.

"Arrr, we be carryin' fancy folk," you shout back. "No raidin' fer us!" Teddy gives a low whistle and shakes his greasy head.

"Bad luck, matey! Bad luck!" and the Goat begins to pull away.

"Aw, stuff it, Teddy," you grumble and get back to work.

Remove navigation token 006 from the game. Discontent **X**+1. Turn to page 7. Check threat **X**.

**007**

While changing course to avoid a storm, you discover a handful of jagged rocks jutting up from the water. Fat, purple lizards sun themselves on the spray-kissed stone, and Edna Morris asks one of the scientists, "Whaddya call those lizards o'er yonder?"

"They have yet to be named," answers the sour-faced woman. "We are in a part of the world that has seen little human presence. Who knows what manner of ancient beasts, once lost to time, we shall find?"

"Reckon we can eat those?" Edna asks.

"How vulgar," the scientist answers. "The divine grandeur of nature does not exist solely for you to fill your belly. Rather, it exists so that we can kill it, dissect it, and stick it in some jars."

"Oh sure, sure," Edna says, nodding her head. "I like pickled meats, too." The sour-faced woman snorts and walks away grumbling to herself as some of the crew prepares to row out and collect lizards.

Remove navigation token 007 from the game. Supplies **█**+3. Turn to page 7. Check threat **X**.

**008**

## CROSSROADS EVENT - NOT YOUR DADDY'S SNAPPERS

Read this to the player with the lowest infamy **███**:

One of the scientists excitedly waves you over to the side of the ship. He clutches the railing while the ship lurches around in the storm, but he shows no sign of fear.

"Look down there!" the thin, nasally man shouts above the sound of crashing waves. Looking down, you see a school of bony, fearsome fish leaping from the water and diving back down, much like salmon up a stream.

"That can't be!" you call. "Those look like grim snappers. But snappers don't leap out o' the water like that!"

"These do!" shouts the scientist cheerfully. "It's a whole new breed of snapper! Now grab your nets and catch me some!"

- If you try to catch some snappers for the scientist, go to 8-1.
- If you decline the scientist's request, go to 8-2.

**8-1** Remove navigation token 008 from the game. Turn to page 11. Set dial A to 7.

Perform a hunting **█** check:

- On a result of 1-7, go to 8-3.
- On a result of 8+, go to 8-4.

**8-2** "Forget it!" you scoff. "You don't know me if ya think I'm mad enough to try that!"

"I'm beginning to suspect you don't care about natural philosophy at all!" grouses the man.

"Well, looky there," you say. "Ya actually is gettin' to know me!"

Remove navigation token 008 from the game. Discontent **X**-1. Turn to page 11. Set dial A to 6. Check threat **X**.

**8-3** You and Little Jack are able to arrange the nets in a way to catch a snapper as it leaps out of the water. Unfortunately Little Jack isn't able to keep his footing, and the grim snapper jumps free, pulling Little Jack into the waters below. The creatures make a quick meal of him. As he screams his bloody last, you notice the scientist jotting things down in his notebook. "Fascinating!" he gleefully whispers.

Crew **█**-1. Check threat **X**.

**8-4** "Excellent work!" cries the scientist, eyeing the netted fish that flops upon the deck. "Take it to our room, please. And here's something for your troubles!" Treasure **█**+1. Check threat **X**.

**009**

Far out on the horizon, lightning crackles down from dark clouds, jabbing at the ocean below.

"Terrifyin'," says Baggy Smith as he swabs the deck.

"Not so," corrects the scientist with the tiny gloved hands. "To humans of old, lightning was an act of gods or devils, and something to be feared. But natural philosophy tells us lightning is just an electrical discharge within our atmosphere."

"Oh, that don't sound so bad," agrees Baggy. "So it can't hurt us, right?"

"No, it'll melt your eyes, set your hair on fire, and blow out your fingers and toes," says the scientist. "It kills people all the time."

"Piss off, why don'tcha?" growls Baggy, shoving the scientist away.

Remove navigation token 009 from the game. Discontent **X**+1. Turn to page 11. Set dial A to 3. Check threat **X**.

**010**

## CROSSROADS EVENT - PROTECT YA NECK

Read this to the First Mate:

"Sea monster! Sea monster!" The cry goes up among the crew, and rushing to the port side railing, you see it. Its massive body is gray-blue, with four enormous flippers and a tail that propels it through the water. But most frightening is its elongated neck which lifts up out of the water like a snake of legend. Its head, filled with razor-sharp teeth, hisses at you.

- If you throw a net at the monster's head, go to 10-1.
- If you shoot it with a pistol, go to 10-2.

**10-1** You order the crew to help, and when the monster's head draws near the boat, you cast a fishing net. It flies wide open, easily entangling the creature. You only hoped to delay the monster and make good your escape, but as everyone else gives a cheer, you realize the net is still tied to the ship! The ship flies past the monster, and there is a sickening lurch, as the weight of the creature's body almost brings the ship to a wood-splitting halt. Thankfully, the masts do not break, and looking aft, you see the creature floating behind you, dead, its neck snapped.

Another cheer goes up, and you order the crew to get the butchering tools.

Remove navigation token 010 from the game. Hull **█**-1. Supplies **█**+3. Infamy **██**+3. Turn to page 3. Check threat **X**.

**10-2** The monster is massive, but you see its head is actually quite small. As your crew screams in panic, you calmly stroll across the deck, and when the noggin draws near, you discharge your pistol right in its face. The blast obliterates the creature's head, and its neck arcs backwards and collapses into the water.

You look back at the gobsmacked crew, and giving a smirk ask, "Any more?" The captain orders the monster's carcass be butchered, and at dinner that night, you are treated like royalty.

Remove navigation token 010 from the game. Supplies **█**+2. Infamy **██**+5. Turn to page 7. Check threat **X**.

## O11

### CROSSROADS EVENT - TEQUILA SUNRISE

Read this to the Boatswain:

*You awaken at dawn for your shift, only to discover you are still drunk from the night prior. You try to shake it off, only to tip over and hit the floor. You'll need to think of something clever to avoid getting in trouble.*

- If you paint green dots on your skin and pretend to have come down with a case of Pygmy Shrew Flu, go to 11-1.
- If you pretend to have broken your leg, because if your leg is broken, no one will expect you to stand up, go to 11-2.

**11-1** "It looks bad," says Captain Stroopwafel as she stands over your bunk looking down at you. "Patches, see what you can do."

"Oh, we don't need to bother ol' Patches," you protest.

"S'okay," Patches says, leaning over you, brandishing a large syringe.

"This'll make your bowels turn to water, but at least ya won't die o' flu."

Your screams of horror are quickly muffled by the oncoming storm.

Remove navigation token 011 from the game. Misfortune **•+3**.

Turn to page 11. Set dial A equal to the number of players. Check threat **✗**.

**11-2** Patches shakes his head and says, "Well, I don't see it. Must be a really small crack. All I can say is take it easy for a few weeks."

"No need for that," says one of the scientists. The thin, nasally man pushes forward and continues, "I've been working on something that, while admittedly painful, should fuse any broken bones together. And maybe some that aren't broken too! This oncoming storm will provide the perfect conditions to test it out."

"You know what, I feel better," you insist. You jump to your feet, but your stomach lurches and you give a big, boozy belch. Everyone backs away from you, many looking rather embarrassed on your behalf.

"Matey," says the captain through gritted teeth, "why don't you go sleep it off in the brig?"

Remove navigation token 011 from the game. Discontent **✗+1**.

Infamy **••-2**. Turn to page 11. Set dial A equal to the number of players. Check threat **✗**.

## O12

### CROSSROADS EVENT - TEST SUBJECT

Read this to the player with the lowest infamy **••**:

*The scientist with the tiny gloved hands asks you if you'd like to make some extra money as a subject in one of his experiments.*

*"We've found a section of ocean that's thick with undulating tube feeders," he explains. "I'd like to truss you up a bit and drag you behind the ship. By watching how the tube feeders come at you, we'll learn a lot about these fascinating scavengers."*

- If you say, "You wanna feed me to pulsatin' worm things? Hell no!" go to 12-1.
- If you say, "You said somethin' 'bout extra money?" go to 12-2.

**12-1** "Simpleton!" snaps the scientist.

"Yer mum," you spit back.

*"How dare you, my mother was a saint!" The scientist pulls off his gloves and jumps at you like a madman. Luckily a storm hits, breaking your tussle up before you can do any real damage to each other.*

Remove navigation token 012 from the game. Brawn **•+1**. Re-roll **•+1**. Turn to page 11. Set dial A equal to the number of players.

Check threat **✗**.

**12-2** You are lowered into the water where you try to fend off the grotesque creatures that surface and try to latch onto you.

Remove navigation token 012 from the game.

Perform a brawn **•** check:

- On a result of 1-7, go to 12-3.
- On a result of 8+, go to 12-4.

**12-3** The beasts latch onto you. It takes a couple days for them to finally come off, but the extra treasure you earned gets you through it.

Treasure **■+1**. Infamy **••+2**. Misfortune **••+3**. Turn to page 3. Check threat **✗**.

**12-4** You are able to fend off the little monsters, but the scientist still gets the information he was looking for.

Treasure **■+1**. Brawn **•+1**. Turn to page 3. Check threat **✗**.

## O13

### CROSSROADS EVENT - VESPER'S MEMENTO

Read this to the Quartermaster:

*A violent storm makes your night shift above deck more than a little frightening. You notice Vesper, one of your more mysterious crewmates, doesn't seem so bothered by the weather.*

*"How do ya stay so cool?" you ask her.*

*"This right here," she says, holding up a small, gold medallion in her hand. "As long as I has me memento, no ship that bears me can sink." And just like that, the ship lurches hard to port, and Vesper's memento goes flying overboard. She screams, and attempts to dive into the water.*

- If you stop her, go to 13-1.
- If you let her go, the ship needs that trinket, go to 13-2.

**13-1** You grab hold of Vesper and pull her away from the edge.

*"You've doomed us all!" she wails.*

Remove navigation token 013 from the game. Misfortune **••+1**. Turn to page 11. Set dial A equal to the number of players. Check threat **✗**.

**13-2** "You let her go?" Captain Stroopwafel demands.

*"Cap'n, the way I saw it, we needed that little medallion! Without it, the ship ain't safe."*

*"Well now we're still not safe, and we need more crew. Matey, your judgment seems poor of late."*

Remove navigation token 013 from the game. Crew **•-1**. Infamy **••-4**. Turn to page 11. Set dial A equal to the number of players. Check threat **✗**.

## O14

*"Land ahoy!" calls the lookout, and through the thick fog you spy a small island with naught but a few rocks and trees upon it. But without warning the entire place plunges down into the water. The ship jerks hard to port, as it is pulled toward the swirling waters where the island just was.*

*"What was that?" someone screams.*

*"Stations, everyone!" calls the captain.*

Remove navigation token 014 from the game. All players must perform a navigation **•** check. Total everyone's results together.

- On a result of 1-16, go to 14-1.
- On a result of 17-23, go to 14-2.
- On a result of 24-29, go to 14-3.
- On a result of 30-35, go to 14-4.
- On a result of 36-41, go to 14-5.
- On a result of 42+, go to 14-6.

**14-1** "Dammit!" Captain Stroopwafel yells as she sprints up and down the deck, trying to correct the actions of her crew as the ship spins closer and closer to the toothy maw at the center of the swirling waters.

*"We're done for!" cries Blubbering Bill as a horrific roar emanates from the center. The captain blasts out a grappling hook from her mechanical arm*

that latches onto the wheel and turns it just enough to take the ship out of the whirlpool's grasp.

Captain Stroopwafel has managed to save you, but in the days that follow she sees to it that you are punished for being an embarrassment of a crew. Hull -1. All players: Misfortune +1. Turn to page 3. Check threat .

**14-2** How many players are there?

- If there are 3 or fewer, go to 14-1.
- If there are 4 or more, go to 14-6.

**14-3** How many players are there?

- If there are 4 or fewer, go to 14-1.
- If there are 5 or more, go to 14-6.

**14-4** How many players are there?

- If there are 5 or fewer, go to 14-1.
- If there are 6 or more, go to 14-6.

**14-5** How many players are there?

- If there are 6 or fewer, go to 14-1.
- If there are 7, go to 14-6.

**14-6** It takes all of your efforts, but you are all able to escape the whirlpool's pull. The scientists are so grateful not to be drowned that they give everyone an advance in pay.

All players: Treasure +1. Turn to page 3. Check threat .

## 015

"Ship to starboard!" cries the lookout, and everyone springs into action. All along the starboard side of your vessel, nervous pirates peer into the gloom, trying to find the source of this chance encounter. "Wait," says the lookout, their voice sounding worried, "I swear it was there. It was just there!" Suddenly there is a terrific thud, and the ship lurches violently. You hear screams as crew fly overboard. But what hit you? And then you hear the lookout once more, only this time their voice is filled with hysteria and abject terror.

"Megalodon!"

Remove navigation token 015 from the game. Turn to page 77. Set dial A to 10. Set dial B to 3. Set dial C to 0.

## 016

CROSSROADS EVENT - ACCORDIAN, DRUMS, HARMONICA

Read this to the Ship Scribe:

The ship crawls through a thick fog. Thumping on the hull reveals the floating ruin of a recently destroyed sailing vessel. Every remnant of the other ship is shredded or splintered to a startling degree.

"What could have done this?" someone asks. As if in answer, a large shadow passes overhead in the fog, and you hear a terrifying screech. More shapes fly by, and then you see them! Enormous lizard-birds patrol through the fog, their featherless wings flapping, their heads topped by pointed crests of bone.

"Hit the deck!" hisses Stroopwafel, and everyone drops flat. "Furl the sail!" she hisses, and several terrified sailors comply. Soon, the boat drifts through the fog, trying its best to look empty and uninteresting to the things in the foggy sky. Stroopwafel turns to you and whispers, "Get below and tell the crew there to stay put, and for the love of the gods, stay quiet!" But no sooner has she said this, than Stevey Dog comes up the stairs - Stevey Dog who also sometimes calls himself Stevey the One-Man Band.

"Hey-hey-hey! It's Stevey the One-Man Band! Here to lighten your workday!" he cries. And with that, he launches into his three-instrument rendition of the classic chantey, "The Mermaid's Walrus Mustache." There is a violent shrieking from far above, and you realize you have seconds to act.

- If you grab a harpoon and hurl it at Stevey Dog, go to 16-1.
- If you scare Stevey Dog by pulling a pistol, and pointing it at the captain, go to 16-2.

**16-1** You grab a nearby harpoon and fling it at Stevey. It pierces his accordion, and with a cry he goes crashing back down the stairs. Later you learn that his ridiculous one-man band rig saved his life. It's also been destroyed, making you a folk hero to the remainder of the crew.

More importantly, with Stevey silenced, the ship passes through the fog safely, and away from the monsters in the sky.

Remove navigation token 016 from the game. Infamy +3. Discontent -1. Turn to page 7. Check threat .

**16-2** Thinking quickly, you stand, pull out your pistol, and point it at the captain's head. Stevey immediately stops playing and you hold up a finger warning him to be silent. Terrified for the captain's life, he complies, then follows your hand gestures to return back downstairs. With him gone, you drop back down on your stomach.

"Sorry, cap'n," you whisper.

"Not a problem, matey," she whispers back. "Permission to do that every time he pulls that thing out."

The ship passes through the fog safely, and away from the monsters in the sky. Relieved by your close call, everyone gets back to work, forgetting about Stevey, until the crew that was below storms the deck to "rescue" the captain from your vile clutches.

Remove navigation token 016 from the game. Infamy +3. Brawn +1. Turn to page 3. Check threat .

