







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 sail 2 spaces against the wind
Sail



Extra Oars

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

You may sail 2 spaces against the wind

Sail



Better Sails

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

If you have a sail, you may sail 3 places with the wind.

Sail



Strong Rowing

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

You may sail 2 spaces against the wind

Sail



Favorable Wind

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

Navigate

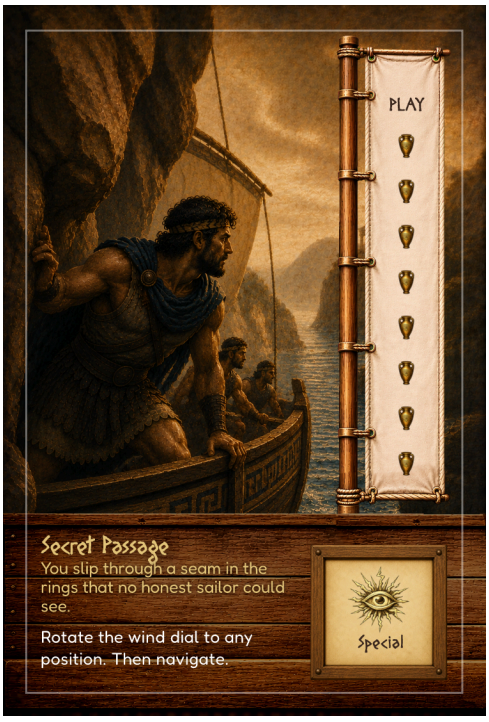


Aeolus' Breath

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



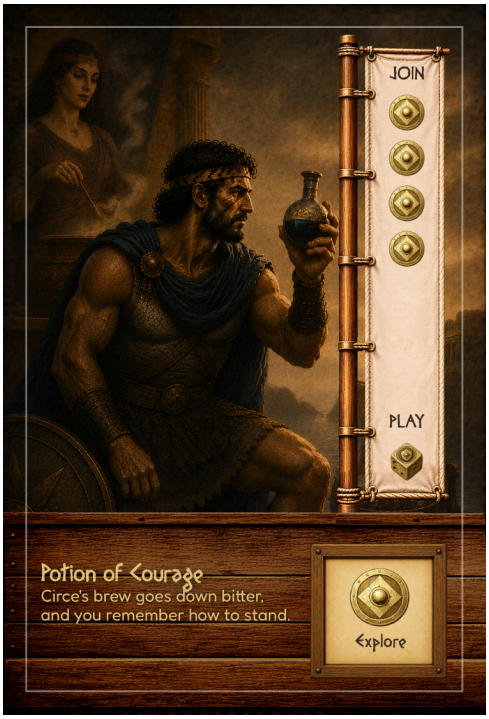
Secret Passage

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
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


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



Golden Fleece

Draw 2 adventure cards. Play another card.

Special



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



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



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



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.

Seek an Adventure card from the pile. 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.

Explore

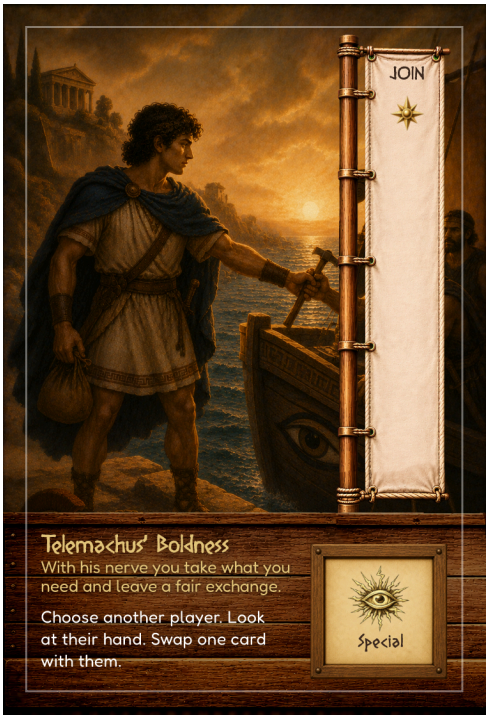


Great Bow

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

At Ithaca, Explore without a challenge.

