



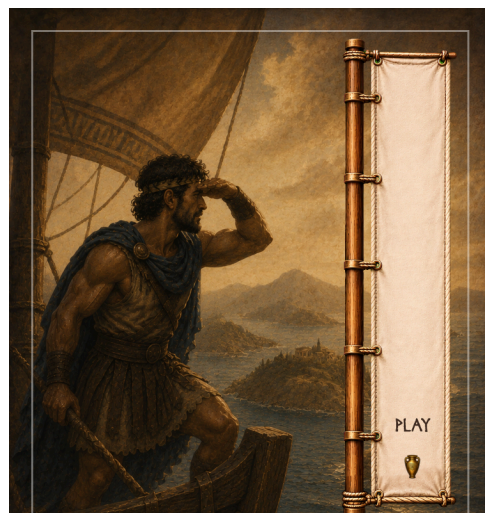


PLAY

Shipwright's Kit
 With peg and mallet you mend what the sea has tried to take from the company.

Snap 1 piece back on the ship.

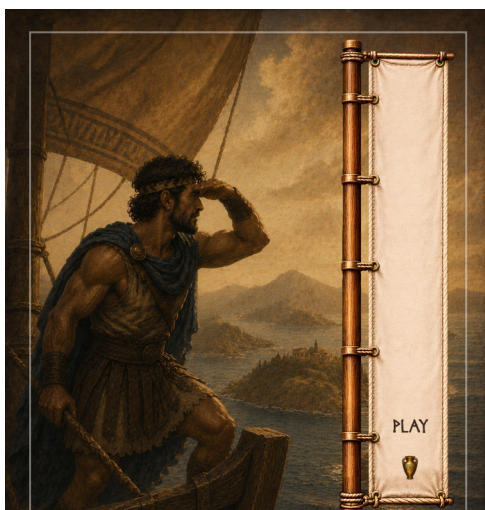

 Repair



PLAY

Lookout
 From the prow you cry out, for a hidden channel has opened ahead of the voyagers.

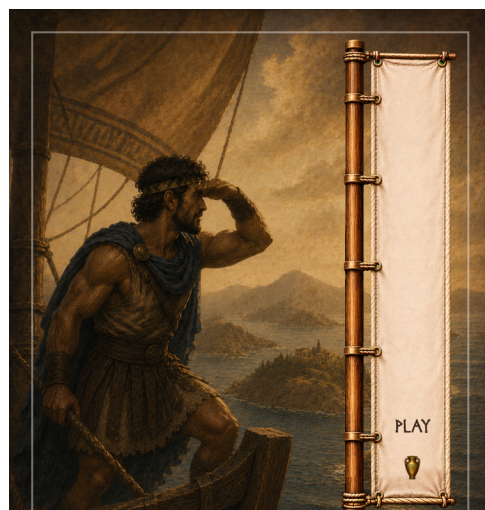

 Navigate



PLAY

Lookout
 From the prow you cry out, for a hidden channel has opened ahead of the voyagers.

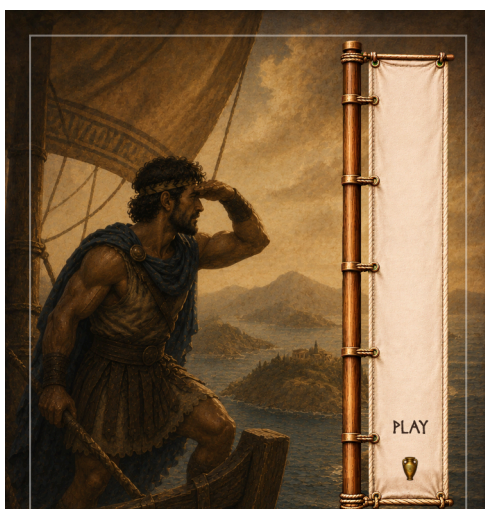

 Navigate



PLAY

Lookout
 From the prow you cry out, for a hidden channel has opened ahead of the voyagers.


 Navigate



PLAY

Lookout
 From the prow you cry out, for a hidden channel has opened ahead of the voyagers.


 Navigate

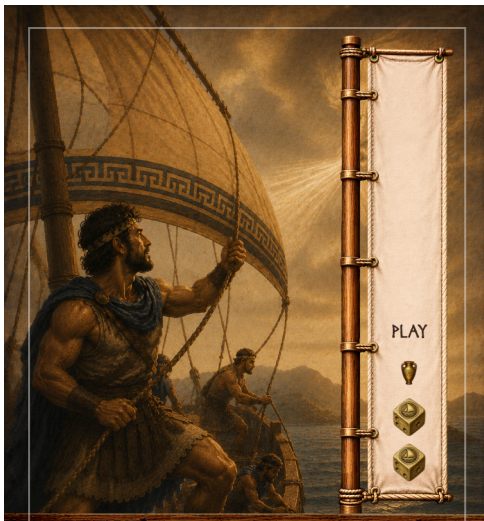


PLAY

Extra Oars
 When the wind dies, the sailors take extra benches and pull until the ship answers.