## 017

Navigation token 017 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 018

CROSSROADS EVENT – SOUNDS IN THE FOG

Read the following to the Lookout:

The dense fog makes it difficult to see, but everyone can clearly hear the sound of cannon fire in the distance. You peer through your spyglass, trying to make out what is causing the commotion, but still you can't quite tell what is going on.

- If you instruct the crew to get closer so you can scope things out, go to 18-1.
- If you ignore the sounds and have the crew sail in another direction, go to 18-2.

**18-1** As you draw nearer, vague shapes in your spyglass become more clear. The ship in the distance is alone and shooting into the waters below it. Before you can question what they are doing, a giant tentacle bursts from the water's surface and crashes down upon the ship, breaking it in two. As they sink, you see the wake of something large headed in your direction.

Turn to page 69. Set dial A to 5. Set dials B, C, D, and E to 1.

**18-2** As your ship begins to turn away, you hear the cannon fire abruptly stop, its sounds replaced by a loud crash of water, and the unmistakable splintering of wood. Part of you is relieved to not know the cause of the commotion, but another will always wonder what was happening.

Re-roll +1. Turn to page 3. Check threat .

## 019

The ship passes by a rocky island covered in lush, tropical trees.

"Now this is a promising location," says the sour-faced woman, and her scientist colleagues each give appreciative whistles. "Captain, drop the

## 020 - 043

“Anchor and get your crew over there as quickly as possible!”  
“Aye, it looks like it might do,” Stroopwafel agrees. “Let’s circle around it just a bit.”  
“Why waste time?” the scientist protests. As if in answer, a terrifying roar shakes the trees on the island, and without warning, a massive lizard comes bursting through the foliage, its back covered in bony plates, and its tail ending in a mass of spikes.

“Good heavens!” gasps the sour-faced woman. “It’s perfect!” And then a monster twice as tall tears through the dense greenery. Its head is a massive killing machine of muscle and teeth, and leaning down, it rips the smaller lizard’s head off. Its prey defeated, the predator begins to gorge. “That one’s even better!” the scientist gasps.

“Nope, nope, nope,” says Stroopwafel, and she signals for the ship to turn away. “There is no amount of currency in this world that could get me and mine ashore that hellish place,” she assures the scientists.

“Where is your sense of adventure?” the sour-faced woman demands.

“Slidin’ down the gullet of that murder lizard!” laughs Stroopwafel.

Remove navigation token 019 from the game. Discontent **X+1**. The player who most recently saw a movie with a dinosaur in it gains: Re-roll **Q+2**. Turn to page 3. Check threat **X**.

## 020

### CROSSROADS EVENT - FANCY DREW MYSTERIES

Read this to the Boatswain:

*Lightning stabs the sky as you, having earned a little time off, squat near a porthole and read a book from your favorite series, Fancy Drew Mysteries. Granted, they were written for children, but that’s a fair challenge for you. The best part about these books is that the reader gets to make choices for Fancy Drew, a dandy little fop who pokes his nose where he shouldn’t, and then turns to the corresponding page to see what those choices yield. Now, in the story, Fancy Drew is exploring the mystery of Graveworm Gulch. He has just come upon a strange shack inside which are angry voices. What choice will you make for Fancy Drew?*

- If you have Fancy Drew open the door and saunter in, go to 20-1.
- If you have Fancy Drew hide and wait for the talkers to leave, go to 20-2.
- If you cheat and see which option is best, go to 20-3.

**20-1** You congratulate yourself on making the right choice, as once again Fancy Drew cracks a case wide open, even if it is mostly by accident.

“Oh, Fancy Drew,” you sigh wistfully, “will you ever stop pokin’ yer nose in other people’s business?” The answer of course is no, and you look forward to the next time you get to open a book.

Remove navigation token 020 from the game. Fill in 1 star **★** on your constellation. Turn to page 3. Check threat **X**.

**20-2** You congratulate yourself on making the right choice, as once again Fancy Drew cracks a case wide open, even if it is mostly by accident.

“Oh, Fancy Drew,” you sigh wistfully, “will you ever stop pokin’ yer nose in other people’s business?” The answer of course is no, and you look forward to the next time you get to open a book.

Remove navigation token 020 from the game. Fill in 1 star **★** on your constellation. Turn to page 3. Check threat **X**.

**20-3** You place a finger in one section of the book, and a thumb in the other. But before you can compare entries, you are startled to see a vision of yourself appear out of thin air.

“Don’t do it!” the other you shouts. “By cheatin’, you’ve created a paradox in which Fancy Drew both lives and dies. It’s what they wanted! Now nothin’ can stop ‘em!” And with that, your alternate self gives a terrible scream as their body is ripped asunder. You slam the book shut and toss

it out the porthole, and the vision of you instantly winks out. Rattled, you vow to follow your grandfather’s advice, and never read again.

Remove navigation token 020 from the game. Fill in 1 star **★** on your constellation. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

## 021

A Bumblebee Delivery Service ship scoots past you, and everyone on your ship gives a weary sigh. Minutes later you are passed by a pirate ship giving chase.

“Lucky bastards,” sighs Jess Gibbons, and everyone there is forced to agree. Until, in the distance, a massive creature resembling a crocodile with flippers crests the water and crushes both ships. “Ah, never mind,” Jess says.

Remove navigation token 021 from the game. All players: Re-roll **Q+1**. Turn to page 3. Check threat **X**.

## 022

“Ship!” calls the lookout. Out on the horizon, you can see a royal naval vessel heading straight for you, and the captain issues orders to receive the enemy. As it bears down on you, the captain orders the ship to turn and fire a few cannons. One of them hits home, but the royal frigate does not slow or turn.

It comes closer, closer, until the captain yells, “Brace for impact!” But the enemy ship narrowly misses your own, and quickly rushes past you, its wake sending your ship into a dangerous rock. You notice as it passes that the naval vessel bears signs of terrible violence to its hull, but nothing that could have been inflicted by cannon fire.

“Cap’n, what gives?” someone shouts. “Why did they buzz us?”

“They didn’t,” she says, the gears of her mind turning rapidly. “It was almost like they were fleein’ somethin’. But if they were fleein’, then they just put us between them and... Hard to port!” she bellows. “Hard to port! Feed the sails! Get us out of here!”

“Waterspout!” cries the lookout, followed by, “No! Wait!” Out in the distance there is a fan of water and something large passes through it, aiming straight for you. A large, thin shape emerges from the water, and you realize it is an enormous fin.

“Megalodon!” screams the lookout.

Remove navigation token 022 from the game. Turn to page 77. Set dial A equal to the number of players **+2**. Set dial B to **2**. Set dial C to **0**.

## 023

Navigation token 023 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 024

“Royal navy!” cries the lookout.

“Damn it,” Stroopwafel groans. She turns to the nearest scientist and asks the sour-faced woman, “Can you do anything to get them off our backs?” “You won’t find the royal navy caring much for natural philosophy,” says the woman, her face turning white with fear.

Remove navigation token 024 from the game. Turn to page 55. Set dials A and B to **4**.

## 025

### CROSSROADS EVENT - A BUNCH OF NUTTERS

Read the following to the First Mate:

Everyone gathers port side to watch the ship bearing no flags sail by. Half a dozen men and women stand upon its decks, foolish grins on their sun-

burnt faces, maracas in their hands. You watch as they wiggle their hips and maracas, and pass you by without even looking at you.

"Nine hells!" hisses Captain Stroopwafel. "It's a bunch o' nutters. Poor things. I want to help them, but there's somethin' about those maracas. Somethin' sinister. Whaddya say, matey?"

- If you agree the strange ship should be left alone, go to 25-1.
- If you insist on sending some of the crew over to get a better look, go to 25-2.

**25-1** "Those maracas are nature's way o' tellin' us to leave 'em well enough alone," you say, and the captain nods in agreement.

Remove navigation token 025 from the game. Re-roll 2+2. Turn to page 7. Check threat ✕.

**25-2** "We should try to help 'em," you say. "Probably dehydrated somethin' awful. But, uh, you know, maybe we should send over some o' the more... expendable crew members, if you catch me drift?" She does catch your drift, and minutes later your ship matches the speed of the ship of nutters, and you connect the vessels with planks. You send over two of your worst, and they scamper across and make contact with the other crew. Less than a minute later, they take off their shoes, grab some spare maracas, and join the wiggling of the others.

"Ah well," sighs the captain, before yelling, "Retract the planks! Let's get out of here!"

You later help yourself to the loot the lost crew left behind on the ship.

Remove navigation token 025 from the game. Crew 2-2. Treasure 1+1. Turn to page 7. Check threat ✕.

## 026

The fog is thick, but not so thick you cannot spy the island that looms nearby.

"Fantastic!" cries the sour-faced woman, and her scientist friends nod in agreement. "An undiscovered island! Quickly, we must draw near and prepare to explore it."

The crew spends days on the island, but nothing of note is found. You are able to make some repairs to the ship however.

Remove navigation token 026 from the game. Discontent ✕+1. Hull 1+2. Supplies 2+3. Turn to page 7. Check threat ✕.

## 027

Navigation token 027 should have been removed during setup. Remove this token from the game, draw a new navigation token and read that entry.

## 028

The three scientists clap their hands and jump up and down with delight. "Such fortune!" the man with the tiny, gloved hands cries, rubbing his cheeks with joy. "Another virgin island, ripe for scientific exploration! Look at those lush jungle trees! Hark to the calls of strange birds! Yes, we will surely find a marvelous new specimen here."

Remove navigation token 028 from the game. Place special location token 971 on the ship's current space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 29. Check threat ✕.

## 029

Early evening arrives, along with an unexpected surprise. The crew gather along the starboard side of the ship and gaze up at the towering limestone cliffs of the newly discovered island. You can just make out signs of civilization at the top, though the faraway buildings are bathed in an eerie, flickering blue glow.

"Well bother," grumps the man with the tiny, gloved hands to the other

scientists. "How disappointing to discover a new land, only to find someone else found it already."

"But there's likely much we could learn here," suggests Stroopwafel.

"Meh, who cares?" shrugs the sour-faced woman.

"But those strange blue lights!" insists the captain.

"So they've learned how to turn flames blue," snorts the thin, nasally man. "Like, wow, way to use copper chloride." And at this, all three scientists give their best condescending chuckles.

"Pay them no mind," says Stroopwafel with a dismissive wave. "I say this place could be just what we're lookin' for." You are soon all ashore and slowly become aware that something isn't quite right. The people of the island walk and talk as if they are in a trance, and you frequently encounter citizens staring blankly into blue watchfires.

"On second thought, let's make this quick," whispers Stroopwafel. "And for mercy's sake, don't look into the blue flames!"

Remove navigation token 029 from the game. Place special location token 965 on the ship's current space (do not read the entry at this time). Return all revealed navigation tokens face down to the pile. Turn to page 41. Check threat ✕.

## 030

CROSSROADS EVENT - ISLE OF FIREBALLS

Read the following to the Gunner:

Everyone stands on the deck of the ship, eyeing the island that sits off to starboard. The island is small and forested, but a rocky center rises up above the trees, and upon it sits an enormous idol of darkest obsidian. Black smoke rises from the idol's mouth.

"This island seems like the perfect place to search for specimens," says the man with tiny, gloved hands. The crew exchanges nervous glances amongst each other.

- If you urge the captain not to send crew to the island, go to 30-1.
- If you calm the crew and tell them it will be fine, go to 30-2.

**30-1** I dunno, cap'n," you say. "That place looks unusually dangerous to me." The captain agrees with you, much to the annoyance of the scientists.

Remove navigation token 030 from the game. Fill in 1 star ★ on your constellation. Discontent ✕-1. Turn to page 7. Check threat ✕.

**30-2** "Aw, don't be such a bunch o' ninnies," you chide. "This place is no different from the last. Get to the rowboats!" You personally lead the first craft, but halfway to shore there is a loud thud from the idol, and from its open mouth comes a blazing ball of fire, arcing through the sky. "Nothin' to worry about," you assure the crew, seconds before the conflagration slams into your boat, killing one of your crew and sending the rest into the water. "On second thought," you say when fished out of the water, "this place is a deathtrap. Let's steer clear."

Remove navigation token 030 from the game. Crew 2-1. Misfortune ✕+1. Turn to page 7. Check threat ✕.

## 043

"Beg pardon, cap'n," you say, giving a light knock on the door to her quarters.

"Come in, come in," says Captain Stroopwafel. "Just feedin' the fish!" The captain's famous aquarium wraps around half her quarters. "What can I do for ya, matey?"

"Just passin' by and wanted to see the legendary Stroopwafel aquarium," says you. "How in blazes does this thing not get destroyed over and over again?"

"The frame of it is built into the frame of the ship," says Stroopwafel proudly, launching into a well-worn speech. "It's sturdy as can be. Over there is a

mechanical pump of my own design that runs down the aft o' the ship, and keeps the water fresh and movin'. The glass used to be a real problem, but when magic returned to the world, I had a couple spells put on it. I'd imagine only a direct hit from a cannonball could destroy it now."

"It's a real achievement," you say appreciatively, and it's true.

"Take this, why don't you," says she. "Hopefully it will help you in making an aquarium of your own one day."

Treasure **1**+1. Fill in 1 star ★ on your constellation.

## 044

You bring the captain the new duty roster you created, and find her massaging the stump of her left hand.

"Stupid thing needs a bit o' lubricatin' every now and then, or else my prosthetics chafe," says she, dipping her good hand into a small tub of whale grease.

"Seems a small price to pay for gettin' neat-o mechanical hands," you point out.

"Mayhaps," she admits. "I do enjoy designin' new hands. But late at night when I'm sleepin', it would be great if I didn't have to think about which arm I need to use to scratch my arse."

The captain rewards you for a fine job with the roster, and you see your way out.

Treasure **1**+1. Re-roll **1**+1.

## 045

You hang back when the senior crew meeting ends.

"Thanks, matey," says Captain Stroopwafel. "I had a personal favor to ask of you."

"Sure thing, cap'n. Whatcha need?" She unfurls several pieces of parchment, each with a beautiful pencil sketch of rare animals you have seen on your adventures thus far. You give a whistle and say, "These are gorgeous! Did you draw these, cap'?"

"Aye, matey," she says with a proud smile. "I like to capture images when I travel, just in case I ever stumble onto somethin' no one has ever seen before. Which brings me to the request. I snapped a part on my quill hand the other day, and it'll take some time to repair it. You've got a steady hand. Whaddya say you ink these in for me when ya have the time?"

"Oh, you bet, cap'n. Thanks for thinkin' of me."

"Not at all," says she. "I know a kindred spirit when I see one."

Fill in 1 star ★ on your constellation. Re-roll **1**+1.

## 046

You drop by the captain's quarters to pick up the new requisitions list she's drawn up for your next port visit.

"Thanks, matey," she says, then winces.

"You all right, cap'n?" you ask.

"Ghost pain," says she. "For some reason the hand that ain't there bothers me every now and then."

You ask, "How'd you lose that old thing anyway?"

"Grim snappers," she says. "Fell overboard like a damn landlubber during an exchange of cannon fire. Oh, this woulda been years n' years ago. Well, those snappers musta known what was happenin', 'cause there they was in the water just waitin' for free meals. I got away, but only part o' me."

The captain looks out the window of her quarters at some splashes in the water.

"Hey, do me a favor won'tcha; catch me some of them fellers right there and give 'em to Cookie. I feel like eating grim snapper stew tonight."

You do as the captain asks, and quickly catch many of the vile creatures for dinner.

Supplies **1**+3. Treasure **1**+1.

## 047

"Thanks for comin', matey," says Captain Stroopwafel in a quiet voice. "Listen, I don't want this gettin' out, but would you do me a favor and keep your eyes on the beasts we're transportin'? I don't trust our guests to be too concerned with makin' sure these creatures are comfortable. Poor things are likely to be real scared for the duration of the trip."

