Pirate Lord

Strength: 2

Craft: 2

He once killed a man for asking his name.
Since then, the crew just calls him "Captain."

Special Abilities

1) You ride the river aboard a ship (you may choose any ship with a "Pirate" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail clockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving your crew may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crewman you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin or Object from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) On your turn before you move, you may force a Follower to walk the plank, sacrificing it to the discard pile. If you do, gain 3 Fate.

Start: Ship's Home Port • Alignment: Evil

Fate: 3

Gold

Life: 4

Objects

Followers

Cutlass

Pirate

Caravel

Special Abilities
1) You may hold any number of Objects.
2) You may spend two Fate to change the direction in which you sail for one turn.
3) When you land on or pass your Home Port, you pillage, gaining 1 Gold.

Victory Condition
In order to win the game aboard the Cutlass, you must collect and hold **21** Objects including at least one sword.

City

Home Port:

Max Crew: 3

Max Sail: 5

Siren's Song

Pirate

Destroyer

Special Abilities
1) The Alchemist in the City will convert Magic Objects into 2 Gold for you.
2) You cannot be affected by the Raiders or Siren cards.
3) When you land on or pass your Home Port, you may steal any one Object that the Blacksmith offers.

Victory Condition
In order to win the game aboard the Siren's Song, you must collect and hold **33** Gold coins.

Village

Home Port:

Max Crew: 5

Max Sail: 4

Pirate Sorcerer

Strength: 1

Craft: 3

The crew has never even seen his… her?… its… face.

Objects

Special Abilities

1) You ride the river aboard a wicked ship (you may choose any ship with a "Pirate" or "Undead" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail clockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving you may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crewman you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin or Object from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) You always have at least one Spell. If you would ever lose your last Spell, you may immediately draw another.

Start: Ship's Home Port • Alignment: Evil

Followers

Fate: 3

Gold

Life: 4

Scorpion

Pirate

Destroyer

Special Abilities

1) When you raid an enemy successfully, you may cause them to lose 1 Life rather than a coin or object.
2) If a character loses life against you in battle, that character must visit the village Healer within three turns or then lose an additional life.
3) When you land on or pass your Home Port, you blackmail the doctor, healing 1 life.

Victory Condition

In order to win the game aboard the Cutlass, you must kill 3 characters (other than yourself).

City

Home Port:

Max Crew: 3

Max Sail: 5

Dark Vengeance

Undead

Salvage

Cannot be chosen if another character sails aboard the Vengeance.

Special Abilities

1) The Vengeance is a slave ship, and chains its Followers to the deck. If you would lose a Follower for any reason, instead, do not lose that Follower (the Old Hag will follow but not affect you).
2) You gain one Craft for each Follower you possess.
3) When you land on your Home Port, you may *dragoon* slaves to gain 1 Craft, and avoid encountering the City space as normal.

Victory Condition

In order to win the game aboard the Dark Vengeance, you must have 22 Craft.

City

Home Port:

Max Crew: 4

Max Sail: 4

Seeker

Strength: 2

Craft: 2

No one knows exactly what she's looking for. She just follows that compass and sails, never looking back.

Special Abilities

1) You ride the river aboard a ship (you may choose any ship with a "Caravel" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail clockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving you may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crewman you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin or Object from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) Your ship's Max Sail is increased by one for every 4 points of Craft your possess (+1 at 4 Craft, +2 at 8 Craft, etc.).

Start: Ship's Home Port • Alignment: Neutral

Fate: 3

Gold

Life: 4

Objects

Followers

Reclaimed Cutlass

Navy

Caravel

Cannot be chosen if another character sails aboard the Cutlass.

Special Abilities

1) You may hold any number of Objects.
2) You may spend two Fate to change the direction in which you sail for one turn.
3) When you land on or pass your Home Port, you collect taxes, gaining 1 Gold.

Victory Condition

In order to win the game aboard the Reclaimed Cutlass, you must collect and hold **21** Objects, including at least 1 Sword.

City

Home Port:

Max Crew: 3

Max Sail: 5

Sunken Skull

Undead

Destroyer

Cannot be chosen if another character sails aboard the Crushed Skull.

Special Abilities

1) Every time any trophy is turned in, it becomes a corpse on your *dead pile*.
2) Whenever a Follower is discarded from play, it becomes a corpse on your *dead pile*.
3) When you land on your Home Port, search the top three cards of the adventure deck for an Enemy or Follower card and place it on your *dead pile*, discarding the other two cards.

Victory Condition

In order to win the game aboard the Sunken Skull, there must be **30** corpses on your *dead pile*.

Graveyard

Home Port:

Max Crew: 5

Max Sail: 4

Privateer

Strength: 2

Craft: 2

Stole his first ship when he was eight years old. Damned if I know how he sailed it, but I do know it's a wreck now in a desert someplace, over 200 leagues from the nearest drop of water.

Objects

Special Abilities

1) You ride the river aboard a stolen ship (you may choose any ship with a "Destroyer" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail clockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving you may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crewman you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin or Object from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) You may *ram* in combat, adding your ship's current Sail value to your roll in battle. If you *ram*, you lose one Life after the battle is ended.

Start: Ship's Home Port • Alignment: Neutral

Fate: 2

Gold

Life: 4

Followers

Cats Claw

Pirate

Caravel

Special Abilities

1) You may hold any number of Objects.
2) You may spend one Fate to change the direction in which you sail for one turn.
3) When you land on or pass your Home Port, you pillage, gaining 1 Gold.

Victory Condition

In order to win the game aboard the Cutlass, you must collect and hold **20** Objects including three Water Bottles.

