



<p>Carcharius FEEDING FRENZY Lv.1</p> <p>Basic Attack</p> <p>Hits of cause BLEED.</p> <p> 4 + 1 5</p>	<p>Carcharius FEEDING FRENZY Lv.2</p> <p>Basic Attack</p> <p>Hits cause BLEED. For each Hit of +, roll 1 additional die.</p> <p> 4 + 1</p>
<p>Carcharius SCENT OF BLOOD Lv.1</p> <p>Gains +3 dice if targeting a zone containing a Hero with BLEED.</p> <p> 3 + 1 4</p>	<p>Carcharius SCENT OF BLOOD Lv.2</p> <p>Move Carcharius up to 2 zones before making this attack. Gains +3 dice if targeting a zone containing a Hero with BLEED.</p> <p> 3 + 1</p>
<p>Carcharius CHOMP! Lv.1</p> <p>Hits deal 3 damage. If this KO's a Bosun or Hero, heal Carcharius up to 3, and then draw 1 Tide Card.</p> <p> 1 + 1 4</p>	<p>Carcharius CHOMP! Lv.2</p> <p>Hits deal 4 damage. If this KO's a Bosun or Hero, heal Carcharius up to 4, and then draw 1 Tide Card.</p> <p> 1 + 1</p>



<p>Ishmael BLOWHOLE Basic Attack</p> <p>Push Heroes Hit up to 1 zone.</p> <p>4 + + 1 5</p> <p>Lv.1</p>	<p>Ishmael BLOWHOLE Basic Attack</p> <p>Push Heroes Hit up to 1 zone. If there are no enemies in the target zone after completing this attack, Ishmael may move into that zone.</p> <p>4 + + 1 5</p> <p>Lv.2</p>
<p>Ishmael CHANNEL THE DEPTHS</p> <p>Increase your Kraken Pool by 1 after rolling: Heal Ishmael 1 per Hit.</p> <p>4 + + 1 4</p> <p>Lv.1</p>	<p>Ishmael CHANNEL THE DEPTHS</p> <p>Increase your Kraken Pool by 1 after rolling: Heal Ishmael 1 per Hit.</p> <p>6 + + 1 4</p> <p>Lv.2</p>
<p>Ishmael OVERHEAD SMASH</p> <p>Hits deal +1 damage for every 3 damage on Ishmael. May make this attack for free after Rigging.</p> <p>1 + + 1 4</p> <p>Lv.1</p>	<p>Ishmael OVERHEAD SMASH</p> <p>Hits deal +1 damage for every 2 damage on Ishmael. May make this attack for free after Rigging.</p> <p>1 + + 1 4</p> <p>Lv.2</p>

Quartermaster

Waldorf
The Accursed Wanderer



GRASP OF THE LOCKER
Basic Attack

DAVY JONES' REVENGE
0

ABYSSAL SUMMONS
Once during Waldorf's activation, you may increase your Kraken Pool by 1. If you do, immediately deploy up to 2 Deckhands in a zone containing friendly Crew, and then activate all Crew in that zone.

8

<p>Waldorf GRASP OF THE LOCKER Lv.1</p> <p>Basic Attack</p> <p>Gains +1 to Hit if there is a Dead Man's Coin on a friendly Hero.</p> <p>4 [dice] + [cannon] 1 [gold]</p>	<p>Waldorf GRASP OF THE LOCKER Lv.2</p> <p>Basic Attack</p> <p>Gains +1 to Hit if there is a Dead Man's Coin on a friendly Hero. Gains +1 die if there is a Dead Man's Coin on an enemy Hero.</p> <p>4 [dice] + [cannon] 1</p>
<p>Waldorf DAVY JONES' REVENGE Lv.1</p> <p>No effect until Leveled Up.</p> <p>[gold]</p>	<p>Waldorf DAVY JONES' REVENGE Lv.2</p> <p>When an enemy plays a Tide Card with 1 or more [kraken].</p> <p>Heal 1 friendly Hero up to 4, or 1 enemy Hero suffers SILENCE and STUN. Flip this skill to Level 1.</p>