"You got it, cap'n," you assure her.

"Natural philosophy is an area o' great interest for me, but there are some types who value knowledge over everythin' else. They got no interest in takin' care of their subjects o' study. That don't sit right with me."

"Me neither, cap'n," you agree. You quickly follow the captain's orders and make some adjustments to the ship to hopefully make the beasts more comfortable.

Infamy **1**+3. Hull **1**+2. Discontent **1**-1.

## 048

### CROSSROADS EVENT - SPECIAL DELIVERY

"Matey, there's a mail pelican somewhere ashore. Mind pickin' up any letters or parcels that might be waitin' for us?"

"No problem, cap!" you say, but when you get to shore you can't find a pelican, much less one with mail, anywhere.

- If you report back to the captain and tell her the pelican never arrived, go to 48-1.
- If you wait as long as it takes, because damn it, the captain gave you a job to do, go to 48-2.

**48-1** "Sorry, cap'n," you say upon your return. "There wasn't a pelican about."

"No worries, matey," she says. "I appreciate you checkin'."

Re-roll **1**+1.

### 48-2 STILL CROSSROADSING! - THE PELICAN COMETH

You crouch down in a hidden spot and wait for the pelican to come. Late in the afternoon, you hear the crew out calling your name. But no, you've waited too long at this point. Something has to give, and it's not going to be you! Afternoon passes into twilight, and twilight gives way to the cool darkness of night. Which is good because you're dehydrated something fierce. And then – what's that? The flutter of wings in the distance... A dark shape landing on the soft sands just beyond... The pelican has come.

- If you approach the pelican and collect the mail, go to 48-3.
- If you make the pelican pay for its tardiness, then collect the mail, go to 48-4.

**48-3** You burst from your hiding place and hurry to where the land meets the ocean. You are startled to see the pelican is strangely tall, has two heads, as well as human legs, but at this point, you aren't asking questions.

"Gimme that mail!" you bark.

"Oh gods, matey!" the pelican gasps from both its mouths. "What's happened to ya? When was the last time ya had some water?"

"Mail noooooooow!" you insist, eventually tearing away the entire bag of mail from the pelican's shoulders. You return to the ship, proudly carrying an armful of mail. Mail? Wait a second, why are your arms full of the captain's prosthetic hands?

"Did you see the cap'n?" asks a crewmate. "She was out lookin' fer ya. Say, why do ya have all her hands?" Uh oh.

Infamy **1**+2. Misfortune **1**+2.

**48-4** You burst from your hiding place and hurry to where the land meets the sea. You are startled to see the pelican is strangely tall, has two heads, as well as human legs, but at this point, you aren't asking questions.

The pelican cries out as you deliver a devastating roundhouse kick to its stomach, then cackle with glee as you begin to collect the letters that lie scattered on the ground. Say, why do these letters look a lot like the captain's prosthetic hands? More pelicans appear nearby, strangely dressed like members of your crew.

"Matey," groans the mail pelican. "You need a lot o' water. Followed by an extra long stint in the brig."

Infamy -3. Misfortune +3.

## 049

### CROSSROADS EVENT - CRABAPPLE STEW

"You asked to see me, cap'n?" you ask.

"Ah, thanks," says Stroopwafel with a wave. "I need you to do me a mighty big favor, if you'd be so kind. This is a list of all the ingredients I need to make my dear departed mother's crabapple stew. It's been an age since I've had it, and I'd dearly love to eat some once more. Would you do that for your ol' cap'n?"

"You got it, cap!" you agree. You then spend the better part of a day scouring the area for the needed supplies. The crabapples pinch you something terrible, but when you finally have them all, you head back to the ship with full arms. But on your way you secretly spy a small group of merchants hoisting several crates of goods. It would be child's play to bushwhack them and steal their booty.

- If you return to the ship with the ingredients you promised the captain, go to 49-1.
- If you drop the ingredients, you want that booty, go to 49-2.

**49-1** "I got the stuff, cap'n!" you call out as you hold up the ingredients.

The captain leaps away and yells, "Good gravy, sailor! What in the name of all that's unholy are those?"

"Crabapples, cap'n."

"Matey, a crabapple is a small, bitter apple. I don't even know what those are."

"You guys said you were crabapples," you say to the small, red things with terrible pincers.

"We were distracting you while we laid our eggs in your skin," one of them responds.

"Matey," groans the captain, "toss those abominations overboard and report to the doc."

Misfortune +3. Fill in 1 star ★ on your constellation.

**49-2** "Sorry, cap'n," you say, your face bright red. "I gathered all the ingredients you needed. But, er, I spotted some marks on my way back, and I robbed 'em of all their flashy gear!" And you hold up the loot you stole as a trophy.

"Ha!" laughs Stroopwafel. "Well done! I'd love to eat my mom's crabapple stew, but I love loot even more!" You give the captain a cut, then run to your stash to add your new toys.

Treasure +2.

## 050

### CROSSROADS EVENT - BOY BAND BROUHAHA

"Up for a secret mission?" Captain Stroopwafel asks you.

"Ooh, yes please!" you say with a bright grin.

"My daughter is a fan of that old musical group that used to be so popular. What were they called? The Barnacle Boys? She's crazy about them and has been trying to collect all of their autographs for years. I've received word that Paul Jones, the reclusive former lead singer lives somewhere 'round here. I want you to find him and get his signature."

You narrow your eyes and say, "Cap'n, I didn't think you had kids. You sure this isn't for yerself?" Her eyes turn stormy, so you say, "Right, it's

for the kid. You got it, cap'n!" It takes some time, but you hunt down Paul Jones to a dilapidated shack.

"Buzz off!" he snaps, refusing to even open his door.

- If you kick the door open and force Paul Jones to sign something for the captain, go to 50-1.
- If you root through Paul Jones' trash and hope to find a signature there, go to 50-2.

**50-1** Perform a brawn  check.

- On a result of 1-7, go to 50-3.
- On a result of 8+, go to 50-4.

**50-2** Perform an exploration  check.

- On a result of 1-7, go to 50-5.
- On a result of 8+, go to 50-6.

**50-3** Your foot goes right through the door and your leg sticks. Inside, Paul Jones laughs maniacally, and you hear a metallic sound as the hermit pulls something out of what sounds like a pile of tools. You quickly learn he has a saw.

Retrieve card 41 Impressive Peg Leg from the story deck.

**50-4** Your foot perfectly catches the door handle, snapping the weak lock. Jones gives a shocked squeal, and cowers in fright. Now a balding man of advancing years, Jones still has a number of signed lithographs of himself from his glory days. You snatch one and take it to the captain.

Stroopwafel tries to look nonchalant when you hand her the autographed lithograph, but you can see her flush with excitement.

"Thank you," says she, failing to sound relaxed about it. "My grandson will love this. I can't tell you how much I appreciate it."

"I thought you said it was fer yer daughter?"

"Dismissed," she answers and hastily walks away.

Treasure +1. Infamy +5. Re-roll +2.

**50-5** You couldn't get his signature?" Captain Stroopwafel tries to politely hide the sorrow in her voice.

"Naw, but I got somethin' just as good," you assure her. "Behold! Paul Jones' used dental floss!" And you hold up a straggly bit of waxed string.

"Wow," says the captain. "Now that is disappointin'."

"Aw, sorry cap'n," says you. "I'll throw it away."

"No!" and she hastily grabs it before regaining her composure. "I'll, uh, I'll take care of it. Thanks for tryin', matey."

Re-roll +1. Infamy -1.

**50-6** You root through a garbage can behind Jones' shack. There's nothing bearing the musician's signature, but you do find an old award bearing Jones' name. Back at the ship, the captain is ecstatic.

"My goodness!" she exclaims. "Now this is a remarkable bit of memorabilia! I'll still need to collect a signature later down the road, but this will be a fine addition to my collection."

"You mean yer daughter's collection, right cap'n?"

"Dismissed," she answers and hastily walks away.

Treasure +1. Infamy +1.

## 051

"Hey matey, want to help me try out my new arm wrasslin' hand?" asks Captain Stroopwafel. You admire the new contraption she has strapped to her left forearm.

"Gee whiz, cap'n, that's a real hunk o' hardware ya got there."

"Whaddya say, sailor?" she coos. "Not chicken are you?"

"Chicken? I don't know the meanin' o' the word! I bet ya I can take that newfangled arm o' yours!"

Perform a brawn  check.

- On a result of 1-9, go to 51-1.
- On a result of 10+, go to 51-2.

**51-1** "Sorry matey, guess I tightened the gears too hard." The captain sighs. "Ah, best go see the doc."

Misfortune **1**+2. Infamy **1**-1.

**51-2** "Dang, I guess this thing still needs some adjustments!" the captain laughs.

Treasure **1**+1. Infamy **1**+3.

## 052

### CROSSROADS EVENT - WHO LET THE HOGS OUT?

"Matey!" the captain enthusiastically exclaims. "Glad to see you! Listen, how do you feel about ham? Or pork chops? Or how's about bacon?"

"Cap'n, I don't know where yer goin' with this, but you've got me super excited."

"Excellent!" she says and pulls out a map for you to look at. "I paid a hefty price for what I'm about to share. There was a shipwreck around here, scant weeks ago. An old acquaintance of mine lost a whole shipment of hogs. He thinks some survived and might be eking out a meager existence here." She drops her voice. "This acquaintance was said to be bringing a new kind of hog he found on a nearby island; hogs that breed like crazy and matured at an unnatural pace; tasty hogs we could make a fortune breeding on the mainland."

"Got retirement plans, do ya, cap'n?" you laugh. "Can't see you as the farmin' type."

"Me? Not at all," she agrees. "But I can see me ownin' a farm where I pay others to be the farmin' type. Help me with this endeavor and I'll see you're fairly rewarded."

"Piece o' cake," you say.

"Easy there, sailor," Stroopwafel cautions. "These hogs haven't gotten any friendlier since the shipwreck. Be prepared for serious resistance."

- If you hunt the pigs using devilishly clever traps, go to 52-1.
- If you confront the pigs using your raw physicality, go to 52-2.

**52-1** Perform a hunting **3** check.

- On a result of 1-7, go to 52-3.
- On a result of 8+, go to 52-4.

**52-2** Perform a brawn **3** check.

- On a result of 1-9, go to 52-5.
- On a result of 10+, go to 52-6.

**52-3** The pigs easily outsmart your traps.

"Well, don't worry about it, matey," says Captain Stroopwafel. "Retirement woulda been nice, but it's no big deal. I can just work for the rest of my days."

Infamy **1**-2. Misfortune **1**+1.

**52-4** You capture the little squealers easily.

"Well done, me hearty!" cries the captain. "I'll keep a few below in the hold, and we'll give the rest to Cookie. Here's what I owe ya for your help."

Hunting **3**+1. Supplies **1**+2. Treasure **1**+1.

**52-5** The pigs leave you so bruised and battered that they feel bad and drag you back to the ship. It isn't till later that you find out the little swine were thieves too.

Treasure **1**-1, if able. Infamy **1**-2. Misfortune **1**+1.

**52-6** You wade through the horde of pigs, punching them out, one by one.

"Well done, me hearty!" cries the captain. "I'll keep a few below in the hold, and we'll give the rest to Cookie. Here's what I owe ya for your help."

Brawn **3**+1. Supplies **1**+2. Treasure **1**+1.

## 213

You dive down quite far, and discover a large, tube-shaped creature, whose pulsating flesh changes from pink to purple to an iridescent green. It is quite lovely, and you've never seen anything like it before. The creature does not like being pulled from its nook in the coral, but you give a great heave and pull it forth. Back above water, you call to the scientists who sit talking to each other in a rowboat.

"Hey, whaddya think o' this?" you call to them as you tread water. "I reckon I just found us a fine new specimen!"

"That isn't new at all," responds the man with the tiny gloved hands. "That's an undulating tube feeder. They're really quite common."

"A tube feeder, eh? What's it do?" you ask.

"Well," says the sour-faced woman, "currently it's eating your arm." You shriek as you discover the tube feeder has latched onto your right arm, which is now thoroughly numb from the creature's poison.

Retrieve card 40 Horrifying Hook Hand from the story deck. Treasure **1**+1. Infamy **1**+2.

## 214

You pull back your arm to throw a dart, but accidentally let go and send it flying behind you. The dart strikes a drunken old pirate who accidentally shoots the barkeep. The barkeep's body hits the countertop, then slides off, taking with it the lit match she was using to light her pipe. Her corpse crashes into the bottles of grain alcohol kept behind the bar, and the match ignites it all with an impressive thump.

"What happened?" asks Larry the Lout when you return to the rowboat, burning debris and body parts raining down around you. Behind you, another explosion shakes the burning remnants of the Loaded Lobster.

"Well, Larry," you say, "I ain't gonna lie. They was all royal sympathizers in there. Hated pirates somethin' fierce. They was gonna turn us in, so I just did what I had to do."

"Yer a hero!" Larry cheers.

Infamy **1**+2. Fill in 1 star ★ on your constellation. Lock action 3.

## 215

You're quietly playing shark darts in the back room, when suddenly your opponent gasps and, clutching his chest, falls over dead. You realize the newly deceased gentleman appears to be quite wealthy, so you wave over another crewmate who is sitting in the bar's common area having a drink. "Are you thinkin' what I'm thinkin'?" you ask her.

She nods and says, "We steal his corpse and pretend he's still alive, thus gainin' access to his wealthy lifestyle?"

"What? No! I was thinkin' we'd clean him out here, then hide the body. What's wrong with you?"

"I liked my idea better," she grumbles.

Treasure **1**+2. Lock action 3.

## 225

Just when you consider giving up on your hunt, you hear a loud snap indicating your trap has sprung. Dragging it up from the water, you are delighted to discover it is not an animal but a barrel of Cheery King Rum which floated into the nets, a rich find indeed! Everyone is pleased, and as a treat you order for the barrel be breached immediately. The mood on the ship improves considerably, even if the next day's hangovers are brutal.

Discontent **1**-1. Infamy **1**+3. All players: Misfortune **1**+1. Lock action 3.

**226**

While rooting through the captain's quarters aboard the sunken ship, you find a highly-detailed model of that same ship. Weirdly, the model depicts the ship in the same sunken state it is currently in. Unable to shake your unease, you crack the model open, and discover in the miniaturized captain's quarters an even smaller version of the model ship. You set the model down and quickly return to your ship, where you spend the next half an hour deep in prayer.

Misfortune **2**+2. Re-roll **2**+2. Lock action 3.

**249**

While rooting through the captain's quarters aboard the sunken ship, you find a highly-detailed model of that same ship. Weirdly, the model depicts the ship in the same sunken state it is currently in. Unable to shake your unease, you crack the model open, and discover in the miniaturized captain's quarters an even smaller version of the model ship. You set the model down and quickly return to your ship, where you spend the next half an hour deep in prayer.

Misfortune **2**+2. Re-roll **2**+2. Lock action 4.

**285**

You scour the ocean floor, looking for something that might explain the strange feeling of being watched. Nothing stands out to you until you notice the large depression that runs along the sandy bottom, as if something of prodigious size was dragged for miles along the seabed. The depression ends nearby, at the entrance to a sizable trench, where you find a small pile of treasure it seems something left behind.

Treasure **2**+2. Lock action 2.

**286**

The cave is narrow and treacherous, and after a while you realize this is due to the cave's having partially collapsed. You can't get very far, but you do find a human skeleton sticking out of a rubble pile. What was another human doing all the way down here? Whatever the answer, you notice something gleaming on it, and snatch up a nice bit of treasure.

Treasure **2**+1. Re-roll **2**+1. Lock action 3.