You may roll the dice a second time at your own risk.


 Sail



PLAY

Better Sails
You bend new canvas to the mast, hoping even a whisper of wind will serve.

If you still have a sail, roll the dice twice, and sail twice.



Sail



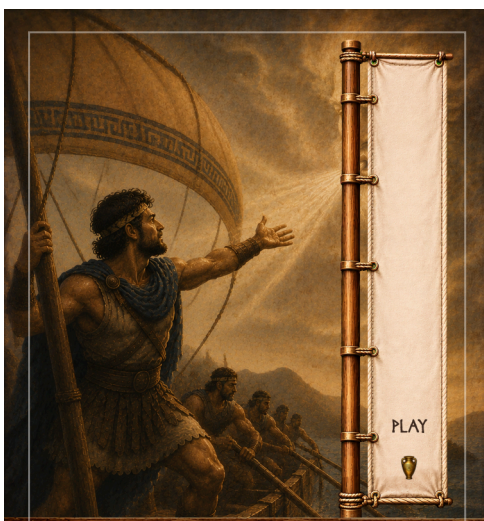
PLAY

Strong Rowing
You bend to the oars and force the ship against a stubborn current.

You may roll the dice a second time at your own risk



Sail



PLAY

Favorable Wind
The wind turns in your favor, and for a moment the whole voyage feels possible.

If you sail with the wind, play another card.



Navigate



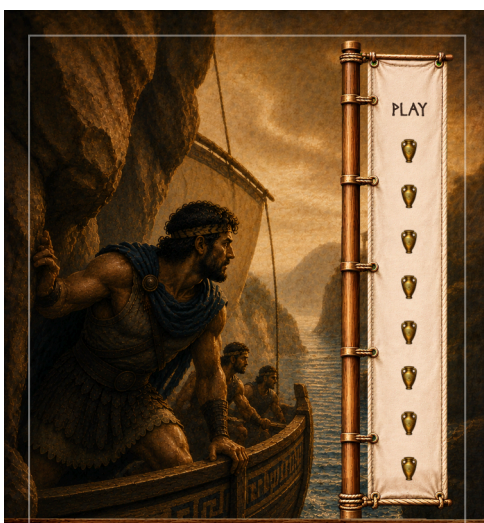
PLAY

Aeolus' Breath
Aeolus remembers the company and looses a single breath from the bag of winds.

Rotate the wind dial one step. Then roll the dice and sail.



Special



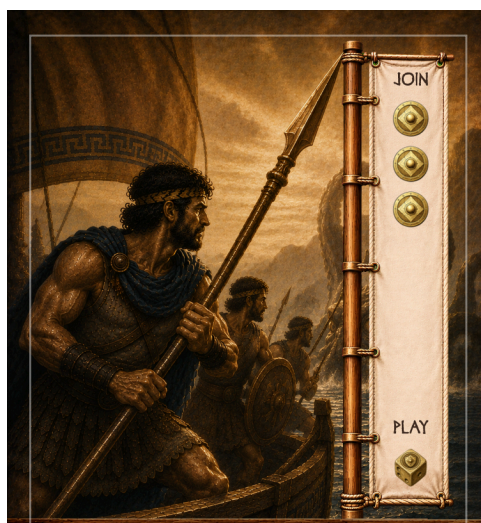
PLAY

Secret Passage
You slip through a seam in the rings that no honest sailor could see.

Rotate the wind dial to any position. Then navigate.



Special



JOIN

PLAY

Bronze Spear
A spear carried home from Troy still answers when you meet monsters on the shore.



Explore



JOIN

PLAY

Blessed Spear
Ares lays his hand on your bronze, and the point hungers for the next fight.

Explore



JOIN

PLAY

Cyclops' Club
You steal the cyclops' club and find it clumsy, crushing, and terribly loud.

Explore



JOIN

PLAY

Potion of Courage
Circe's brew goes down bitter, and you remember how to stand.

Explore

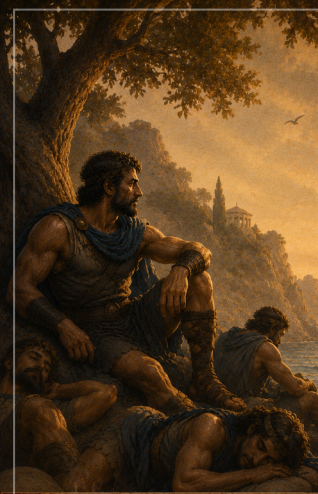


JOIN

PLAY

Tactical Insight
Athena shows you when to strike and when to keep your tongue still.