Explore

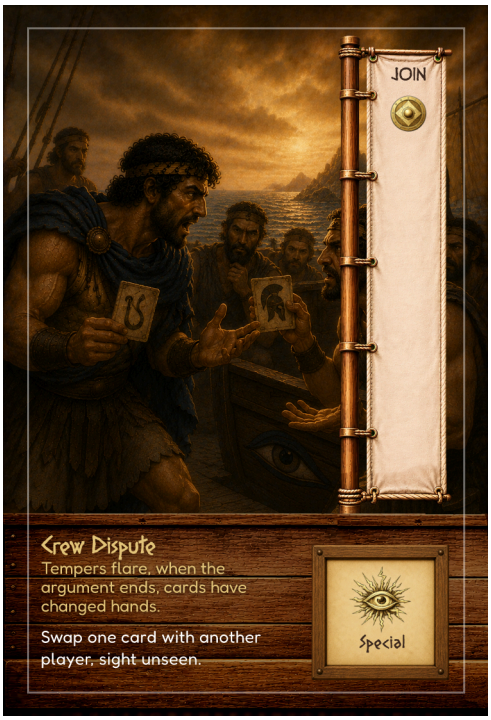


Telemachus' Boldness

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.

Special

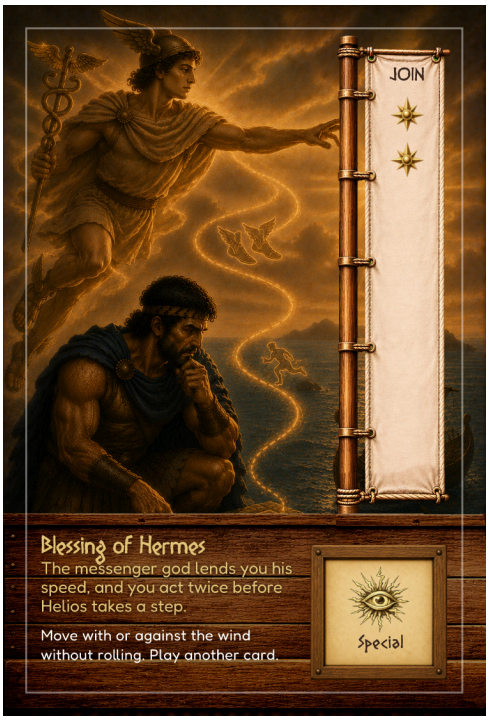


Crew Dispute

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

Swap one card with another player, sight unseen.

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 another card.