**287**

The cave is narrow and treacherous, and after a while you realize this is due to the cave's having partially collapsed. You don't get very far before rubble blocks your path. You succeed in pulling some of the rock away, and are startled to find the remains of several humans, huddled together in a dead end. You also find remnants of what looks like explosives around the cave. What were they doing down here? Why did they collapse the cave? You take what you can from the remnants and swim back to the mouth of the cave and look around. Not too far in the distance you see a long trench cut into the ground, and for some reason, it gives you pause.

Treasure **2**+1. Supplies **2**+2. Re-roll **2**+1. Lock action 3.

**288**

"Arrr, hello there," you say to the chubby starfish.

"Howdy," it responds.

"I come from above," you say, unsure if that will make any sense to a starfish. "We keep gettin' the willies, feelin' like somethin' is down here watchin' us. You got any idea what that might be?"

"Listen, you didn't hear this from me," says the starfish, "but you don't want to learn the answer to that question. Trust me on that. Go back up wherever you came from and stay there. And whatever you do, don't go near the trench."

Re-roll **2**+1. Lock action 4.

**289**

"Arrr, hello there," you say to the grumpy squid.

"Aw, piss off," it growls.

"Well that's not very nice," you say. "My friends and I come from above, and we keep gettin' the willies, feelin' like somethin' is down here watchin' us. You got any idea what that might be?"

"Aw, piss off," the squid growls again.

"Hey! I'll do no such thing! I mean, who died and made you king?"

"My dad," says the squid, "former king of the squids."

"Oh!" you say, unsure if you're being teased or if you've just insulted cephalopod royalty. "Condolences."

"Go to the trench," says the squid, pointing a tentacle at a long-running nearby crevasse. "That'll answer your question."

"Much obliged," you say with a polite nod.

"Aw, piss off," growls the squid king.

Re-roll **2**+1. Lock action 4.

**290**

"What're you laughin' at?" you ask the sponge, before realizing you've just intruded upon an underwater comedy show.

"Your face!" the sponge retorts, causing a nearby group of sea anemones to laugh hysterically.

"Hey!" snarls you. "I'm a bit sensitive when it comes to me looks."

"So are we!" laughs the sponge. "Sensitive to our stomachs!"

Water bubbles swarm from your mouth as you shriek, "Shut up!"

"Have you ever heard someone described as having a face only a mother could love?" the sponge asks. "Well, you only wish you were that good looking!" The sea anemones really laugh it up over that one.

"Aw, not nice to joke about me mum," you moan. "Is this how you treat every human?"

"Only the ones that look like a seacow's behind!" You hang your head dejectedly, and swim away from the cruel sea sponge and laughing anemones.

Misfortune **2**+1. Infamy **2**-1. Lock action 4.

**291**

If 'Nest' is written on the ship's log, go to 291-1. Otherwise go to 291-2.

**291-1** You return to the Leviathan nest, but the eggs have disappeared. Misfortune **2**+1.

**291-2** You swim down into the trench, the water darkening from the lack of light. Unnerving creatures, some bioluminescent, some with blind, over-large eyes, pass by you, and you begin to think it was a mistake to come this far. But just before you turn around, you notice a cluster of enormous, jelly-like eggs sitting on a rocky shelf that hugs the wall of the trench. You draw near, and inside you see long, worm-like shapes wriggling in the eggs. Each egg holds only one such shape, and you gulp nervously when you realize each shape is as long as your own body.

You and the crew pull one large egg up from the trench to the water's surface. The scientists are extremely excited, but just as the egg is brought to the deck, it bursts, and a long, blue-scaled baby serpent falls to the floor. The creature unleashes an ungodly wail, and writhes at sailors, gnashing its teeth. The crew leaps upon the beast, wrestling it into submission before muzzling its mouth.

"Get it to the hold!" orders the thin man with the nasally voice, and the other scientists nod in agreement.

Suddenly, the ship is drenched in water as a colossal shape bursts forth from the ocean. A massive, scaled head looks down at your ship. The ship rocks as all around it massive, scaled coils rise up from the water. You

peer into the beast's eyes, and there again is the strange feeling that so compelled your crew to look for answers.

Write 'Nest' on the ship's log. Retrieve card 65 Specimen: Leviathan Whelp from the story deck and give it to the Lookout. Skip the End of Round phase – instead, immediately turn to page 73. Set dial A to 6, and set dial B equal to the number of players. Then begin the next round.

## 292

You swim through the ruined, sunken city, and are startled to realize it is neither ancient nor mer. This was a human city that must have sat on an island that sank. But what could cause such a thing? And where are the remains of the people? You get the willies, and quickly leave.

Re-roll ♀+1. Lock action 6.

## 293

You swim through the ruined, sunken city, and are startled to realize it is neither ancient nor mer. This was a human city that must have sat on an island that sank. But what could cause such a thing? And where are the remains of the people? You soon find out when you locate what appears to be a town hall. Inside are hundreds of human skeletons, clustered together, many holding each other. One of the skeletons clutches a book, ruined by exposure to the salt water. But on its cover is the sign of a giant, open eye. You see nothing else but a couple items you take, and quickly swim away.

Treasure ⚒+1. Supplies ♀+2. Lock action 6.

## 294

You swim through the ruined, sunken city, and are startled to realize it is neither ancient nor mer. This was a human city that must have sat on an island that sank. But what could cause such a thing? And where are the remains of the people? You soon find out when you locate what appears to be a town hall. Inside are hundreds of human skeletons, clustered together, many holding each other. One of the skeletons clutches a book, ruined by exposure to the salt water. But on its cover is the sign of a giant, open eye. You turn to swim away, but that's when you notice the mural on the ceiling. The painting depicts a small town that sits upon an island. Nearby, a portion of the surrounding water is dark to the point of being black, and in the darkness are two large eyes looking at the town. Feeling like you've seen enough, you swim away, and on your way out you find some items near the city gates.

Treasure ⚒+2. Supplies ♀+3. Lock action 6.

## 357

You knock on the door and are greeted by an older woman.

"Why hello, dearie," says she. "It is so rare to get company, living out here. Why don't you walk around to the porch, and we'll have some tea?" Soon you and Agnes, your host, sit on her porch, admiring the foliage of the trees, sipping at your tea, and nibbling at tasty little pies of minced meat and boiled roots.

"So what do ya do, Agnes?" you ask.

"Hermiting mostly," she answers. "It isn't glamorous, but it pays the bills. How about you, dearie?"

"Piratin'," you reply. "Not the safest job, but terribly excitin'."

"Oh sure," and she nods her head. Time passes as you look about, enjoying the day.

"Pirates killed my pa," Agnes offers.

"Yes, we do that kind of thing, don't we? Well, thank you for the tea and edibles, Agnes, but I suppose I must be goin'. Those ships won't board themselves."

"Of course, dearie. Thank you for the excellent company and do take care.

Drop by again if you get the chance!"

Supplies ⚒+2. Re-roll ♀+1. Lock action 1.

## 359

You quietly poke around the crates behind the shack. Most have already been opened and the weathering of the wood suggests they were opened a long time ago. You notice the royal insignia of Mont on the crates, but inside there is nothing to see aside from some rodent nests.

"Lunch!" you chime, and gather the plump rodents up quickly.

Supplies ⚒+3. Lock action 1.

## 360

Leading a small group of crew, you charge the cottage. The front door sits slightly ajar, allowing the first couple of attackers easy access, where they quickly fall screaming to their deaths through an open trap door.

"It's a trap! Somethin' ain't right!" screams a sailor, and you are forced to retreat with the rest of your cowardly companions.

Crew ♀-2. Lock action 1.

## 361

You lead several crew to the shack, where you bravely kick open the door. Aside from some rotting furniture, the only inhabitants live in the large rainbowjacket hive in the floor. But the angry, buzzing rainbowjackets have little time to respond; as you and your violent crew storm the cabin, the floor gives way, crushing the hive and the rainbowjackets inside it, leaving you covered in a shiny, glittery goo. The scientists, fascinated by the goo, demand your clothes in exchange for some treasure. You gladly agree.

Treasure ⚒+2. Re-roll ♀+1. Supplies ⚒+2. Lock action 1.

## 362

### CROSSROADS EVENT - GROWL IN THE DISTANCE

You let yourself get lost in the forest, as you wander off feeling bored. But twenty minutes into your walk, you hear a frightening growl echo in the distance. It's far away, but suddenly you recall the story of the behemoth of Os, and wonder if it is perhaps easier to meet than the scientists suspect.

- If you keep going, it's probably nothing, go to 362-1.
- If you head back to the safety of the beach, go to 362-2.

**362-1** You keep walking, and make your way down to a small clearing where a half dozen bipedal lizards, the size of large ponies, drink from a small pond. The lizards are beautiful. Their scales are pink, and bright plumage sprouts from their shoulders. But their feet end in significant hooked claws, and when they see you, the largest gives an unsettling caw-caw. Suddenly the group comes together as a pack, giving body language suggesting they intend to hunt you. You run, but one that was waiting behind you in the brush leaps on top of you. You lie there ready to accept your fate. But to your surprise the creature gives you a big lick on your face and begins to wag its tail like a dog. The friendly beasts coo and pant as you pet their bellies. You decide to keep one as your own.

Retrieve card 53 Pinky, the Big Pink Lizard from the story deck. Lock action 2.

**362-2** You turn and hurry back. Another roar in the distance sends a faraway flock of birds into the air, and prompts you to break into a run. You make it back fine, but now you worry if the scientists aren't about to provoke something they shouldn't.

Re-roll ♀+1. Lock action 2.

## 363

### CROSSROADS EVENT - STRANGE BEDFELLOWS

You find a tree growing from a soft bed of moss, and settle in for a light

snooze. But as you close your eyes and try to fall asleep, a loud screeching comes from overhead as a group of squirrels gets into a tussle. Without warning, a squirrel falls down, plopping right on your stomach! It's impossible to say who is more startled by the other. You sit there, frozen in time, each unsure of what to do next.

- If you scream at the squirrel to make it run away, go to 363-1.
- If you close your eyes and wait for the squirrel to leave, go to 363-2.

**363-1** You raise your hands up and shriek at the tree rodent.

Perform a swagger  check.

- On a result of 1-9, go to 363-3.
- On a result of 10+, go to 363-4.

**363-2** You close your eyes and wait, but unfortunately the pleasant weather and your ideal nesting spot cause you to fall asleep again. When you awake, you discover a family of squirrels has joined you in your britches. Retrieve card 72 Squirrels In Your Pants from the story deck. Lock action 4.

**363-3** The squirrel bites you and runs off.

Misfortune +1. Lock action 4.

**363-4** The squirrel apologizes for falling on you, and gives you a shiny thing for your troubles.

Treasure +1. Lock action 4.

## 381

"Our story," says one of the castaways, "begins over five hundred years ago, with the exile of Mel from Bainen."

"Never mind, I don't care," you interrupt. "I don't care to be rude, but you were clearly gonna abuse me manners and ramble on forever. Look, you lot, we're searchin' fer treasure and other interesting stuff. Seen anythin' like that about here?"

The castaways are annoyed at not being able to tell their story.

"Search the marsh, you lazy pirate," snaps one elder woman. "Stop trying to get other people to do your work for you."

Misfortune +1. Lock action 1.

## 382

You surprise the castaways as they sit around a fire. They seem old, tired and starved, but looks can be deceiving. You make it back to your ship with most of your crewmates dead or missing, and a crude arrow sticking out of your rump.

"I'd ask if you got their booty," says Gouty Joe, "but it looks like they got yours."

Crew -1. Misfortune +1. Infamy -2. Lock action 1.

## 383

You approach the castaways and give a friendly wave.

"Hello all," you say, and introduce yourself. "Listen, piratin' ain't an easy life, but it sure beats sittin' on your arse in this place. Who wants to sign up and leave?"

Perform a swagger  check.

- On a result of 1-7, go to 383-1.
- On a result of 8+, go to 383-2.

**383-1** "Um, no thanks, we're good," a castaway responds. "This marsh ain't much but we are going to work hard, gather resources, try to build a home or two. Who knows, maybe in a generation or two this place will turn into a nice little town." Just as he finishes his speech, a croc-o-gator jumps out of the murky waters and grabs him. You run, as the beast turns on the others. "Poor souls," you scoff. "On the ship they would have

survived at least a week or two longer."

Re-roll +1. Lock action 1.

**383-2** Crew +2. Lock action 1.

## 385

The castaways are no match for your piratey splendor, and those who don't flee lie dead in their makeshift camp. Going through their belongings you discover, with a bit of a sick feeling in your stomach, that the castaways appear to be stranded missionaries. What little they have is nothing more than minor religious accouterments. Or at least you think that until you find the chest they buried, filled with valuables. Those cheeky gits!

Treasure +2. Infamy +3. Lock action 1.

## 386

You follow a marked trail and discover an abandoned camp. As soon as you step out into the clearing, you are set upon by merfolk lying in wait. It is kill or be killed, and you draw your weapons.

Perform a brawn  check.

- On a result of 1-9, go to 386-1.
- On a result of 10+, go to 386-2.

**386-1** Read this to the player with the highest brawn  who did not take the Search the Marsh action this turn:

You hear a familiar voice screaming for help far in the distance. Naturally you investigate and discover a peer trapped by fearsome merfolk. They are far too large a force for any one person to fight alone. Any one person who isn't you, of course. You leap from the bushes, sweat glistening on your perfectly chiseled body.

The captured pirate sees you, and calls out, "Save me!" in a tone of voice that respectfully acknowledges your superiority. The adrenaline pumps through your veins as you twist the neck of the first captor. You fight through the crowd with impeccable form, taking out six more in a matter of seconds. You end the assault with twelve flips forward, disorienting the remaining merfolk scum, while picking up rocks with each rotation. On your final landing you fling each rock at an unsuspecting villain's head. Each stone lands between pairs of eyes or against temples, dropping lifeless bodies to the ground.

"My hero!" your peer cheers as you free them from their bondage.

"Any time," you say with a salute, then turn and run back into the depths of the marsh.

Fill in 1 star  on your constellation. If 'Young One' is NOT written on the ship log, go to 386-3. Otherwise, continue play.

**386-2** You easily defeat them.

If 'Young One' is NOT written on the ship log, go to 386-3. Otherwise, continue play.

**386-3** CROSSROADS EVENT - A VIABLE SPECIMEN

Read this to the player that took the Search the Marsh action:

With the merfolk dead, you search through their belongings. There is little of value, or perhaps more accurately, little you understand how to use. But then you find the nearby pond, in which swims an odd creature. It takes a while before it dawns on you that the creature is a mer infant. You are sure that the scientists would love to have the child, but something about taking it doesn't sit right with you.

- If you take the mer infant back to the ship, go to 386-4.
- If you leave the mer infant behind, go to 386-5.

**386-4** Lock action 2. Retrieve card 66 Merfolk Infant from the story deck and give it to the Lookout. Write 'Young One' on the ship's log. If objective card 17 is in play, and there are at least 3 Specimen

story cards in play, go to 386-6. Otherwise, continue play.

**386-5** "Nah, I don't like it," you say. "These weren't the only mer about, I'd reckon. The little thing has a better chance of survivin' if it stays here." You take some loot off the bodies but leave the babe behind, hoping another merfolk is near enough to find it.

Treasure **1**+2. Lock action 2.

**386-6** "That's the last one," you sigh, not sure how you feel about capturing a baby. "I suppose we should wait for the others."

Fill in 1 star **★** on your constellation. Flip the current objective card over to objective card 18 - That Makes Three. Continue play.

## 387

"Have you heard of the term 'ecological disaster?'" asks the thin, nasally man. "Nah," says you. "Does it have to do with killin' frogs?" And you proudly display the hundreds of dead frogs you trapped and killed.

Supplies **1**+4. Discontent **1**-1. Lock action 3.