<p>Kyria & Karl SPEARFISH CANNON Basic Attack</p> <p>May prioritize Heroes.</p> <p>3 + + 2 </p> <p>Lv.1</p>	<p>Kyria & Karl SPEARFISH CANNON Basic Attack</p> <p>May prioritize Heroes. Gains +1 to Hit and +1 range if Kyria has not moved this turn.</p> <p>3 + + 2 </p> <p>Lv.2</p>
<p>Kyria & Karl FURY OF THE DEEP</p> <p>May prioritize Heroes. Increase your Kraken Pool by 1 before rolling: Hits of + deal 2 damage.</p> <p>4 + + 2 </p> <p>Lv.1</p>	<p>Kyria & Karl FURY OF THE DEEP</p> <p>May prioritize Heroes. Increase your Kraken Pool by 1 before rolling: Hits deal 2 damage.</p> <p>4 + + 2 </p> <p>Lv.2</p>
<p>Kyria & Karl RIPPER SHOT</p> <p>May prioritize Heroes. Hits cause BLEED and SLOW. Push Heroes Hit up to 1 zone.</p> <p>3 + + 2 </p> <p>Lv.1</p>	<p>Kyria & Karl RIPPER SHOT</p> <p>May prioritize Heroes. Hits cause BLEED and SLOW. Push Heroes Hit up to 1 zone per Hit.</p> <p>3 + + 2 </p> <p>Lv.2</p>

Swashbuckler

Snapjaw
Blademaster of Tortuga

BITING BLADES
Basic Attack

DEEP FURY 3

SHELL SHOCK 0

8

<p>Snapjaw BITING BLADES Lv.1</p> <p>Basic Attack</p> <p>Increase your Kraken Pool by 1 before rolling: This attack gains +2 dice.</p> <p>3 + 1 4</p>	<p>Snapjaw BITING BLADES Lv.2</p> <p>Basic Attack</p> <p>Increase your Kraken Pool by 1 before rolling: This attack gains +1 die, and may re-roll any Misses.</p> <p>4 + 1</p>
<p>Snapjaw DEEP FURY Lv.1</p> <p>All enemy Heroes within 2 zones suffer 1 damage for every 2 in your Kraken Pool.</p> <p>4</p>	<p>Snapjaw DEEP FURY Lv.2</p> <p>All enemy Heroes within 2 zones suffer STUN, and 1 damage for every in your Kraken Pool.</p>
<p>Snapjaw SHELL SHOCK Lv.1</p> <p>No effect until Leveled Up.</p> <p>3</p>	<p>Snapjaw SHELL SHOCK Lv.2</p> <p>When Snapjaw is damaged by an enemy Hero.</p> <p>Roll a die for each damage. For each roll of +, prevent 1 damage, and then deal that enemy 1 damage. Flip this skill to Level 1.</p>



<p>Tick Tock ACCELERATE</p> <p>Basic Attack</p> <p>This attack gains +1 die for each Basic Attack Tick Tock has made this turn.</p> <p>4 + + 1 </p> <p>Lv.1</p>	<p>Tick Tock ACCELERATE</p> <p>Basic Attack</p> <p>This attack gains +1 die and +1 To Hit for each Basic Attack Tick Tock has made this turn.</p> <p>4 + + 1 </p> <p>Lv.2</p>
<p>Tick Tock CHRONO RUSH</p> <p>No effect until Leveled Up.</p> <p></p> <p>Lv.1</p>	<p>Tick Tock CHRONO RUSH</p> <p><i>During a friendly Hero's turn.</i></p> <p>Choose 1: That Hero may move up to 3 zones for free, or may re-roll all dice on 1 attack. Flip this skill to Level 1.</p> <p>Lv.2</p>
<p>Tick Tock TIME FREEZE</p> <p>No effect until Leveled Up.</p> <p></p> <p>Lv.1</p>	<p>Tick Tock TIME FREEZE</p> <p><i>When an enemy Hero activates.</i></p> <p>That Hero suffers SLOW. Increase your Kraken Pool by 1: That Hero also suffers STUN. Flip this skill to Level 1.</p> <p>Lv.2</p>

Captain

Davy Jones
Lord of the Locker

CALL OF THE LOCKER
Basic Attack

HARNESS THE LOCKER
3

THIS BE MY DOMAIN!
0

10

Davy Jones can never be targeted or damaged by The Kraken.