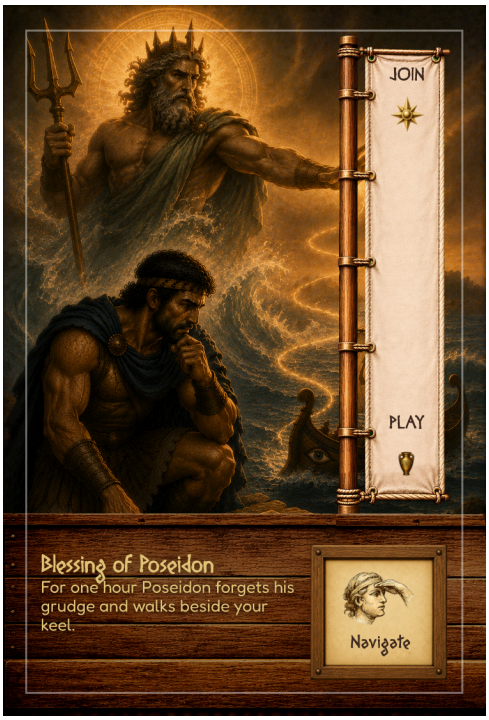
Special



Blessing of Ares

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

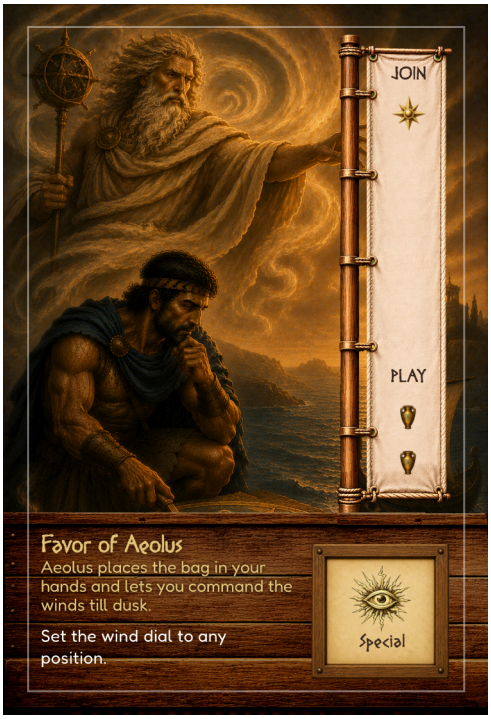
Explore



Blessing of Poseidon

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

Navigate

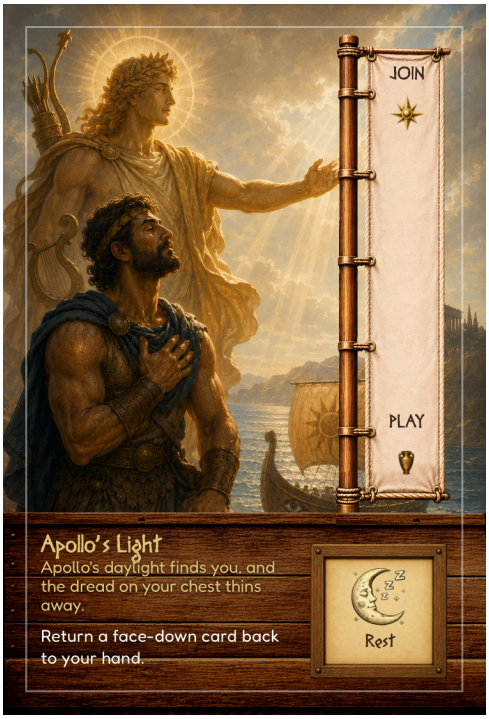


Favor of Aeolus

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

Set the wind dial to any position.

Special



Apollo's Light

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

Return a face-down card back to your hand.