## 388

You curl up for a nice snooze but have troubles falling asleep, as you're half afraid of strange shenanigans finding you out here in the wilds. But luckily, despite all the creatures and critters in the marsh that could do you harm, you are able to sleep undisturbed. Later you return to the ship to find the crew laughing at you. "What's all that over your face?" the captain barks. You look in the water to see a rash that spells out "Worst Pirate Ever" on your face. "Fascinating!" one of the scientists gleefully calls out as you try to rub it off. "Offensive Measles, I only ever theorized it, but here it is." Over the next few weeks, different offensive phrases spawn on your face and body until the virus is eventually treated."

Infamy **1**-4. Misfortune **1**+2. Lock action 4.

## 405

If 'Idols' is written on the ship's log, go to 405-1. Otherwise, go to 405-2.

**405-1** You see nothing of interest among the idols and decide to take a different path.

- If you follow the path to a winding river, go to 406.
- If you follow the path to an ancient temple, go to 407.
- If you follow the path to that leads to nowhere, go to 408.

**405-2** "Who's there?" asks the voice coming from the idol's mouth.

"Er, hi," you answer. "What's your name?"

"Roger," says the idol.

"Weird. Not what I was expectin'."

"No doubt your name would sound weird to me," says the idol. "Tell me," it continues, "are you a god?"

"Am I a..." and you stop and bend down, and discover the idol's mouth is a hole that goes clear through to the other side. And on the other side you see Sweaty Roger from your boat. Sweaty Roger bends down and sees you, and shakes his head in embarrassment. The two of you walk around to see the other.

"So..." says Sweaty Roger, "if you don't tell anyone that just happened, I won't neither."

Re-roll **1**+1. Write 'Idols' on the ship's log.

## 406

The small river with the brisk current is pleasant enough to look at. You go to walk away when a bird the size of a horse bursts out of the water. It

quickly takes off into the jungle, but you let the pirates hunting the beast know of its whereabouts.

Re-roll **1**+1. The next player to perform a hunting **1** check this round adds 12 to their result.

## 407

The ancient temple is a frightening abode, but you decide to enter anyways. Inside you see a nest of some large creature with feathers. You take a treasure it had stored in its nest and quickly tell the pirates hunting the beast of what you have found.

Treasure **1**+1. The next player to perform a hunting **1** check this round adds 12 to their result.

## 408

You wander along aimlessly, not seeing much of anything. You eventually go to turn around, but it's then that you begin to notice large talon-like tracks that seem to have been following behind you. You don't see any other signs of a creature, but the tracks frighten you and you decide to run back and tell the pirates hunting the beast of what you saw.

Misfortune **1**+1. The next player to perform a hunting **1** check this round adds 12 to their result.

## 409

You creep out of the trees, your eyes on the enormous bird that stands in the pool formed at the base of the waterfall. The animal is as big as a horse, capable of feeding the entire boat for a week. The crash of the waterfall masks your movement, but your scent must have betrayed you, for the thing jerks its head up from the water and looks right at you. Your stomach drops as you see its massive, blade-like beak. It turns to face you and throws out its wings in a display of avian horror that dims the sun. A terrifying screech blasts forth from its long, charcoal-feathered throat, and you see it now for the predator it truly is.

"Oh fish farts," you curse, then turn and flee. Terror fuels your feet as the massive bird gives chase, crashing through the underbrush behind you. "Help me, help me, help me!" you scream, and your voice echoes across the island.

Each other player who has yet to resolve their chosen action this round may choose not to resolve their action and instead help the current player. The player that took this action and each player that chooses to help may each perform either a hunting **1** or an aim **1** check. Total all check results together.

- On a result of 1-15, go to 409-1.
- On a result of 16+, go to 409-2.

**409-1** The beast rushes past you, picking up one of your crewmates. You can hear his screams as the beast flies to another location on the island. The scientists insist you hunt it down again.

Crew **1**-1. All players: Re-roll **1**+1.

**409-2** It puts up a good fight, but you are able to down the creature. The scientists can barely contain their excitement.

"What a beast!" gasps the sour-faced woman.

"What a specimen!" giggles the man with the tiny, gloved hands. The bird gives a pitiable moan from its bindings.

"We'll get it in a proper cage right away," grins the thin, nasally man. Retrieve card 67 Specimen: Bird of Death from the story deck and give it to the Lookout. If objective card 17 is in play, and there are at least 3 Specimen story cards in play, go to 409-3. Otherwise, continue play.

**409-3** "That's the last one," you exhale after struggling to get the beast on the ship. "I suppose we should wait for the others."

Fill in 1 star ★ on your constellation. Flip the current objective card over to objective card 18 - That Makes Three."

## 410

The glowing eyes in the cave watch your approach, blinking in and out. "Easy, boys n' girls," you say to the crew accompanying you. "Just some bats or somethin'." "Bollocks!" hisses Killer Abadi. The woman's knuckles are pale from fearfully clutching her cutlass. "Bat eyes don't glow. Matter o' fact, no eyes glow. 'Cept devil eyes, maybe."

"Maybe," you admit. "But more like it's just some kind of new critter we can catch fer the scientists. So we're takin' a look!" But as soon you enter the cave, all of the eyes wink out, and a hot air reeking of rotting meat blows over you.

"On second thought, this place looks empty," you say. "Everybody back to the ship! Quickly!"

Re-roll ♪+1. Lock action 3.

## 411

The glowing eyes in the cave watch your approach, blinking in and out. "Easy, boys n' girls," you say to the crew accompanying you. "Just some bats or somethin'."

"Bollocks!" hisses Killer Abadi. The woman's knuckles are pale from fearfully clutching her cutlass. "Bat eyes don't glow. Matter o' fact, no eyes glow. 'Cept devil eyes, maybe."

"Maybe," you admit. "But more like it's just some kind of new critter we can catch fer the scientists. So we're takin' a look!" But as soon you enter the cave, all of the eyes wink out, and a hot air reeking of rotting meat blows over you. Unafrain, you light a torch and shine it into the cave. And the light falls on... a half-starved pair of castaways. One of them works a bellows, the other holds up a bucket of souled flesh. All around the ceiling are unlit red lanterns. "Really?" you laugh. "What gives with all the theatrics?"

"Just tryin' to scare folk away and protect what's ours," says the toothless man, and he points to a large pile of dead hogs that lay against a wall.

"Matey, nobody wants your dead pigs," you assure him. "Look, why don't you sign up to join our crew? Piratin' is better than this garbage."

"Sounds good to us!" they agree.

"Welcome aboard! Oh and make sure to bring those pigs with ya," you say as you lick your lips.

Crew ♪+2. Supplies ♪+3. Lock action 3.

## 412

You find a nice curvy tree branch to curl up in. When you wake up hours later, an enormous snake has wrapped itself around you and is looking you in the eye.

"Sssssssnack," it hisses.

"Who, me?" you stammer. "Naw, you don't wants to eat me, I'm a pirate. Even my diseases got diseases."

"Sssssssnack," it hisses again, its grip tightening around you and you lose the ability to breathe. You decide you've got one chance, and roll out of the tree, falling a long way to the jungle floor below. The snake is dead, though a bad blow to the head causes you to sometimes mistakenly think your name is Estelle.

Supplies ♪+2. Misfortune ♪+2. Fill in 1 star ★ on your constellation. Lock action 4.

## 429

Two blue fire priests walk in and you quickly dive behind a white marble statue of a man. Cookie's chow has not helped your figure, and you strug-

gle to conceal yourself behind the slender statue-man. Still, the priests do not notice you and go about their business of lighting candles with their mysterious blue fire. Once each candle is lit, and the room flickers in the strange cerulean light, the priests exit through another door.

"Whoa, I thought they would never leave," a voice says. You look at the statue and to your surprise realize it is not a statue at all, but rather a man in white paint. "Let's get out of here before they come back!" he whispers. You agree and the two of you head back to the ship where he hastily joins your crew.

Crew ♪+1. Lock action 1.

## 430

You hide in the high priest's closet, only to find a vacant-eyed weirdo already there.

"Hello, Awoken," she says. "I didn't know someone else had been assigned scare duties this evening."

"Scare duties?" you ask.

"Aren't you here to jump out and scare the high priest like me?"

"You know what? I've actually been given loot duties," you say. "Where's all the high priest's loot?" She points you to an unlocked chest, which you quickly rob.

Treasure ♪+1. Lock action 1.

## 432

"Hey, what're you doing stealing my stuff?" The young man looks genuinely distressed at returning to his quarters in the temple and finding you pilfering his things.

"I'm not stealin'," you insist. "I'm takin' these things to be purified by flame."

"What? Now why would you go and do something like that?" he whines.

"Oh, you know why," and you hit him with your best accusatory stare.

"Aw, shucks," he says and looks at the ground in embarrassment. "Yeah. Yeah I do."

Treasure ♪+1. Re-roll ♪+1. Lock action 1.

## 433

You grab a bunch of loot, then march right out of the temple. You pass a young man who yells, "Hey, what are you doing with my things?"

"Take it up with Sally!" you call back to him.

"Aw man, I don't even know who that is," he moans. But you're already gone.

Treasure ♪+2. Lock action 1.

## 434

If 'Blue' is written on the ship's log, go to 434-1. Otherwise, go to 434-2.

### 434-1 CROSSROADS EVENT - BLUE FIRE BRISKET

You attend a public burning, keeping to the outer perimeter of the gathering to avoid unwanted attention. The fire itself is large but of a normal color, and a woman steps out of the crowd, holds up her hands, and begins to lead a chant. As the chant intensifies, a large blue ox is led to the gathering, and the man holding its reins nudges you.

"Can you hold the reins for me, Awoken? I must collect the tools of slaughter."

"Er, sure," you say. You take the reins, then look at the large shaggy beast standing next to you. Blue flame flickers from its nostrils, and you can't help but wonder if this would be an ideal specimen for the scientists.

- If you steal the ox, go to 434-3.
- If you chicken out and give the reins back when the weirdo returns with the tools of slaughter, go to 434-4.

## 434-2 CROSSROADS EVENT - SNUFFED

A young man in a blue robe is brought through the crowd, and as he passes, each person showers him with tearful praise and lays their hands upon him. His face is expressionless in a way that seems almost serene to you. As he moves through the crowd you realize they are going to burn the poor idiot alive.

- If you stop them, go to 434-7.
- If you see what happens, go to 434-8.

**434-3** You look around to see if anyone is watching, but the crowd is focused on the fire and the chanter in the center of the gathering. In fact, you lead the ox all the way back to the rowboats without anyone batting an eye. But the ox is a bit too large for the boat. Much to everyone's surprise, the ox proves to be as much of a zombie as the humans here, and doesn't react when you tilt it over and truss it to the rowboat.

Just then, a great cry of alarm goes up near the bonfire.

"Sounds like they've discovered the beast is missing!" you cry. "Let's shove off!" "I stand corrected," says the thin man with the nasally voice, once you make it back to the ship. "This specimen is incredible! We shall get it in a crate below, just as soon as can be!" The ox gives a snort, and a great gout of blue fire blows forth from its snout. You notice several nearby crew suddenly have vacant looks on their faces. Captain Stroopwafel attaches her slapping hand, and strikes each of them in the face.

"We'd best be careful with this thing around," she cautions.

Retrieve card 68 Specimen: Blue Fire Ox from the story deck and give it to the Lookout. Write 'Blue' on the ship's log. If objective card 17 is in play, and there are at least 3 Specimen story cards in play, go to 434-5. Otherwise, go to 434-6.

**434-4** You do the boring thing like a boring person, and boringly give back the ox. Why did you become a pirate again?

Discontent +1. Lock action 2.

**434-5** "That's the last one," you exhale after struggling to get the beast on the ship. "I suppose we should wait for the others."

Fill in 1 star  on your constellation. Flip the current objective card over to objective card 18 - That Makes Three. Lock action 2.

**434-6** Lock action 2.

**434-7** You decide that you can't just stand around and watch a guy burn to death, if for no other reason than the fact that you hate having the smell of burning flesh in your clothes. When the lad gets close, you manage to grab the blue cloak and pull him from the crowd. Your heart starts pounding and your adrenaline lets you drag him behind you as if he weighs nothing. It's not until you duck into some shadows to hide that you realize you came away with nothing but his fancy blue cloak.

In the distance you hear screams of pain and a loud joyous cheer from the gathered crowd. Oh well. Checking the cloak's pockets, you find something interesting.

Treasure +1. Lock action 2.

**434-8** You do nothing and are surprised at how little it bothers you. It's not like you love the sound of the poor guy being burned alive, but you've heard worse. Anyway, he didn't seem too worried about it himself until it was already too late, so who are you to interrupt? You wouldn't want to be rude after all.

The crowd of glassy-eyed weirdos begins to cheer and kiss and dance, and it gives you the perfect chance to pick a few pockets before slipping away.

Later, when you look over the few things you managed to pilfer, your brain begins to replay the moment again and again in your mind. No, it wasn't the sound that stuck with you, but rather the look in his eyes. The moment he realized it was going to kill him... that's what haunts you.

Treasure +2. Misfortune +2. Lock action 2.

## 435

## CROSSROADS EVENT - CAUGHT IN THE ACT

You step out of a house, clutching handfuls of loot and giggling to yourself like a nutter. Just then, a group of citizens rounds the corner and stops and stares at you.

"Pray, Awoken," says a woman with vacant eyes, "what are you doing with all the Cerulean Mother's possessions?"

- If you say, "These? These are my possessions. The Cerulean Mother borrowed them from me." go to 435-1.
- If you say, "I told the Cerulean Mother I'd polish all of these for her." go to 435-2.

**435-1** "That's so weird," says another woman in the group. "I don't remember borrowing those from you at all." Her eyes flash with a blue flame, and she says, "Ah, I see now. You aren't awoken at all." You drop the loot as you flee the scene. Not wanting to lead the citizens back to your rowboat, you make a mad dash for a cliff and fling yourself off, not knowing what awaits you far below.

Perform a brawn  check.

- On a result of 1-8, go to 435-3.
- On a result of 9+, go to 435-4.

**435-2** "You are very thoughtful, Awoken," says another woman in the group, and she begins to pull off jewelry. "I don't remember you promising that at all." Her companions do the same, and soon you are running back to the rowboats with more loot than you know what to do with.

Treasure +2. Supplies +2. Lock action 4.

**435-3** You dive in face first. Lucky for you it takes most of the blow, and you are able to get back to the ship, no problem. When the crew sees your face, they gasp in horror.

Retrieve card 24 Disfiguring Facial Scar from the story deck. Lock action 4.

**435-4** You are able to expertly dive into the depths, not leaving a scratch on you. As you get back to the ship, you notice something shiny on the shallow sea floor.

Treasure +1. Lock action 4.

## 453

You settle into a pool where a couple other folks are bathing. You're not sure how they got here on this island, but they seem nice enough.

"Howdy-do," you say with a smile. "Would you folks know of any interesting creatures that live in these whereabouts? I'm part of a scientific mission, ya see, and we need creatures for science things."

"Well," says one man thoughtfully, "there's the magma lizard. Thing lives in the volcano. Can't see how you'd catch one though."

"Wouldn't want to if you could," says a woman. "Can't see that being a pleasant experience."

Re-roll +1. Lock action 1.

## 454

You settle into a pool where a couple other folks are bathing. You're not sure how they got here on this island, but they seem nice enough.

"Howdy-do," you say with a smile. "Would you folks know of any interesting creatures that live in these whereabouts? I'm part of a scientific mission, ya see, and we need creatures for science things."

"Magma lizard," says the man soaking in the spring.

The woman he's with nods and says, "A word of warning though. They subsist entirely on metals. You'd better have a lot of scrap on hand, lest it ends up dining on your silverware."

"Thank you, that's a real help," says you. "Do you know where I can find

such a critter?"