City

Home Port:

Max Crew: 3

Max Sail: 5

Crushed Skull

Pirate

Destroyer

Special Abilities

1) You may not turn in Strength or Craft trophies.
2) When you successfully raid a character, you may take a trophy from them with a value of 4 or less instead of taking booty.
3) You may *raid* face up enemies on the board, suffering the usual penalty for defeat and taking them as trophies if victorious.

Victory Condition

In order to win the game aboard the Crushed Skull, you must collect and hold **28** Strength or Craft trophies.

Village

Home Port:

Max Crew: 3

Max Sail: 4

Commodore

Strength: 2

Craft: 2

Don't let the sword fool you, the good Commodore never lets his coat get soiled. Leastaways, not with his blood.

Special Abilities

1) You ride the river aboard a ship (you may choose any ship with a "Navy" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail counterclockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving you may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crewman you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin or Object from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) When you would lose Life as a result of combat, if you have a Follower, you may sacrifice that Follower instead (this sacrifice cannot be prevented and the Follower is sent to the discard pile).

Start: Ship's Home Port • Alignment: Good

Fate: 2

Gold

Life: 4

Objects

Followers

Peacock

Navy

Caravel

Special Abilities

1) You may hold any number of Objects. When you would lose more than one Object, instead choose one and it is lost.
2) You may spend one Fate to change the direction in which you sail for one turn.
3) When you land on or pass your Home Port, you collect taxes, gaining 1 Gold.

Victory Condition

In order to win the game aboard the Peacock, you must collect and hold **20** Objects.

City

Home Port:

Max Crew: 2

Max Sail: 5

Saratoga

Navy

Caravel

Special Abilities

1) The *Saratoga* adds one to its Max Sail for each Follower you possess.
2) When you successfully *raid* a character, you may only take a Follower (you cannot take Gold or Objects).
3) When you land on or pass your Home Port and your Max Sail is 5 or more, the winds favor you and you gain 1 Fate.

Victory Condition

In order to win the game aboard the Saratoga, you must have **20** Fate.

Village

Home Port:

Max Crew: 4

Max Sail: 1

Fleet Admiral

Strength: 2

Craft: 2

He's usually lecturing us about honor and going down with the ship. Funny thing though… he never does.

Special Abilities

1) You ride the river aboard a royal ship (you may choose any ship with a "Navy" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail counterclockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving you may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crew you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin, Object, or Follower from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) Once per game if you would be brought to zero Life or otherwise killed, you may instead heal to 4 Life and start your next turn with a different Navy ship at its Home Port.

Start: Ship's Home Port • Alignment: Evil

Fate: 2

Gold

Life: 4

Objects

Followers

Golden Medusa

Navy

Destroyer

Special Abilities

1) Whenever you would gain any amount of Gold, instead gain that much, then one additional Gold.
2) You may spend one Gold to cause any character you passed or landed on to miss their next turn.
3) When you land on or pass your Home Port, you repair, healing 1 Life.

Victory Condition

In order to win the game aboard the Golden Medusa, you must collect and hold **33** Gold.

City

Home Port:

Max Crew: 3

Max Sail: 5

Vengeance

Navy

Destroyer

Special Abilities

1) The Vengeance is a prisoner ship, and chains its Followers to the deck. If you would lose a Follower for any reason, instead, do not lose that Follower.
2) You may treat any of your Followers at any time as if their text box was blank (Old Hag, Fate Stealer, Etc.)
3) When you land on or pass your Home Port, you collect taxes, gaining one Gold.

Victory Condition

In order to win the game aboard the Vengeance, you must have **13** Followers.

Village

Home Port:

Max Crew: 5

Max Sail: 3

Davy Jones

Strength: 2

Craft: 2

Even the goddamned parrot is undead.

Special Abilities

1) You ride the river aboard a dread vessel (you may choose any ship with the "Undead" designation). Your ship has *Crew* equal to your Strength and *Sails* equal to your Craft (both up to its maximum).
2) **You sail counterclockwise**. You move and encounter the game as if moving through the Outer Region, sailing any number of spaces per turn up to your ship's current number of sails rather than rolling for movement. Any effect that would teleport you or move you from the Outer Region is ignored.
3) After moving you may *raid* any character on your space or in the opposite Middle Region space. If you raid, the opponent rolls for combat as normal, and you roll one die for each crewman you possess, adding all the dice to get your total combat roll (you do not add your Strength). If you win, you may take one Coin, Object, or Follower from the character as booty. If you lose, you lose one Life and one Craft (minimum of your Craft value).
4) You win the game if you complete the Victory Condition required for your ship.
5) Your allies include the dead. You may take any Follower from the discard pile as your own at any time. If you lose a follower, remove it from the game rather than putting it in the discard pile.

Start: Ship's Home Port • Alignment: Evil

Fate: 1

Gold

Life: 4

Objects

Followers

Pyre

Undead

Submarine

Special Abilities

1) You may evade any encounter by submerging, losing your next turn.
2) You may spend one Fate to change the direction in which you sail for one turn.
3) When you land on or pass your Home Port, you pillage, gaining 1 Gold.

Victory Condition

In order to win the game aboard the Pyre, you must collect and hold **20** Objects.

Graveyard

Home Port:

Max Crew: 3

Max Sail: 5

Locker

Undead

Submarine

Special Abilities

1) Whenever you defeat any opponent or successfully raid, gain one Fate.
2) You may spend one Fate to change the direction in which you sail for one turn.
3) When you land on or pass your Home Port, you may permanently sacrifice 2 points of Strength or Craft to *curse* any character, causing them to permanently lose a point in that same ability (you may not sacrifice to below your starting values).

Victory Condition

In order to win the game aboard the Locker, you must have **30** Fate.

Ruins

Home Port:

Max Crew: 3

Max Sail: 4