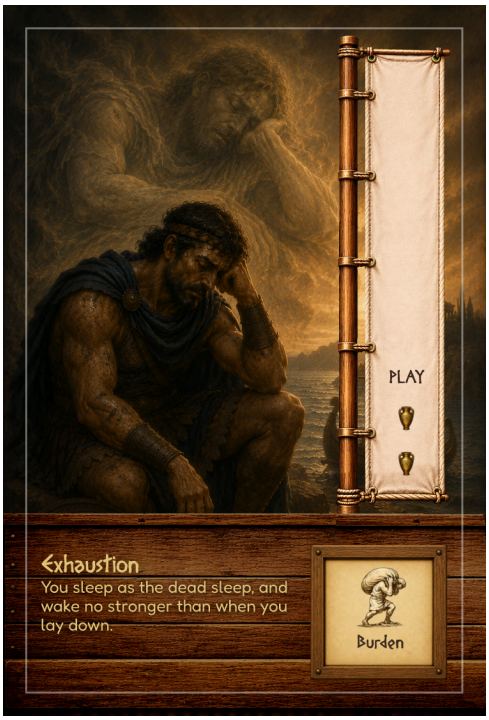
Rest



Fear

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

Burden



Exhaustion

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

Burden



Injury

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

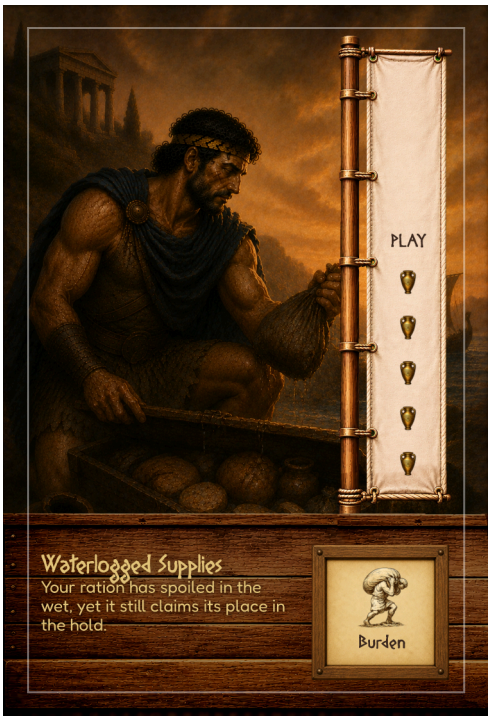
Burden



Broken Tool

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

Burden


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

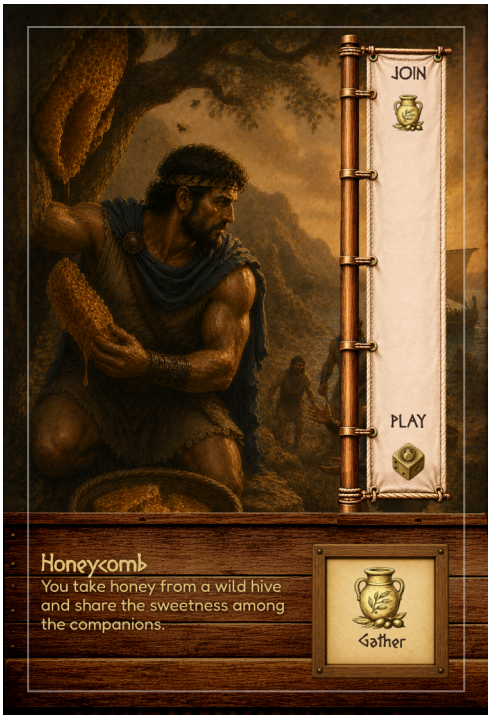

PLAY
Lotus Daze
The sweetness of the lotus makes Ithaca feel farther from you than any map could show.
Burden


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


JOIN
Night Passage
You keep the ship moving through the dark while the sailors trust your hand on the tiller.
Sail


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


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



Honeycomb

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

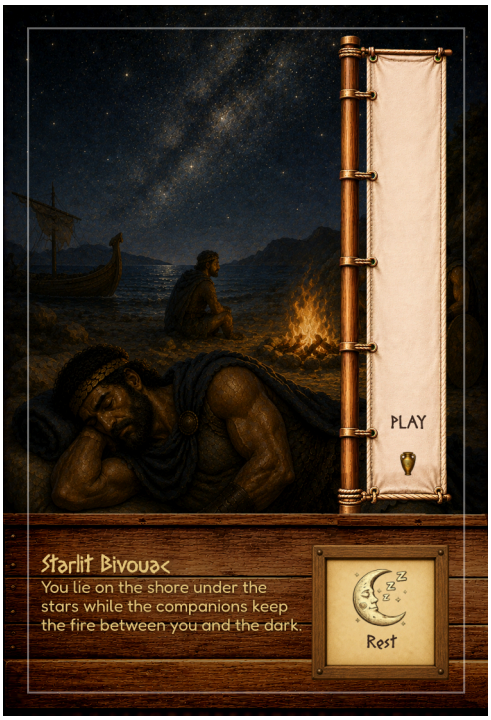
Gather



Sleep Below Deck

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

Rest



Starlit Bivouac

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

Rest



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



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



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