"Volcano," says the man. "Here, try giving it this to snack on," and he tosses you a shiny piece of treasure.

Treasure **█+1**. Supplies **█+1**. Lock action 1.

## 455

"Nothin' like gettin' a nice soak, am I right?" you laugh with a swabbie as the two of you settle into the warm waters of the spring.

"Matey!" Captain Stroopwafel appears and storms over to where you are. You'd stand at attention, but you aren't quite dressed for that at the moment.

"Cap'n?" you ask, giving a nervous salute.

"Are you takin' a bath when you should be out lookin' for rare creatures?"

"Cap'n, ya got me," you admit with a shake of the head. "Yer right. I'll get back on the job."

She chuckles and says, "Matey, I jest! We all need a good soak now and then. You and I had the same idea! And look! I brought drinks for anyone else who wants to take a break and enjoy the water."

You and the captain have a wonderful time soaking your cares away.

Discontent **█-2**. Re-roll **█+1**. Lock action 1.

## 456

"A customer!" bellows the blacksmith, a fearsome woman with half her face a mass of scarred flesh. "Finally! Get over here, sprout, and buy some of me fine steel!"

"Er, actually madam, we were just poppin' in to see if you knew of any interestin' critters on this isle that might be ideal subjects for scientific study?"

At first she looks like she wants to throw her hammer at you, but after a few calming breaths, she says, "Buy one of me expensive, custom-made cannons, and I'll tell you if such a creature exists." You do buy a cannon and she says there might be something in the volcano worth checking out. "Now piss off," she snarls.

Gain 1 unloaded level 4 or lower cannon. Supplies **█-3**. Lock action 2.

## 457

The eggs are massive, but maybe that would make one a perfect specimen for the scientists! But by gum, those eggs are heavy, and the one you try to lift rolls out of the nest and topples over the side. It smacks into the ground below where it immediately starts to cook. A black shadow passes overhead, and you decide to beat a hasty retreat.

Misfortune **█+1**. Lock action 3.

## 459

You curl up in the nest and have a nice snooze, that is until you awaken when the massive bird lands back in the nest. It looks down at you and you freeze. Its large beak tippy-taps your mouth, and you are forced to open wide. Before you realize what's going on, the giant bird regurgitates, flooding your mouth with a hot meat slurry. It's the most revolting thing to ever happen to you, but on the bright side, two days pass before you feel hungry again.

Supplies **█+2**. Misfortune **█+1**. Lock action 3.

## 460

"I'm no fool," you say proudly. "I do not need the attention that would come from carryin' on in this damned bird's nest. And with that you turn to walk away before slipping, tumbling back into the nest, and straight through an egg. The sun is blotted out and the nest shakes vigorously as the bird returns. It gives an angry screech, and you cower from your hiding place inside the gloppy eggshell. Hours pass before the bird flies away

and you can climb back out. You return to the ship where several crew members remark that a bird had attacked the mast.

Hull **█-1**. Discontent **█+1**. Lock action 3.

## 461

Entering the volcano is one of your stupider ideas.

"This is one of me stupider ideas," you say out loud, thus proving the credibility of the narrator. It occurs to you you should turn around before your hair catches fire, when suddenly you notice something out of the corner of your eye: a large reptilian beast with six legs squats nearby, dining on what appears to be solid rock. The creature's scales are the color of red rock, letting it blend in with its surroundings, and you think this would make a perfect specimen for the scientists. But how to acquire the creature? Perhaps you could lure it away with choice morsels. You look at the rock it is eating, and realize it is not rock, but rather iron ore.

All players may collectively discard 4 treasures.

- If you chose not to discard 4 treasures, go to 461-1.
- If you have discarded 4 treasures, go to 461-2.

**461-1** You leave the lizard be.

Reroll **█+1**.

**462-2** If 'Magma' is written on the ship's log, go to 461-3. Otherwise, go to 461-4.

**461-3** The lizard eats it all, and before long, has pooped out an enormous amount of metal. Perfect stuff for strengthening the hull.

Hull **█+3**.

**461-4** Despite the treasures being a vast array of things, they do the trick and lure the beast back to the ship.

"Ye gods, what a magnificent beast!" gurgles the man with the tiny, gloved hands as he rubs his belly. "A perfect specimen!"

"There's only one hitch," you tell him. "This thing mostly likes to eat metals."

"Well," says the scientist, "it's a good thing there's lots of metal on board, right?"

Retrieve card 69 Specimen: Magma Lizard from the story deck and give it to the Lookout. Write 'Magma' on the ship's log. If objective card 17 is in play, and there are at least 3 Specimen story cards in play, go to 461-5. Otherwise, continue play.

**461-5** "That's the last one," you exhale after struggling to get the beast on the ship. "I suppose we should wait for the others."

Fill in 1 star **★** on your constellation. Flip the current objective card over to objective card 18 - That Makes Three.

## 465

You investigate the ruins, climbing over fallen pillars and squinting at moss covered runestones. Eventually you notice an area where tree roots and vines have grown thick over what seems to be a dark hole. After a few moments of chopping away, you find that they hide the remains of a doorway. Inside you find what looks to be the ancient skeletal remains of a family, huddled together in their final moments. A sense of awe comes over you as you marvel at the finite nature of mortality. A sweet sort of melancholy fills your heart. You return to the ship deep in thought.

Later, you write a note, stuff it into a bottle and toss it into the sea. You doubt it'll ever find its way where it needs to go, but the act of doing the thing feels important.

If you, right now, message someone you haven't spoken to this week with, "Hey, I just wanted you to know that I care about you," and don't explain why, gain Reroll **█+3**. If not, Misfortune **█+1**. Lock action 1.

## 466

## CROSSROADS EVENT - HUNTER SAFETY

You lift up a piece of rubble and scream, accidentally dropping it right back on the human face you just uncovered.

"Sorry about that," you say when you lift the rock up again and toss it to the side.

"No problem, mate," says the face beneath, and you see it is a weathered woman who lies covered in the broken ruins that surround this locale. "I appreciate the assist. I had a bunch o' rocks collapse on me a couple days ago while I was lootin', and boy oh boy, this has been the worst!" You notice her right hand is slightly freed from the rubble, and it clutches something shiny.

- If you take the shiny object and leave, go to 466-1.
- If you help her out, then take the shiny object and leave, go to 466-2

**466-1** You snatch the object from her hand and run away. Minutes later, off by yourself, you have time to admire your new prize. But when you return to the ship, you find one of your crewmates has just rescued someone who had been covered by a collapsed, ruined wall. Meeting this new recruit on board the ship is awkward, and when her cold eyes lock onto yours, you realize your life might be in danger.

Treasure **█+1**. Crew **Q+1**. Misfortune **█+2**. Lock action 1.

**466-2** "Here, let me help you out o' there," you say, but as soon as you reach down beside her, her arms quickly spring out and grab hold of you. What you thought was dense rubble proves to instead be a clever ruse. Two other pirates emerge from the nearby trees, and together they relieve you of your possessions.

Discard 2 treasures **█**, if able. Lock action 1.

## 467

You bravely cross the bridge, and despite a few scares where it appeared you might topple over, you make it to the other side.

"Huzzah!" cry the crew watching you.

"Whaddya see?" someone asks. You look around excitedly until you realize there is absolutely nothing to see or do.

"There's nothin' over here!" you call back.

"Ah," they say, "well, I suppose you have to cross the bridge all over again, don'tcha?"

Lock action 2.

Perform a brawn **Q** check.

- On a result of 1-9: Misfortune **█+1**.
- On a result of 10+: Infamy **█+3**.

## 468

You bravely dash across the bridge, dazzling the crew who watch and cheer you on.

"What's over there?" someone calls to you. You do not answer right away, for you are not entirely sure what to say.

"What are you lot doin'?" you ask the collection of half-starved naked people you find sitting dejectedly on the ground.

"We were supposed to be starting a cult," a man says sadly. "A really good one too, man. Meditation, healthy eating, and a really cool, really relaxed attitude toward traditional relationships. But Tim – he was our cult leader – he fell off the bridge on the first day. In hindsight it probably wasn't smart to have him carrying all the supplies."

"Well, you should all come with me," you say. "Yer idiots, but we could still use ya. I'm on a pirate ship. A really good one too, by gar. Sailing, pillaging, and a really uncool, and unrelaxed attitude toward swabbing decks."

Crew **Q+3**. Lock action 2.

## 469

You gaze up at the magnificent statue, one of many that dots the island. You don't notice any creatures for the scientist, but it suddenly dawns on you that the statues are arranged in such a way as to indicate treasure is buried nearby. But then you realize, no, you're just really drunk.

Re-roll **Q+2**. Lock action 3.

## 470

If 'Keep It Dry' is written on the ship's log, go to 470-1. Otherwise, go to 470-2.

**470-1** Re-roll **Q+1**. Gain 1 skill of your choice.

**470-2** After searching the entire island, you find no creatures that you think would interest the scientists. You decide to find a place to lay down and shut your eyes. You have a lovely snooze, sleeping more soundly than you have in years. When you awake, you find a plump woodchuck sleeping on your belly. You decide to snatch it, and take it back to the ship for dinner.

As you drop the creature into one of Cookie's pots of boiling water, something strange happens. The little devil multiplies like mad, and soon dozens of crazed woodchucks are running around the ship causing mayhem. "Fascinating!" cries the sour faced scientist as she picks one of the beasts up. "It seems these Chaos Woodchucks are the reason this island was left in ruin," the sour faced scientist surmises. "Best collect them all before they ruin the ship. They will make an excellent specimen to study. It seems the first rule to them is to not get them wet!"

Retrieve card 70 Specimen: Chaos Woodchucks from the story deck and give it to the Lookout. Write 'Keep It Dry' on the ship's log. If objective card 17 is in play, and there are at least 3 Specimen story cards in play, go to 470-3. Otherwise, continue play.

**470-3** "That's the last one," you exhale after struggling to get the beast on the ship. "I suppose we should wait for the others."

Fill in 1 star **★** on your constellation. Flip the current objective card over to objective card 18 - That Makes Three.

## 621

Concern for the safety of your crew overrides your own sense of self preservation. You swing out wide on a rope, grabbing those sailors you can. Before you know it, everyone is back on board.

Set dial C to 0. Infamy **█+5**.

## 622

At first it is difficult to aim a harpoon at such a large and swift creature. But then it leans down to bite the ship, and suddenly its eyes are so large and so close. You run toward the leviathan, bellowing a fearsome war cry, and fling your harpoon with everything you've got. It hits one of the monster's eyes, and sinks in deep. A cheer goes up on the deck.

Reduce dial B by 1. Infamy **█+2**. Discontent **X-1**.

## 623

"Hey!" you call out to the leviathan, and hold up the baby for it to see. You slide the small serpent down the barrel of a loaded cannon that is pointing out to sea, then light the fuse.

"No!" scream the scientists.

"What're you are doin', matey?" Stroopwafel calls, but the cannon fires, and the little blue shape goes flying. The leviathan swings away from you and chases after the baby, and the ship races off.

"What have you done?" the thin, nasally man demands. "You've ruined everything!"

"That weren't no baby Leviathan," you tell everyone. "That was Susie Brown's favorite pool noodle." A cheer goes up for your trickery. But as the crew mobs you with congratulations for your cleverness, Susie Brown walks quietly away, and taking off her hat, holds it over her heart.

"It's heaven's pool noodle now," she whispers.

Infamy **3**+3. Supplies **0**-1. Do NOT read the end of round entry. If objective card 17 is in play, and there are at least 3 Specimen story cards in play, go to 704. Otherwise, go to 623-1.

**623-1** The highest infamy **3** player moves the ship 1 space. Read the entry listed on the new space.

## 633

You wriggle from the beast's claw, and it reaches forward to grab you again. You dance just out of its reach, throwing it off balance.

Infamy **3**+2. Reduce dial C by 1.

## 634

You position yourself near a large rock, then jump away when the beast tries to crush you. The rock cracks against the bottom of its foot, and the beast staggers.

Infamy **3**+2. Reduce dial C by 1.

## 635

You throw a pebble which bounces off the beast's head without effect. It turns and throws an entire tree at you, which you only just barely dodge.

Re-roll **0**+1. Increase dial B by 1.

## 636

You swing in a from a nearby tree, and land with your feet against the side of the beast's head. Still holding the vine, you run around the beast's body as it turns and tries to swipe at you. After several such rotations, your vine snaps and you tumble to the ground, then scamper away.

Reduce dial B by 2. Infamy **3**+4. Fill in 1 star **★** on your constellation.

## 704

"That makes three!" Stroopwafel calls out to the scientists as you safely stow the latest find. "I expect it's back to the mainland now?"

"Actually, captain," says the sour-faced woman, "we were considering a change of plan. What say you to sailing to Os before we head home?"

"Os?" gasps Stroopwafel. "But that isle's home to a terrifyin' monster!"

Supposedly it killed the first folk who landed there." The crew murmurs unhappily at hearing this.

"Indeed, madam," says the thin, nasally man. "We witnessed the beast's attack ourselves. You see it was we three who first discovered these islands. But we are certain that, by using the three beasts we have aboard, we can safely lure the Monster of Os, and bind it to our will." And the man taps an old leather tome he holds.

"Think of what such a monster might yield, if returned home and studied," says the third scientist, rubbing his little gloved hands together.

"No," says Stroopwafel emphatically. "The whole thing feels off."

"We'll double your pay," offers the woman.

"Onward to Os!" cries the captain.

"Onward to Os!" cry you and the rest of the crew.

Remove all copies of special location token 977 from the game. Return all revealed navigation tokens face down to the pile. Remove all threat **X** from the threat track. Go to 705.

## 705

Congratulations, you have reached the end of Part 1. The highest infamy **3** player chooses 2 of the following:

- Supplies **0**+3.
- Discontent **X**-2.
- Crew **0**+3.
- Hull **0**+3.

At this time players may choose to continue on to part 2, or take a break by saving their game and returning to play part 2 at a later date.

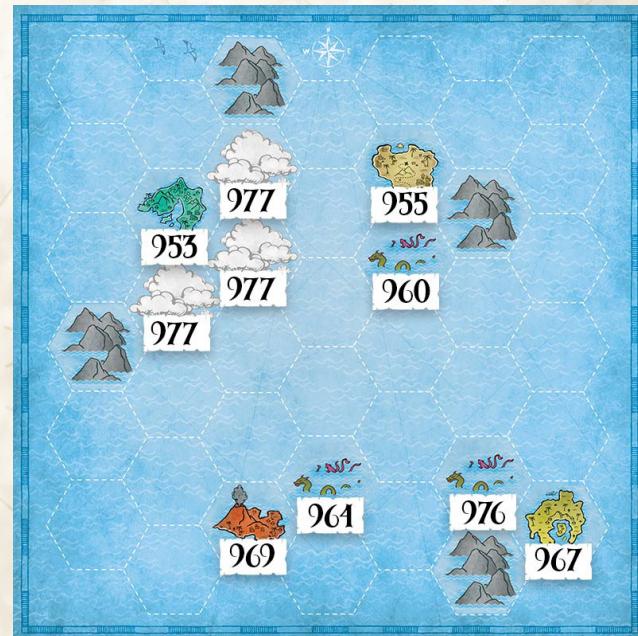
- If you would like to continue immediately, go to 705-1.
- If you would like to save your game and resume at another time, go to 705-2.

**705-1** After preparing the ship, the captain orders us to sail to Os, like the scientists demand.

Discard the current objective card and replace it with objective card 19 - Sail to Os, from the objective deck. Turn to page 3.

**705-2** Write 'Part 1: Complete' on the ship's log then record the following on the back of the ship's log:

1. The current hull **0**, supplies **0**, discontent **X**, and crew **0** values.
2. The current cannons status: what level each is and whether it is loaded.
3. The navigation tokens that have been removed from the game (including tokens removed during scenario setup).
4. Any changes from the map setup image below, e.g. any added, removed or moved tokens. Write "ship" on the current ship location.



