

*Table Description: A complete listing of unique treasures & their effects.*

Name ▾	Load State	Effect	Set
Abandoned Crew	UP	When placing treasure, you may place one or more of these crew rather than a treasure, on a one-for-one basis; you must still place the required value of gold. These crew may use their abilities on any ship. Follow all other treasure-placement and crew rules.	MI
Abandoned Crew	UP	When placing treasure, you may place one or more of these crew rather than a treasure, on a one-for-one basis; you must still place the required value of gold. These crew may use their abilities on any ship. Follow all other treasure-placement and crew rules.	CC
Albatross	UP	This ship gets -1 to the result of every die roll you make for her. At the beginning of each of your turns, roll a d6. On a result of 6, the player to your right places Albatross on another of your ships. Albatross cannot be unloaded unless the ship it is on sinks.	SCS
Alter of the Loa	LEFT ON ISLAND	Do not load this treasure. Instead, place it face up on this island. While docked at this island you may eliminate two crew; if you do, on the next player's turn you may choose to give actions to his or her ships or choose that he or she gets no actions at all.	SS
Ammunition	UP	When revealed, this player chooses a piece of equipment with "shot" in the name from outside this game and assigns it to this ship; that equipment does not take up a cargo space.	F&S
Aztec Medallion	UP	Roll a d6. On a result of 1, all gold on this island is removed from the game. Then remove Aztec Medallion from the game.	PotC
Bad Maps	UP	When you place Bad Maps face up on this ship, as a free action the opponent to your left moves this ship and the island Bad Maps was on 2 ?? in any direction.	SCS
Bad Plans	UP	When this ship rolls for effect at a mysterious island, subtract 1 from the die roll result.	MI
Barbary Banner	UP	If loaded by a Barbary Corsair ship, Barbary Banner is worth 1 gold for every mast that ship eliminates while Barbary Banner is aboard. If loaded by another nation's ship, it is worth 5 gold when unloaded at your home island.	BC
Barrel o' Monkeys	UP	When this ship leaves a wild island, randomly choose one of her treasures and put it face down on that island. When this ship touches another ship, randomly choose one of this ship's treasures and put it face down on the other ship; eliminate the treasure instead if the other ship's cargo is full.	RotF
Blood Money	LEFT ON ISLAND	Instead of loading Blood Money, put it face up on the wild island. Then reveal all treasure on the the island. Each time a ship loads a non-unique treasure from the island, eliminate a crew on that ship that has a greater pint value than the value of that treasure. Eliminate Blood Money when there is no non-unique treasure on the island. Spanish ships are not affected by Blood Money.	RotF

Bloody Gold	LEFT ON ISLAND	Instead of loading Blood Money, put it face up on the wild island. Then reveal all treasure on the island. Each time a ship loads a non-unique treasure from the island, eliminate a crew on that ship that has a point value equal to or greater than the value of the treasure. Eliminate Blood Money when there is no non-unique treasure on the island.	RotF
Buried Treasure	UP	This ship may not be given an action the turn after loading Buried Treasure. After loading Buried Treasure, roll a d6; Buried Treasure is worth gold equal to the result.	CC
Cannibals	UP	Eliminate the crew on this ship with the lowest point cost. Then remove Cannibals from the game.	PotC
Castaway	UP	Place any one crew with point cost 3 or less on this ship, using standard cargo capacity rules. That crew assumes this ship's nationality. Remove Castaway from the game.	PotR
Chariot of the Gods	UP	Place this treasure on the nearest sea monster: It may now be assigned one crew, per the transfer rules.	DJC
Claw Cannon	UP	One of this ship's cannons becomes a claw cannon (you choose which). When you give this ship a shoot action, you can fire all your other cannons as normal or you can fire the Claw Cannon only. If the Claw Cannon hits, eliminate a mast as normal and then place the target ship next to this ship; you can immediately initiate a boarding party. Neither ship is rammed.	OE
Cotton's Parrot	UP	Once per turn, this ship can randomly take one treasure from any ship she touches.	PotC
Cross of Coronado	DOWN	You may load this treasure face down. If one of this ship's masts would be eliminated, you may reveal Cross of Coronado and remove it from the game instead.	PotR
Curse of Davey Jones	UP	Sea dragons, sea monsters, and titans get +1 to their cannon rolls against this ship. Curse of Davy Jones cannot be unloaded from this ship.	OE
Curse of the Black Spot	UP	Once at the beginning of each of your turns, roll a d6. On a result of 6, eliminate the crew on this ship with the highest point cost.	PotC
Cursed Conch	UP	Instead of giving this ship an action on your turn, you may give a sea monster an action, even if it is not part of your fleet.	DJC
Cursed Natives	LEFT ON ISLAND	When revealed, roll a d6. On a result of 1-3, eliminate the crew on this ship that that the lowest point value; on a 4-6, eliminate the crew that has the highest point value. Then this ship can load one more treasure (only). Then put cursed Natives face down on the island; this ship must leave the island on your next turn. Cursed ships and crew are not affected by Cursed Natives.	RotF
Davy Jone's Heart	UP	No enemy ability can affect this ship or her crew.	PotC
Davy Jones' Key	DOWN	Swap Davy Jones' Key with one face-down treasure on any other wild island.	PotC
Dead Man's Chest	UP	When Dead Man's Chest is unloaded at your home island, you can eliminate any number of crew in your fleet; each is worth 1 gold.	PotC
Dead Man's Chest	UP	This ship can shoot at submerged ships within S of her.	OE