Explore



JOIN

PLAY

Quiet Harbor
In Scheria's calm you let the oars rest, and no god troubles the companions' sleep.

Rest



JOIN

PLAY

Quick Repairs
You drive a peg true and are already turning to the next disaster.
Snap 1 piece back on the ship. Play another card.

Repair



JOIN

PLAY

Hermes' Sandals
Hermes lends you his winged hurry, and the road opens before the dust has settled.

Move with the wind without rolling. Play another card.

Special



JOIN

PLAY

Golden Fleece
Draw 2 adventure cards. Play another card.

Special



JOIN

PLAY

Divine Rope
A god-tied line catches your miss, and the landing party still holds together.

If revealed during a challenge, any player may still JOIN.

Special



JOIN

PLAY

Enchanted Rope
Circe's cord closes around a near disaster and will not let your crew fail.

If revealed during a challenge, any player may still JOIN.

Special



JOIN

PLAY

Rope
You carry ordinary line, enough to sail with, to climb, or to bind a mistake.

If revealed during a challenge, any player may still JOIN.

Special



JOIN

PLAY

Scout Ahead
You go forward, see what waits, and choose your tool while there is still time.

Navigate



Scout Ahead
 You go forward, see what waits,
 and choose your tool while there
 is still time.

Navigate



Scout Ahead
 You go forward, see what waits,
 and choose your tool while there
 is still time.

Navigate



Scout Ahead
 You go forward, see what waits,
 and choose your tool while there
 is still time.

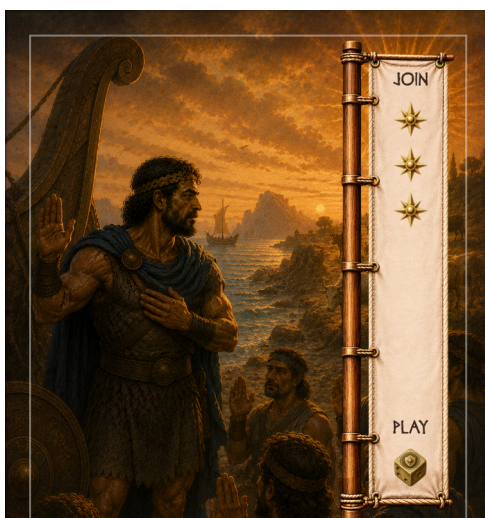
Navigate



Divine Protection
 A small shield of favor settles
 over you, and the gods' anger
 loses its edge.

Choose an Adventure card.
 Shuffle afterward

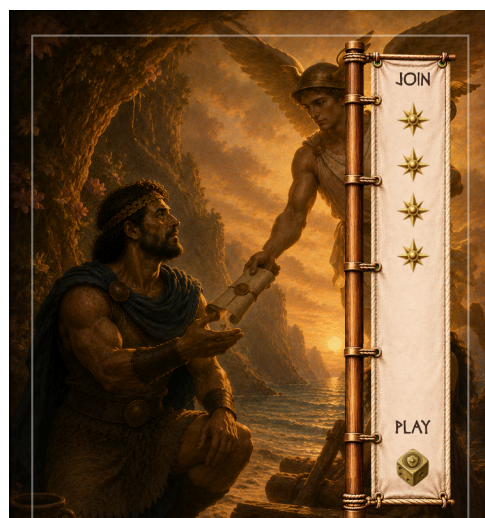
Pray



Sworn Oath
 You make every man swear not to
 touch Helios' cattle. The oath
 holds, and the cattle live.

At Thrinacia, Explore without
 a challenge.

Explore



Hermes' Decree
 Zeus sends Hermes with the
 order. Calypso obeys, helps build
 your raft, and lets you go.

At Ogygia, Explore without a
 challenge.

Explore



Odysseus' Cunning

You call yourself Nobody, and the Cyclops learns that name too late.

At Polyphemus' island, Explore without a challenge.

JOIN

PLAY

Explore



Great Bow

You string the bow no suitor can draw, and the first arrow finds the hall's loudest guest.

At Ithaca, Explore without a challenge.

JOIN

PLAY

Explore



Telemachus' Boldness

With his nerve you take what you need and leave a fair exchange.

Choose another player. Look at their hand. Swap one card with them.

JOIN

Special



Crew Dispute

Tempers flare, when the argument ends, cards have changed hands.

Swap one card with another player, sight unseen.

JOIN

Special



Blessing of Hermes

The messenger god lends you his speed, and you act twice before Helios takes a step.

Move with or against the wind without rolling. Play again.

JOIN

Special



Blessing of Ares

Ares puts war-god steel in your hands for the next unfriendly shore.

JOIN

PLAY

Explore



Blessing of Poseidon
 For one hour Poseidon forgets his grudge and walks beside your keel.