5. In infamy **3** order, each player's pirate name followed by the card number of each treasure **0** and story card that player has, and the number of misfortune **X**, re-roll **0** and constellation event tokens that player has.

Store the ship's log and the player sheets together. When you want to resume play, return to the beginning of this scenario in this book and follow the instructions in the Continued Game section.

**791**

If there are any specimen story cards in play, go to 791-1. Otherwise, go to 791-2.

**791-1** *Rachel Flaherty, the sailor you assigned to caring for the specimens in the hold, comes to you with hat in hand.*

“Sorry to bother ya, boss,” she says, “but things is gettin’ real bad down there.”

“I chose you, ‘cause I thought ya could handle it,” you tell her. “So handle it!” She gives a nervous nod and heads back.

Trigger all of the effects of specimens currently in play. Remove all threat **X** from the threat track.

**791-2** *Time passes, yet still you have nothing to show for your troubles. You begin to hear grumbling among the crew that if you do not find a specimen soon, your generous pay will be worth less and less.*

Players may collectively discard 3 treasure **■** cards. If players do not, or cannot, discontent **X**+2. Remove all threat **X** from the threat track.

**792**

If there are any specimen story cards in play, go to 792-1. Otherwise, go to 792-2.

**792-1** *Rachel Flaherty, the sailor you assigned to caring for the specimens in the hold, comes to you with hat in hand.*

“Sorry to bother ya, boss,” she says, “but things is gettin’ worse down there. A lot worse.”

“Define ‘worse,’” you say.

“I’d rather be cleanin’ the crap buckets,” she admits.

“Can’t play nanny to some critters fer just a little while?” you scoff. “I swear, Flaherty, ya need to suck it up and do yer job.” She walks away muttering to herself.

Discontent **X**+1. Trigger all of the effects of specimens currently in play. Remove all threat **X** from the threat track.

**792-2** *Time passes, yet still you have nothing to show for your troubles. You begin to hear grumbling among the crew that if you do not find a specimen soon, your generous pay will be worth less and less.*

Players may collectively discard 4 treasure **■** cards. If players do not, or cannot, discontent **X**+2. Remove all threat **X** from the threat track.

**793**

If there are any specimen story cards in play, go to 793-1. Otherwise, go to 793-2.

**793-1** *Rachel Flaherty, the sailor you assigned to caring for the specimens in the hold, comes to you with hat in hand.*

“Sorry to bother ya, boss,” she says, “but things is bad down there.”

“Oh, come off it, Flaherty!” you grouse. “It’s nothin’ but trouble with you! How bad can it be?”

“Well...” she says like she’s thinking really hard about it. “I reckon if we don’t get these things off the ship real soon, we’re all gonna die. Die screamin’, I’d guess.”

“Stop yer bellyachin’ and get back down there!” you bark. “And don’t come back unless the ship is on fire!”

She trudges away, and you hear her mumble, “That wouldn’t be the worst that could happen.”

Discontent **X**+1. Trigger all of the effects of specimens currently in play. Remove all threat **X** from the threat track.

**793-2** *Time passes, yet still you have nothing to show for your troubles.*

*You begin to hear grumbling among the crew that if you do not find a specimen soon, your generous pay will be worth less and less.*

Players may collectively discard 5 treasure **■** cards. If players do not, or cannot, discontent **X**+2. Remove all threat **X** from the threat track.

**794**

If there are any specimen story cards in play, go to 794-1. Otherwise, go to 794-2.

**794-1** *Rachel Flaherty, the sailor you assigned to care for the specimens in the hold, comes to you with hat in hand. Blood trickles from her nose, and it looks like most of her hair has been burnt away.*

“Good gracious, Flaherty! What the hells is happenin’ down there?” Her face twitches at your words.

“What’s happenin’?” she laughs hysterically. “I’m sorry boss, did you just ask me what’s happenin’?” And she grabs your clothes and puts her face in yours. “We’re all gonna die, boss! Because our ship wasn’t meant to be a zoo to magical beasties! And you haven’t listened to me! No one will! THAT’S WHAT’S HAPPENIN’!” And she marches back to the hold.

“Unprofessional,” says you with a shake of your head.

Discontent **X**+2. Trigger all of the effects of specimens currently in play. Remove all threat **X** from the threat track.

**794-2** *In the morning you discover the scientists have departed, though how you are not quite certain. All that is left in their quarters is a note reading, “Worst. Ship. Ever.” Their evaluation sours the mood aboard the ship, and once the crew realizes it means no pay is forthcoming, they mutiny. It is a just and final end that you and the captain accept with no resistance. As you try to tread water, you notice a sea creature you are certain the scientists would have loved. It’s too bad you didn’t find it sooner, before it began eating your face.*

All players lose the game.

**795**

*A sailor you don’t recognize comes to you with hat in hand.*

“Sorry to bother ya, boss,” he says, “but it’s ‘bout the specimens in the hold.”

“Where’s Flaherty?” you ask. “Why isn’t she reportin’ on this?”

“She’s dead, boss. Real dead. On account o’ the beasties runnin’ amok below, killin’ folk and bustin’ up the ship.”

“Bustin’ up the ship?” you demand. “How so?”

“Well,” the man says, and makes a face like he’s thinking very hard, “they ripped a hole in the hull bigger than a rowboat. The water’s comin’ in somethin’ fierce.”

“What?” you shriek. An explosion from below sends part of the ship up in flames, burning bodies tossed into the ocean.

The man jerks a thumb back behind him and says, “That’s probably them too, boss.” Captain Stroopwafel runs up to you, her creamy uniform singed.

“How did this happen?” she asks.

“I don’t know what to say, cap,” you tell her. “Flaherty was watchin’ the specimens and musta really messed up. It came without warnin’!”

All players lose the game.

**800**

Threat **X**+1. Starting with the player with the highest infamy **●** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship’s new space. Otherwise, Hull **◆**-1. Begin a new round on this page. Check threat **X**.

## 801

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull **⛵-1**. Begin a new round on this page. Check threat **X**.

## 802

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull **⛵-1**. Begin a new round on this page. Check threat **X**.

## 804

Threat **X+1**. Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of **X**. **X** = the value of dial A. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events.

If the ship move this round, read the entry listed on the ship's new space. Otherwise, Hull **⛵-1**. Begin a new round on this page. Check threat **X**.

## 807

Threat **X+1**. The highest infamy **💀💀** player must choose 1 of the following:

- Stay: Crew **👤-1**. Begin a new round on this page.
- Leave: The highest infamy **💀💀** player moves the ship 1 space. Read the entry listed on the new space.

## 813

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **💀💀** player must choose 1 of the following:

- Stay: Crew **👤-1**. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **💀💀** player moves the ship 1 space. Read the entry listed on the new space.

## 815

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **💀💀** player must choose 1 of the following:

- Stay: Crew **👤-1**. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **💀💀** player moves the ship 1 space. Read the entry listed on the new space.

## 817

*A fearsome roar echoes across the entirety of the island. Pirates who were previously wandering around bored, quickly gather themselves and dash back toward the row boats. There, a screaming Captain Stroopwafel angrily admonishes the scientists, who appear to be wanting to slit the throats of their specimens.*

*"Blasphemy!" bellows the captain. "This flies in the face of everythin' natural philosophy is about!"*

*"You sound like the president of the Royal College of Natural Philosophy,"*

*groans the dour-faced woman.*

*"He shouldn't have kicked us out," groused the fellow with the little gloves. But the conversation dies as the ground begins to tremble and shake. There is a cracking of wood as trees shudder and fall to the ground, and soon the monster is upon you. It walks on two legs, yet does not seem a thing wholly made of flesh. Rock, root, and vine entwine its body, and looking down at the three bound specimens before it, the towering creature bellows in deafening rage.*

*"Fantastic!" squeals the thin, nasally man.*

*"Forget science!" shouts the dour-faced woman. "Imagine this thing on the stage! Big lights and big ticket prices! Our names on the marquee! Dancing girls!" But a massive, clawed fist swings downward, and everyone dives aside.*

*"Repel the monster!" orders Stroopwafel, attaching her bladed combat hand. "But set free these poor beasts we have brought here so ignobly!"*

*"Don't you dare!" shrieks the man waving his little gloved hands in the air.*

Return all Specimen story cards to the story deck. Flip the current objective card over to objective card 20 - Survive the Beast.

How many players are there?

- If there are 4 or fewer, go to 817-1.
- If there are 5, go to 817-2.
- If there are 6 or more, go to 817-3.

**817-1** Turn to page 75. Set dial A to 8, set dial B to 2, set dial C to 8, set dial D to 2. Lock action 1.

**817-2** Turn to page 75. Set dial A to 9, set dial B to 2, set dial C to 9, set dial D to 3.

**817-3** Turn to page 75. Set dial A to 11, set dial B to 4, set dial C to 11, set dial D to 4.

## 819

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **💀💀** player must choose 1 of the following:

- Stay: Crew **👤-1**. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **💀💀** player moves the ship 1 space. Read the entry listed on the new space.

## 821

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **💀💀** player must choose 1 of the following:

- Stay: Crew **👤-1**. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **💀💀** player moves the ship 1 space. Read the entry listed on the new space.

## 822

Threat **X+1**. Starting with the player with the highest infamy **💀💀** and proceeding clockwise, each player with 1 or more constellation event tokens must resolve their constellation events. Then the highest infamy **💀💀** player must choose 1 of the following:

- Stay: Crew **👤-1**. Begin a new round on this page. Check threat **X**.
- Leave: The highest infamy **💀💀** player moves the ship 1 space. Read the entry listed on the new space.

## 826

If the ship moved this round, go to the entry listed on the ship's new space. Otherwise, go to 826-1.

**826-1** If dial A is at 0, go to 826-2. Otherwise, go to 826-3.

**826-2** *The enemy ship begins to collapse into the water, and a cheer goes up. "Well done, mateys!" shouts Stroopwafel. "An extra ration of rum for everyone tonight!"*

Discontent **X**-2. The highest infamy **💀** player moves the ship 1 space. Go to the entry listed on the ship's new space.

**826-3** If dial B is at 0, go to 826-4. Otherwise, go to 826-5.

**826-4** *"Is it piratin' if they attacked us first?" you ask the captain.*

*"Not at all!" she says brightly, shooting an enemy sailor. "Kill any who resist! Gather what you can, mateys!"*

The player with the highest infamy **💀** may choose up to 2 of the following:

- Supplies **📦+4**.
- Hull **⛵+2**.
- All players: Re-roll **🎲+1**
- Crew **👤+2**
- Choose 3 players: each of the chosen players gains: Treasure **💎+1**

Turn to page 3. Check threat **X**.

**826-5** *They attack!*

Roll a die.

- On a result of 1-2, go to 826-6.
- On a result of 3-7, go to 826-7.
- On a result of 8-11, go to 826-8.
- On a result of 12, go to 826-9.

**826-6** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 2.

Begin a new round on this page.

**826-7** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 3.

Begin a new round on this page.

**826-8** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 4.

Begin a new round on this page.

**826-9** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 5.

Begin a new round on this page."

## 833

If dial A is at 0, go to 833-1. Otherwise, go to 833-2.

**833-1** *The beast sinks beneath the waves. You are unsure if it is truly defeated, but it doesn't attempt to attack the ship again.*

*"Shame," says one scientist as he rubs his cheeks with his tiny, gloved hands. "I would have loved to study such a beast."*

*"One day you will," says the dour-faced woman. "If this mission goes as planned we'll be able to do whatever we like!"*

*Both of the scientists laugh in a way that makes everyone feel uneasy.*

All players: Gain 1 skill of your choice. The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the new space.

**833-2** Hull **⛵-1**. For each of the following actions that isn't locked, resolve the corresponding effect:

- Repel Tentacle 1: If Dial B is at 0, lock this action. Otherwise, hull **⛵-1**.
- Repel Tentacle 2: If Dial C is at 0, lock this action. Otherwise, crew **👤-1**.
- Repel Tentacle 3: If Dial D is at 0, lock this action. Otherwise, supplies **📦-1**.
- Repel Tentacle 4: If Dial E is at 0, lock this action. Otherwise, supplies **📦-1**.

Then begin a new round on this page.

## 835

If dial A is at 0, go to 835-1. Otherwise, go to 835-2.

**835-1** *One last cannon fires, just as the Leviathan gives an ear-splitting roar. The cannonball punches out the back of the serpent's head, and its body collapses into the water.*

*"Yeah!" screams a triumphant swabbie. "That'll teach ya to... defend yer home... from... folk like us."*

Discontent **X**-2. All players gain 1 skill of their choice. If objective card 17 is in play, and there are at least 3 Specimen story cards in play, go 835-3. Otherwise, go to 835-4.

**835-2** Roll a die.

- On a result of 1-5, go to 835-5.
- On a result of 6-10, go to 835-6.
- On a result of 11-12, go to 835-7.

**835-3** *"That makes three!" Stroopwafel calls out to the scientists as you safely stow the latest find. "I expect it's back to the mainland now?"*

*"Actually, captain," says the dour-faced woman, "we were considering a change of plan. What say you to sailing to Os before we head home?"*

*"Os?" gasps Stroopwafel. "But that isle's home to a terrifyin' monster! Supposedly it killed the first folk who landed there." The crew murmurs unhappily at hearing this.*

*"Indeed, madam," says the thin, nasally man. "We witnessed the beast's attack ourselves. You see it was we three who first discovered these islands. But we are certain that using the three beasts we have aboard, that we can safely lure the Monster of Os, and bind it to our will." And the man taps an old leather tome he holds.*

*"Think of what such a monster might yield, if returned home and studied," says the third scientist, rubbing his little gloved hands together.*

*"No," says Stroopwafel emphatically. "The whole thing feels off."*

*"We'll double your pay," offers the woman.*

*"Onward to Os!" cries the captain.*

*"Onward to Os!" cry you and the rest of the crew.*

Remove all copies of special location token 977 from the game. Return all revealed navigation tokens face down to the pile. Remove all threat **X** from the threat track. Go to 835-4.

**835-4** The highest infamy **💀** player moves the ship 1 space. Read the entry listed on the new space.

**835-5** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 3. Increase dial B by 1. Begin a new round on this page.

**835-6** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 4. Increase dial B by 1. Begin a new round on this page."

**835-7** Reduce hull **⛵**, crew **👤**, and/or supplies **📦** by a total of 5. Begin a new round on this page.

## 836

If both dials A and B are at 0, go to 836-1. Otherwise, go to 836-2.

**836-1** *"Don't kill the investment!" shouts the thin, nasally scientist, but he and his two companions are subsequently stomped by an overlarge foot.*

*When the foot lifts back up, the fellow with the little gloves gasps, "What have we done? It's as if this whole journey is some sort of metaphor! A warning of man's hubris..." but his words are cut short as the foot stamps back down, squelching them all into jelly.*

*You loose one of the bound specimens, and it quickly escapes, but it matters not – the damage you have wrought upon the monster proves sufficient, and the massive thing topples over, crashing into the ground. The surviving crew all gather around, and you watch in awe as the beast's*

body cracks open and curls back. Inside the gaping cavity is little more than tiny, green, phosphorescent tendrils that pulse and make a humming noise. Each tendril gives off a unique sound like a musical note, giving the impression that the monster's insides play a beautiful tune. Slowly, the phosphorescent glow dies and the humming music subsides. The crew stands in silence, and you see that Captain Stroopwafel appears heart-broken. Tears stream down her face, and her brow is furrowed in anger. Later, when you mobilize the crew to return to the ship, you discover the captain is nowhere to be found. You post a sentry on the island for three days, but on the third day, when the captain fails to return, you hoist the anchor and set sail.

