



# Lady Scarlet's Bounty

Find any Cursed  
Artifact and return  
it to this outpost

Rewards:  
2000 G



# Pirate Bounty

Destroy a Sovereign  
Merchant Ship

Rewards:

500 G



# SAIL



Move forward one tile and draw the corresponding Sea Encounter.

Then, move all face-up Sea Encounters to the bottoms of their piles.

Helmsman Action

# **FIRE !!**



**Fire a loaded cannon**

**Deals 6 damage, up to 1 tile  
away**

**Gunner Action**

# **FIRE ALL!!**



If all 3 cannons on one side  
are loaded, fire them all at  
once to deal 14 damage.

**Target must be on  
Broadside**

**Gunner Action**

# RAISE OR LOWER ANCHOR



Change your anchor to  
raised or lowered

Must be played with one  
other matching action

General Action

# SEE ON THE HORIZON



Identify an unkown ship up  
to 3 tiles away

**OR**

If there is a “Ship!” face up  
on one of the Sea

Encounter piles, view the  
top card of the Ship deck

Barrelman Action

# SPYGLASS



Flip the top card of any Sea  
Encounter pile face up

Barrelman Action

# CAPTAIN KAWAHARA'S BLACK MARKET OUTPOST

---

"See any mermaids out there?"

Located north-west of  
Heartsring cove

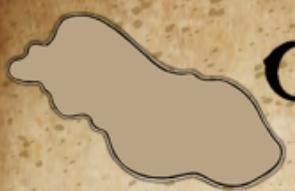
Do any of the following:

Draw Pirate Bounty

Collect Bounty Reward

Sell Lost Cargo

Buy Bilge-Monkey - 1000G



CROW'S ROOST



HEARTSTRING  
COVE



WILLOW'S  
ATOLL



BLACK FOREST  
ISLE



REAPER'S  
REST

# SEA MONSTER



Place a colored sea  
monster marker on this  
tile, then draw from the  
Sea Monster pile

# WHIRLPOOL



Lose 4 random  
Treasure cards. Then,  
roll the dice and face in  
that direction.

# LADY OF THE DEEP

Sea Monster



When I attack, add 1 to  
your water level.

1



15



# THE QUEEN SABINE

Sovereign Warship



x1 Treasure  
300 G

3



20



# THE PIRATE LOVER'S CURSED RINGS



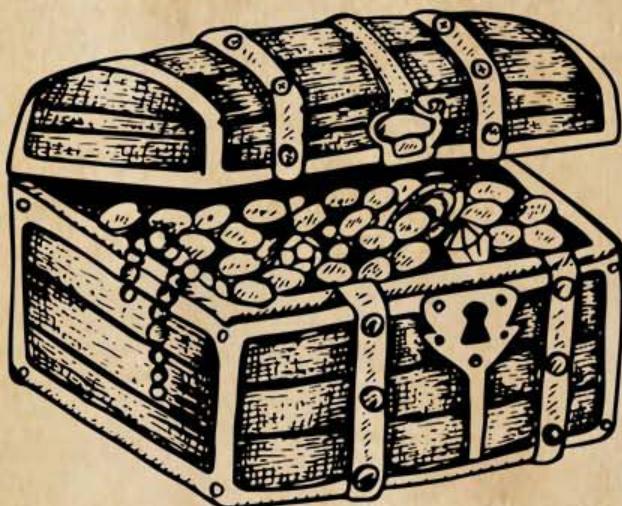
A pair of interlocked rings.  
One bears the emblem of a  
captain's hat, the other of a  
dagger. You can feel the 2  
souls trapped inside aching  
to be reunited.

Cursed Artifact

# CAPTAIN'S CHEST

1000 G

IV



A treasure chest fit only for  
a captain, with it's golden  
glimmer and shiny contents.

Let's hope the captain  
doesn't come looking for it.

Chest

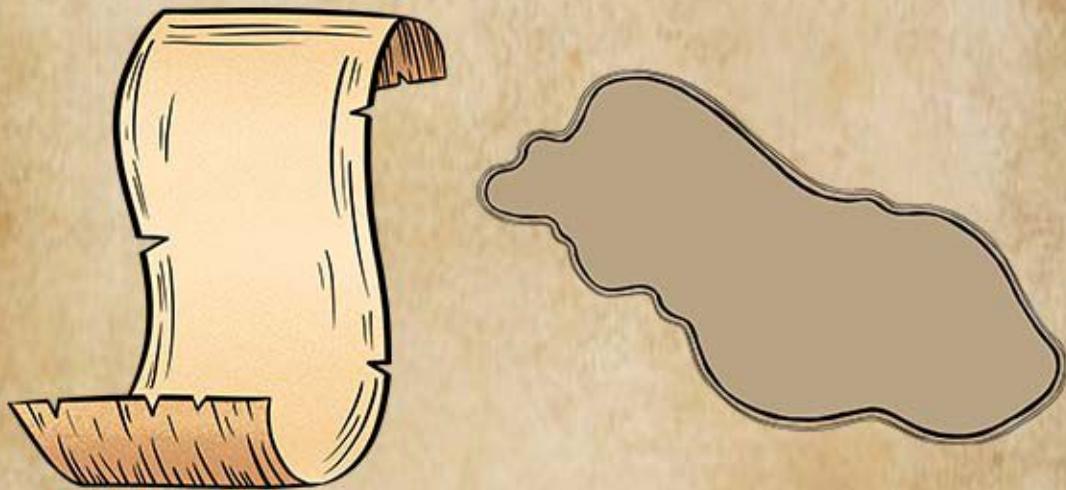
# MYSTERIOUS KEY



What does this open?

# MESSAGE IN A BOTTLE

Treasure Map



When you dig at this island,  
keep drawing until you find  
treasure.

-One time use-

# HEAVY FoG



Barrelman cannot use  
Spyglass next turn.