<p>Davy Jones CALL OF THE LOCKER Lv.1</p> <p>Basic Attack</p> <p>Increase your Kraken Pool by 1: After rolling, you may re-roll any Misses for this attack.</p> <p>4 [dice] + [cannon] 1 [gold]</p>	<p>Davy Jones CALL OF THE LOCKER Lv.2</p> <p>Basic Attack</p> <p>Increase your Kraken Pool by 1: After rolling, you may re-roll any Misses for this attack.</p> <p>4 [dice] + [cannon] 1 [gold]</p>
<p>Davy Jones HARNESS THE LOCKER Lv.1</p> <p>Gains additional dice equal to the total [kraken] in your Kraken Pool.</p> <p>2 [dice] + [cannon] 1 [gold]</p>	<p>Davy Jones HARNESS THE LOCKER Lv.2</p> <p>Gains additional dice equal to the total [kraken] in your Kraken Pool.</p> <p>2 [dice] + [cannon] 1 [gold]</p>
<p>Davy Jones THIS BE MY DOMAIN! Lv.1</p> <p>No effect until Leveled Up.</p> <p>4 [gold]</p>	<p>Davy Jones THIS BE MY DOMAIN! Lv.2</p> <p>When an enemy plays a Tide Card with 1 or more [kraken].</p> <p>Deal 1 enemy Hero damage equal to the total [kraken] in that player's Kraken Pool. Flip this skill to Level 1.</p>



Brute

The Elder Below
Timeless Horror



HORROR UNLEASHED
Basic Attack

WHISPERS OF MADNESS

UNKNOWN TO DEATH

12

3

0

<p>The Elder Below HORROR UNLEASHED</p> <p><i>Basic Attack</i></p> <p>If The Elder Below has 8 or more damage, this attack gains +1 to Hit and +1 range.</p> <p>4 [dice] + [cannon] 1 [up arrow]</p> <p>4</p>	<p>The Elder Below HORROR UNLEASHED</p> <p><i>Basic Attack</i></p> <p>If The Elder Below has 8 or more damage, this attack gains +2 to Hit, may prioritize Heroes, and gains +1 range.</p> <p>6 [dice] + [cannon] 1 [up arrow]</p> <p>4</p>
<p>The Elder Below WHISPERS OF MADNESS</p> <p>Heal The Elder Below up to 1 per Hit.</p> <p>3 [dice] + [cannon] 2 [up arrow]</p> <p>4</p>	<p>The Elder Below WHISPERS OF MADNESS</p> <p>Heal The Elder Below up to 1 per Hit. You may may roll this attack against all enemy Heroes, regardless of range. If you do, flip this skill to Level 1.</p> <p>3 [dice] + [cannon] 2 [up arrow]</p> <p>4</p>
<p>The Elder Below UNKNOWN TO DEATH</p> <p>No effect until Leveled Up.</p> <p>[up arrow]</p> <p>4</p>	<p>The Elder Below UNKNOWN TO DEATH</p> <p>When The Elder Below is KO'd.</p> <p>Increase your Kraken Pool by 1: The Elder Below is not KO'd. Instead, place him on a friendly deployment point at 4 HP. Flip this skill to Level 1.</p> <p>[up arrow]</p> <p>4</p>

Gunner

Euryale
Gorgon of the Deep



GORGON'S GAZE
Basic Attack

MY NEW PET
0

LASHER TENDRILS
0

6

<p>Euryale GORGON'S GAZE Basic Attack</p> <p>No effect until Leveled Up.</p> <p>3 [Sword] + [Die] 2 [Cannon] 4 [Up Arrow]</p> <p>Lv.1</p>	<p>Euryale GORGON'S GAZE Basic Attack</p> <p>You may have Hits cause BLEED, BLIND, SILENCE, SLOW, and STUN. If you do, flip this skill to Level 1.</p> <p>3 [Sword] + [Die] 2 [Cannon] 4 [Up Arrow]</p> <p>Lv.2</p>
<p>Euryale MY NEW PET</p> <p>No effect until Leveled Up.</p> <p>4 [Up Arrow]</p> <p>Lv.1</p>	<p>Euryale MY NEW PET</p> <p>Target 1 enemy Hero within 2 zones and roll 3 dice. For each [Die]+, take 1 action with that Hero (You control them, and they may target friendly zones with attacks). Flip this skill to Level 1.</p> <p>4 [Up Arrow]</p> <p>Lv.2</p>
<p>Euryale LASHER TENDRILS</p> <p>No effect until Leveled Up. You may Increase your Kraken Pool by 1 to Level Up this skill for free.</p> <p>3 [Up Arrow]</p> <p>Lv.1</p>	<p>Euryale LASHER TENDRILS</p> <p>When an enemy Hero within 2 zones targets Euryale's zone with an attack. Roll 2 dice. For each [Die]+ deal that Hero 2 damage and BLIND (This is resolved before the attack). Flip this skill to Level 1.</p> <p>3 [Up Arrow]</p> <p>Lv.2</p>