Years later you hear a strange tale that begins to make the rounds in pirate taverns. They call her the Jungle Woman of Os, a fearsome, primitive warrior with a hand of pure metal. It is said that any who set foot upon the isle of Os bring down the wrath of the Jungle Woman upon them and their crew, for she is the island's guardian, and will savagely defend it. Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**836-2** If both dials A and C are at 0, go to 836-3. Otherwise, go to 836-4.

**836-3** The monster howls from your assault, and struggles against its bindings, but it is unable to best your persistent onslaught. With one last mournful bellow, it collapses to the ground, and you and the crew quickly swarm and restrain it completely. At first there is much cheering, but as soon as the wounded are tended to, it is discovered that Captain Stroopwafel lies dead. The crew mournfully gathers around her, and more than a few tears are shed.

"She never called me ugly," weeps Ugly Chang.

"She was generous to everyone, 'cept those she was robbin'," adds Violet Wilkins. The captured monster allows little time for a proper funeral, and so after a rushed burial at sea, you direct the ship back toward the mainland.

The scientists reward you generously, which is always a surefire way to lift a pirate's spirits, and you get along so well on the voyage back that they ask the entire senior crew if they'd be interested in becoming part of their new stage show.

You all enjoy a kind of minor celebrity as you appear each night on stage to reenact your roles in capturing the Colossus of Os, as the monster becomes known. You feel a little guilty about it when you see the monster each night, its soul a broken, shattered wreck of a thing, but boy, the money is great.

A year passes before you are visited by the ghost. The spirit of Captain Claudia Stroopwafel, incensed over your betrayal of piratey ideals, as well as your participation in the continued perversion of nature, visits you each in your bed chambers and tortures your psyches. Her visits continue for the remainder of your lives, though she takes several nights off each year for major holidays.

Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**836-4** If both dials B and C are at 0, go to 836-5. Otherwise, go to 836-6.

**836-5** "Don't kill the investment!" shouts the thin, nasally scientist, but he and his two companions are subsequently stomped by an overlarge foot. When the large foot lifts back up, the fellow with the little gloves gasps,

"What have we done? It's as if this whole journey is some sort of metaphor! A warning of man's hubris..." but his words are cut short as the foot stamps back down, squelching them each into jelly.

But the death of your patrons doesn't slow you down, and soon the beast is lashing out in confusion as it struggles against its bindings. Captain Stroopwafel runs among the small beasts and frees them from their captivity. Each one quickly hurries away, and the monster of Os seems pleased by this. Indeed, it becomes so calm that when you release it, it quickly turns and lumbers back into the deep forest.

Stroopwafel bravely searches the remains of the scientists, and finds a book they seemed to refer to often.

"Curious," says the captain. "This was written by Annabelle Mont, the estranged daughter of that kingly arse, Nicoli Mont. Rumor is she died at sea long ago, but this journal details a long journey in Sunset. She's drawn a picture here o' the monster of Os. Only she says it's an avatar, whatever that is. An avatar o' nature. Says there's lots of 'em in Sunset. Guardians of trees and things that grow."

The deaths of your patrons are also the deaths of your monetary rewards. Hard times are ahead of you, but a rich pirate is no longer really a pirate, or so the saying goes. The captain attaches her quill hand at the next port you visit, and quickly pens a letter to the Royal College of Natural Philosophy. In it, she explains the three scientists died on the island of Os due to a terrible disease that caused them to bleed from every orifice. She describes the disease laying waste to most of her crew, and urges the College to petition the king to quarantine the island and its neighbors. The request is granted, protecting the beast and island long after all aboard Captain Stroopwafel's ship are deceased.

Congratulations, you have successfully completed this adventure! Starting with the player with the highest infamy  and proceeding clockwise, each player resolves their constellation events (if they have 1 or more constellation event tokens) and then consults the Endings chart on their player sheet and reads their indicated ending.

**836-6** If dial B 10 or higher, go to 836-7. Otherwise, go to 836-8.

**836-7** The monster of Os throws back its head and gives a mighty howl. It stomps its mighty feet so hard that the ground begins to tremble. Other creatures like the beast appear in the distance. "I always knew it would end this way," shouts Lying Earl.

If dials A and C are not both at 0 by the end of next round, immediately reduce crew  to 0.

Begin the next round on this page.

**836-8** Increase dials A, B, and C by 1. Then roll a die.

- On a result of 1-5, go to 836-9.
- On a result of 6-10, go to 836-10.
- On a result of 11-12, go to 836-11.

**836-9** Crew -1. Then, if dial D is greater than 0, crew -1. Increase dial D by 3. Begin the next round on this page.

**836-10** Crew -2. Then, if dial D is greater than 0, crew -1. Increase dial D by 2. Begin the next round on this page.

**836-11** Crew -3. Then, if dial D is greater than 0, crew -1. Increase dial D by 1. Begin the next round on this page.

## 837

If dial A is at 0, go to 837-1. Otherwise, go to 837-2.

**837-1** With the final blow, the great behemoth ceases its attack, and for a moment it just floats. But then with a heave, it rouses itself, and wriggling downward, dives deep into the Stygian depths from whence it came.

"It's gone," says Stroopwafel, peering over the railing, "for now. Here's hoping it stays that way."

## 951 -977

Discontent **X**-2. Turn to page 11. Set dial A equal to the number of players. Check threat **X**.

**837-2** Roll a die.

- On a result of 1-6, go to 837-3.
- On a result of 7-12, go to 837-4.

**837-3** The beast submerges to the depths below, ramming the ship from underneath and knocking pirates overboard.

Hull **1**-2. Increase dial B by 2. Unlock actions 1 and 5. Lock action 3. Begin a new round on this page.

**837-4** If dial B is at 0, go to 837-5. Otherwise, go to 837-6.

**837-5** The beast emerges from the water and stares out with its cold, black eyes.

“Now! Fire the cannons!” calls the first mate.

Lock actions 1 and 5. Unlock action 3. Begin a new round on this page.

**837-6** The beast emerges, eating the crew left stranded in the water.

Crew **0**-2. Lock actions 1 and 5. Unlock action 3. Begin a new round on this page.

## 951

If ‘Scattershot Hand’ is written on the ship’s log, go to 951-1. Otherwise, go to 951-2.

**951-1** The crew keeps things simple this time around, and the formality of a plank walk is ignored. You are each killed ignobly while distracted by other tasks, sharp blades drawn across your throats.

All players lose the game.

**951-2** “Easy now!” you cry, as the crew forces you all out onto the plank.

“But we’re not one of them!” protests a scientist, as they too are compelled to join you on the sagging length of wood. “We’re rich! We can pay even more!” But they fall silent when several cutlasses are pointed their way. “Enough’s enough!” cries Ugly Chang, a sailor whose unfortunate nickname you now regret inventing. “This trip has been a complete disaster, and it’s time fer new management!” You see Captain Stroopwafel being dragged through the mob, until she too is pushed out onto what might be the strongest plank ever known.

“This is outrageous,” snarls the captain as she removes her hook hand and replaces it with one you’ve never seen before. It’s a metal, multi-barrel affair and rather complicated. “Does anyone have a light?” she asks.

“You won’t need it where you’re goin’,” snaps Ugly Chang.

“Oh surely you can grant a condemned woman a light?” Stroopwafel responds, and a member of the mob grudgingly offers a lit piece of tinder. The captain lights a fuse on her hand, which immediately begins to smoke and hiss. “Just a moment more,” she assures the mob.

“No more moments!” shrieks Ugly Chang. “You’re all hereby condemned to death! May Davy Jones eat up yer souls!” But the fuse on the captain’s hand reaches the end, and she aims the barrels at the assembled mob. There is a loud chug-chug-chug noise as the captain’s spinning hand blasts volley after volley of scattershot into the crowded mutineers. When the smoke clears, only a handful of crew still stand in shocked horror, as more than a dozen of their peers lie in bloody heaps on the deck.

“That’s better,” says Stroopwafel cheerily as she leaps back onto the deck. “Clean up the mess and be quick about it,” she snaps at a quivering Ugly Chang. “Consider this the last of my mercy.” She unbuckles the scattershot hand from her wrist as the rest of you scramble back onto the deck. “Pity to lose this, but it served its purpose,” she says of the hand, and tosses it overboard.

Set discontent **X** to 0. Set the crew **0** to 3. Write ‘Scattershot

Hand’ on the ship’s log.

## 952

*You would prefer your death was a more calm and contemplative event, but the three scientists make that an impossibility. As the ship collapses into the ocean, the three of them scream and scramble to keep above the waves. For people so into the raw power of nature, they certainly do seem frightened of it.*

All players lose the game.

## 953

*“The island of Os! Excellent,” says the thin, nasally scientist. “Captain, please have your crew unload our specimens. Once ashore, we shall begin summoning the monster.”*

*“And how do you plan on doin’ that?” Stroopwafel asks warily.*

*“Black magic,” answers the dour-faced woman, as if the answer was obvious.*

*“Now, this is too much!” the captain protests. “Black magic? Even if I approved of such a thing, and goodness gracious I do not, I fail to see how it could further any sort of scientific discovery.”*

*“This monster is not a creature of the same world as you or I,” says the third scientist, wringing his little gloved hands. “It is a thing of the next world that has somehow come to reside here. Only magic will let us capture it and end its reign of terror.”*

*“We’ll see,” grumbles the captain. “But hear me now, if this gets too weird, me and mine will end yer magical shenanigans.”*

*The scientists go ashore with the creatures, where they begin their ritual.*

*The captain gathers the crew and speaks solemnly. “I fear this beast they seek may be more than these natural philosophers can handle. If things go south, we should be prepared for a real battle. Let no stone go unturned – don’t worry about the ship, or the supplies. Use everything you can find to help us survive this beast when it appears. Remember, sailors, that a good ship and good supplies are worth nothing if you get squashed by a monster. Bury your treasure and say your prayers.”*

*The crew diligently goes about tearing pieces off the hull for makeshift armor, overloading their pistols with the ship’s best gunpowder, and eating all the fruit on board for strength.*

The Boatswain may lower the hull **1** by any amount. For each hull spent, crew **0**+1.

The Cooper may lower supplies **1** by any amount. For each supply spent, discontent **X**-1.

The Gunner may unload any number of cannons. For each loaded cannon flipped to unloaded, crew **0**+1.

Any player may discard any treasures **1** they control. For each treasure discarded, discontent **X**-1.

Then, turn to page 37.

## 955

If you have already visited this island, go to 955-1. Otherwise, go to 955-2.

**955-1** Threat **X**+1. Return all revealed navigation tokens face down to the pile. Turn to page 47. Check threat **X**.

**955-2** *“Here is the island of Ag,” says the man with the small, gloved hands. He and the other two scientists grin excitedly. “Once home to some great civilization, it is now the province of Mother Nature once again! No doubt beasts, never before seen by humankind, await us in the shadows of forgotten monuments! Go find them, and return to us with a singular specimen.”* Return all revealed navigation tokens face down to the pile. Turn to page 47. Check threat **X**.

**960**

You are all struck by the notion that something is beneath you in the water, watching. The strange feeling is unsettling at best.

"If your hearts are set on exploring the water below, we might have a solution," says the sour-faced scientist, and she holds up a small, strange-looking fish.

"What's that?" asks the captain.

"Gefilter fish," answers the woman. "Just stick your nose in the little fellow's mouth, then squeeze his body like this." And she places her pointy nose in the startled fish's mouth before giving it a squeeze. The fish's head inflates, turning almost translucent. "Very easy," says the scientist. "One of these will give a person a few hours of air."

"And what happens to the wee fishy?" asks a concerned sailor.

"The head eventually pops," shrugs the scientist. "I recommend having a rag handy." And with that, she and her peers hand over a handful of fish, enough for the senior crew and a few low-ranking sailors. Stroopwafel nods.

"You know what to do," she says. "Figure out what's causin' us to feel spied on and report back. And don't do anythin' funny down there."

Remove special location tokens 960, 964, and 976 from the game. Turn to page 17. Lock action 5.

**964**

You are all struck by the notion that something is beneath you in the water, watching. The strange feeling is unsettling at best.

"If your hearts are set on exploring the water below, we might have a solution," says the sour-faced scientist, and she holds up a small, strange-looking fish.

"What's that?" asks the captain.

"Gefilter fish," answers the woman. "Just stick your nose in the little fellow's mouth, then squeeze his body like this." And she places her pointy nose in the startled fish's mouth before giving it a squeeze. The fish's head inflates, turning almost translucent. "Very easy," says the scientist. "One of these will give a person a few hours of air."

"And what happens to the wee fishy?" asks a concerned sailor.

"The head eventually pops," shrugs the scientist. "I recommend having a rag handy." And with that, she and her peers hand over a handful of fish, enough for the senior crew and a few low-ranking sailors. Stroopwafel nods.

"You know what to do," she says. "Figure out what's causin' us to feel spied on and report back. And don't do anythin' funny down there."

Remove special location tokens 960, 964, and 976 from the game. Turn to page 17. Lock action 5.

**965**

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 41. Check threat **X**.

**967**

If you have already visited this island, go to 967-1. Otherwise, go to 967-2.

**967-1** Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 33. Check threat **X**.

**967-2** "Ah, the island of Gal," says the sour-faced woman. She and the other two scientists nod appreciatively. "It's a stinking, fetid swamp. The perfect conditions for new life to take root and flourish. Now get out there and find us a singular specimen worthy of our attention."

Return all revealed navigation tokens face down to the pile. Turn

to page 33. Check threat **X**.

**969**

If you have already visited this island, go to 969-1. Otherwise, go to 969-2.

**969-1** Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 45. Check threat **X**.

**969-2** "There is no mistaking the island of Ap," says the thin, nasally man to the other two scientists. "The volcano here burns with primordial rage, on a bleak piece of rock untouched by humankind."

"Well, not wholly untouched," says a passing swabby, and he points out at a blacksmith's shop that seems to be taking advantage of its natural surroundings. The scientists cry out in dismay.

"We can only hope we are not too late," gripes the dour-faced woman. "That idiot smith may have contaminated the entire island! Row over and find us a specimen worthy of our excitement."

Return all revealed navigation tokens face down to the pile. Turn to page 45. Check threat **X**.

**971**

Threat **X+1**. Return all revealed navigation tokens face down to the pile. Turn to page 29. Check threat **X**.

**976**

You are all struck by the notion that something is beneath you in the water, watching. The strange feeling is unsettling at best.

"If your hearts are set on exploring the water below, we might have a solution," says the sour-faced scientist, and she holds up a small, strange-looking fish.

"What's that?" asks the captain.

"Gefilter fish," answers the woman. "Just stick your nose in the little fellow's mouth, then squeeze his body like this." And she places her pointy nose in the startled fish's mouth before giving it a squeeze. The fish's head inflates, turning almost translucent. "Very easy," says the scientist. "One of these will give a person a few hours of air."

"And what happens to the wee fishy?" asks a concerned sailor.

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"You know what to do," she says. "Figure out what's causin' us to feel spied on and report back. And don't do anythin' funny down there."

Remove special location tokens 960, 964, and 976 from the game. Turn to page 17. Lock action 5.

**977**

You begin to see the shapes of an island through a thick fog.

"No no no, this won't do," shouts the dour-faced scientist.

"We mustn't, we are not yet ready," cries the man with the little gloved hands.

"Turn us around!" demands the thin, nasally man.

The captain orders us to turn the ship around. As we leave you hear a loud roar in the distance through the fog.

"Man, sure am glad we're not heading toward whatever made that noise," says Clueless Cassy, as you all let out a collective sigh of relief.

Threat **X+1**. Move the ship 1 space to the southeast of its current space. Read the entry listed on the new space.

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