If you roll a whirlpool, storm or trident, roll-again.

JOIN

PLAY

Navigate



Favor of Aeolus
 Aeolus places the bag in your hands and lets you command the winds till dusk.

Set the wind dial to any position.

JOIN

PLAY

Special



Apollo's Light
 Apollo's daylight finds you, and the dread on your chest thins away.

Turn a face-down card back face up.

JOIN

PLAY

Rest



Fear
 Your hands will not stop shaking, and courage feels like a thing other sailors still own.

PLAY

Burden



Exhaustion
 You sleep as the dead sleep, and wake no stronger than when you lay down.

PLAY

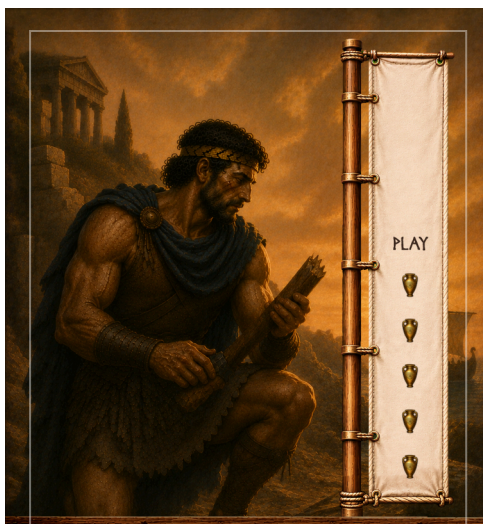
Burden



Injury
 A wound takes the place where your spear should have been, and the kit feels heavier.

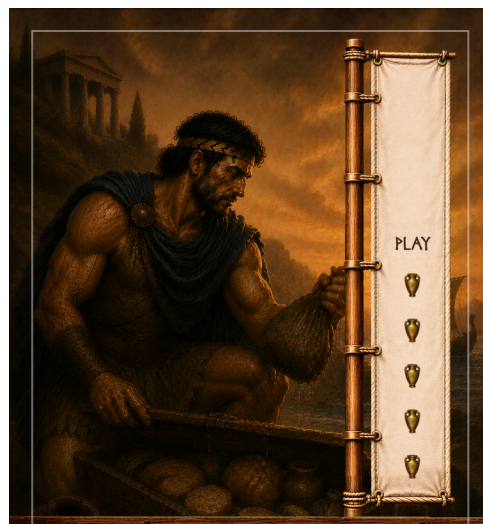
PLAY

Burden



Broken Tool
Your hammer's head is gone, and every motion of repair ends in nothing.


Burden



Waterlogged Supplies
Your ration has spoiled in the wet, yet it still claims its place in the hold.


Burden



Lotus Daze
The sweetness of the lotus makes Ithaca feel farther from you than any map could show.


Burden



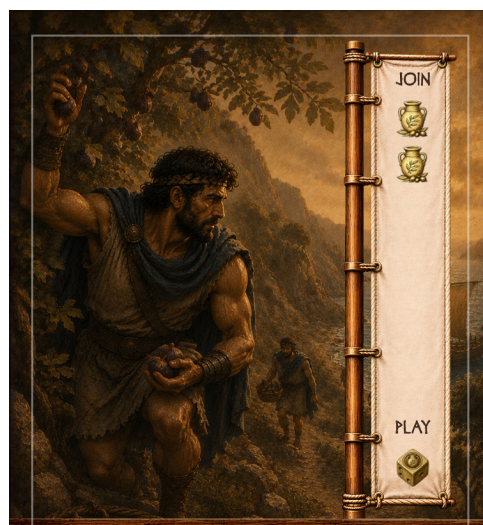
Poseidon's Grudge
The sea has not forgotten the blinded Cyclops, and it makes your company pay for the memory.


Burden



Spring Water
You find a fresh spring inland and fill the skins before the company moves on.


Gather



Wild Figs
You climb the slope and gather figs from the grove while the ship waits below.


Gather



JOIN

PLAY

Honeycomb
 You take honey from a wild hive and share the sweetness among the companions.

Gather



PLAY

Sleep Below Deck
 You curl up in the hold while the ship creaks, and for once the sea lets you sleep.

Rest



PLAY

Starlit Bivouac
 You lie on the shore under the stars while the companions keep the fire between you and the dark.

Rest



PLAY

Caulking Pitch
 You work hot pitch into the seams and stop the sea from finding its way inside.

Snap 1 piece back on the ship.

Repair



PLAY

Spare Plank
 You fit a spare plank where the hull gave way and drive the nails home with steady hands.

Snap 1 piece back on the ship.

Repair



PLAY

Lash the Mast
 You lash the mast where the storm loosened it, and the rigging holds once more.

Snap 1 piece back on the ship.

Repair