Swashbuckler

Spyridon
Herald of Poseidon

8

SKEWER
Basic Attack

COILED STRIKE
3

SUDDEN DASH
2

<p>Spyridon SKEWER Lv.1</p> <p>Basic Attack</p> <p>Increase your Kraken Pool by 1: Heroes Hit by this attack suffer 2 additional damage.</p> <p>3 + + 1 4</p>	<p>Spyridon SKEWER Lv.2</p> <p>Basic Attack</p> <p>Increase your Kraken Pool by 1: Heroes Hit by this attack suffer 2 additional damage.</p> <p>3 + + 1 4</p>
<p>Spyridon COILED STRIKE Lv.1</p> <p>May prioritize Heroes. Hits deal 5 damage. This attack costs 2 actions to make.</p> <p>1 + + 2 4</p>	<p>Spyridon COILED STRIKE Lv.2</p> <p>May prioritize Heroes. Hits deal 5 damage. This attack costs 2 actions to make.</p> <p>2 + + 2 4</p>
<p>Spyridon SUDDEN DASH Lv.1</p> <p>Move Spyridon up to 4 zones.</p> <p> 3</p>	<p>Spyridon SUDDEN DASH Lv.2</p> <p>Move Spyridon up to 4 zones. He may move through, but not end on, zones containing enemies.</p>



The Crew



DECKHANDS

Gains +1 To Hit if there is a Bosun in this zone.

 1
  +
  1





BOSUN

 2
  +
  1



DECK GUN

Unlimited Range.
Cannot damage Deck Features.

 4
  +
  *



Deck Gun EXTRA POWDER

Deck Gun Upgrade

Unlimited Range.
Cannot damage Deck Features.

 4
  +
  *

Lv.2



Bosun ABYSSAL MIGHT

Bosun Upgrade

When Crew in this zone attack, you may increase your Kraken Pool by 1:
Hits of  + deal 2 damage.

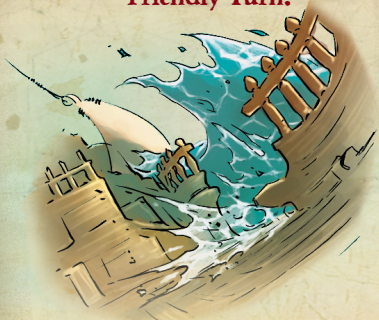
 2
  +
  1

Lv.2



Broadside Barrage

Friendly Turn.



Make the following attack on any zone:



Daring Leap

When a friendly Hero makes a Rigging Check.



That Hero passes this Rigging Check on a +

Rum

Friendly Turn.



1 friendly Hero gains 3

Heatstroke

When an enemy Hero activates.



That Hero suffers STUN.

Pick up the Slack!

Friendly Turn.



Target 1 Zone.
All friendly Crew in that zone immediately activate.

Sudden Tidal Wave

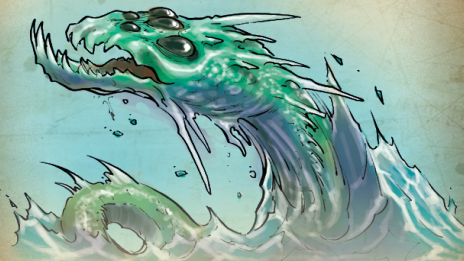
Anytime.



Target 1 Gangplank.
KO all Crew in that zone. Roll a die for each Hero in that zone, knocking them Overboard on a +.

Sea Monster Attack!

Start of Turn, instead of activating a Hero/Crew.



Deploy 1 Sea Monster, and then immediately activate that Sea Monster.

Treasures of the Locker

Friendly Turn.



1 friendly Hero gains 1 for every in your Kraken Pool (including from this card).

Treasures of the Locker

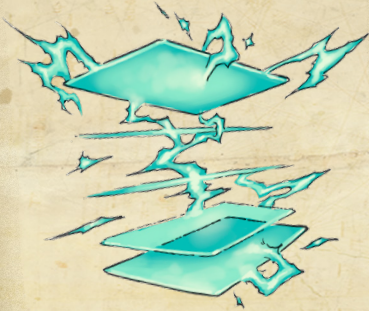
Friendly Turn.



1 friendly Hero gains 1 for every in your Kraken Pool (including from this card).

Calm the Depths

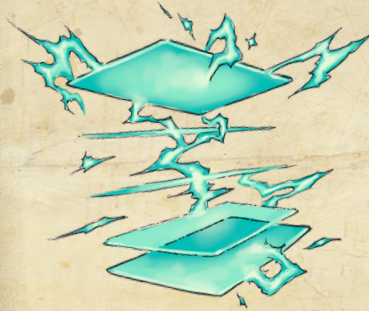
Friendly Turn



Reduce all player's Kraken Pools by up to 2.
Heal 1 friendly Hero up to that amount.

Calm the Depths

Friendly Turn



Reduce all player's Kraken Pools by up to 2.
Heal 1 friendly Hero up to that amount.

Wrath of the Kraken

Friendly Turn.



Make the following attack on each Hero (roll separately for each Hero). Hits deal 2 damage. For each Hit, reduce your Kraken Pool by 1.



Wrath of the Kraken

Friendly Turn.



Make the following attack on each Hero (roll separately for each Hero). Hits deal 2 damage. For each Hit, reduce your Kraken Pool by 1.



Vessel of Power

At the start of a friendly Hero's activation.



Reduce all player's Kraken Pools by 1. This Hero gains +1 action this turn.

Vessel of Power

At the start of a friendly Hero's activation.



Reduce all player's Kraken Pools by 1. This Hero gains +1 action this turn.

Seal of Davy Jones

After rolling to Unleash the Kraken, or when the Kraken activates.



Give this roll +2 or -2, or Heroes cannot be targeted by the Kraken this activation.

Seal of Davy Jones

After rolling to Unleash the Kraken, or when the Kraken activates.



Give this roll +2 or -2, or Heroes cannot be targeted by the Kraken this activation.

Tribute to the Deep

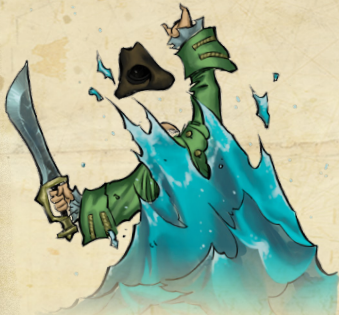
When a friendly Hero attacks.



Push Heroes Hit up to 1 zone per Hit. If they go Overboard, reduce your Kraken Pool by up to 2.

Tribute to the Deep

When a friendly Hero attacks.



Push Heroes Hit up to 1 zone per Hit. If they go Overboard, reduce your Kraken Pool by up to 2.

Strength of the Abyss

When a friendly Hero attacks.



Hits of + deal +1 damage for every 2 in your Kraken Pool (including from this card).



Strength of the Abyss

When a friendly Hero attacks.



Hits of + deal +1 damage for every 2 in your Kraken Pool (including from this card).



Protection of the Deep

When a friendly Hero suffers damage.



Prevent damage to that Hero equal to the number of in your Kraken Pool (including from this card).



Protection of the Deep

When a friendly Hero suffers damage.



Prevent damage to that Hero equal to the number of in your Kraken Pool (including from this card).



The Ship Be Alive!

When an enemy Hero damages a Deck Feature on your ship.



Roll a die. On a + deal that Hero 4 damage.



The Ship Be Alive!

When an enemy Hero damages a Deck Feature on your ship.



Roll a die. On a + deal that Hero 4 damage.



From the Depths!

When you Deploy a Hero.



CANNOT BE USED DURING ROUND 1.

Deploy that Hero in any legal zone within 1 of a Sea Zone.

From the Depths!

When you Deploy a Hero.



CANNOT BE USED DURING ROUND 1.

Deploy that Hero in any legal zone within 1 of a Sea Zone.