Death's Doll	UP	At the beginning of each of your turns, choos an enemy crew and roll a d6. On a result of 5 or 6, turn that crew face down; it can't use its abilities on its next turn.	RotF
Deck Cannon	UP	Deck Cannon is a 2S cannon no associated with any mast that can be eliminated only when this ship sinks. When it shoots, you can measure range from any part of this ship.	F&S
Driftwood	DOWN	Load this treasure face down. You may reveal it any time a crew on this ship would be eliminated. Place that crew on the nearest wild island instead. Remove Driftwood from the game.	OE
Dry Powder	DOWN	Load this treasure face down. On any one of your turns, you may turn Dry Powder face up to give this ship an extra shoot action that turn. If you do, remove Dry Powder from the game.	CC
Elizabeth's Piece of Eight	UP	You may give an action to any Pirate ship instead of giving this ship an action.	PotC
Enemy of the State	UP	This ship gains the Mercenary keyword.	MI
English Royal Decree	UP	Each time this ship sinks a non-English ship, randomly choose one gold coin on a wild island and put it on your home island.	F&S
Explosives	DOWN	Load this treasure face down. You may reveal it when this ship rams or pins a ship. Roll a d6. On a result of 4–6, both ships sink. Remove Explosives from the game.	PotR
Eye of Insanity	UP	At the beginning of each of your turns, choose a target crew on this ship. Then choose a Cursed crew in play. The target can use the Cursed crew's ability that turn instead of its own. You may make a different choice each turn.	DJC
Fireworks	DOWN	Load this treasure face down. On any one of your turns, you may reveal Fireworks to give this ship +2 to her cannon rolls that turn. Then remove Fireworks from the game.	SCS
Forged Papers	UP	This ship gains the Explorer special ability.	SM
French Royal Decree	UP	Each time this ship sinks a non-French ship, randomly choose one gold coin on a wild island and put it on your home island.	F&S
Fronde of Fisaga	DOWN	Load this treasure face down. You can reveal it when this ship is given a move action. When this ship is given a move action, roll a d6. On a result of 5 or 6, this ship gets +L +L to its base move. On a result of 1 or 2, place this treasure face down on the nearest wild island.	SS
Fruit	UP	If this ship loads Scurvy, it has no effect; remove it from the game. Fruit takes up 2 cargo spaces and cannot be unloaded.	PotR
Gem of Hades	UP	This ship and all of her crew become a part of the Cursed faction.	MI
Ghostly Encounter	UP	Once after revealing, roll a d6 for each crew on the ship. On a result of 1, that crew is eliminated. Ghostly Encounter is worth gold equal to the crew remaining on the ship after all dice are rolled.	CC
Ghostly Encounter	UP	Once after revealing, roll a d6 for each crew on the ship. On a result of 1, that crew is eliminated. Ghostly Encounter is worth gold equal to the crew remaining on the ship after all dice are rolled.	SM
Grease Barrels	DOWN	Load this treasure face down. On any one of your turns, you may turn Grease Barrels face up to give this ship +L to her base move that turn. If you do, remove Grease Barrels from the game.	CC

Gun	UP	This ship gets +1 to her boarding rolls for every crew assigned to her.	PotC
Holy Water	UP	No enemy ability can affect this ship or her crew.	DJC
Homemade Flag	UP	All cannon ranges are reduced to S, when attacking this ship	SM
Homing Beacon	DOWN	Load this treasure face down. You may reveal it when you give this ship a move action and can draw a straight line (that does not cross a game piece, terrain, or other islands) from this ship's bow to your home island. Immediately dock this ship at your home island. Remove Homing Beacon from the game.	OE
Jack's Compass	DOWN	Load this treasure face down. You can reveal it when you give this ship a move action and can draw a straight line (that does not cross a game piece, terrain, or other island) from this ship's bow to your home island. Dock this ship at your home island.	PotC
Jack's Piece of Eight	UP	When a face-up crew on this ship would be eliminated, turn it face down instead.	PotC
Jade	UP	Jade takes up one cargo space, and you may choose not to unload it. Whenever this ship docks at your home island, double the gold value of the treasure with the lowest gold value on this ship.	SCS
Jail!	UP	Put this ship's crew on your home island. Then remove Jail from the game.	PotC
Jailhouse Dog	DOWN	You can load this treasure face down. Reveal Jailhouse Dog to remove a unique treasure from the game. Then remove Jailhouse Dog from the game.	PotC
Kharmic Idol	UP	When revealed, remove all face-up unique treasure from the game. If such a unique treasure changed the value of a treasure coin, that coin regains its printed value.	SCS
Knights of Malta Banner	UP	If loaded by a Barbary Corsair ship, Knights of Malta Banner is worth 5 gold when unloaded at your home island. If loaded by another nation's ship, it is worth 1 gold for every mast that ship eliminates while Knights of Malta Banner is aboard.	BC
Kraken Gong	UP	Load the treasure on your ship to use it. At the beginning of each of your turns, roll a d6. On a result of 1, eliminate a kraken. On a result of 2-5, ignore any damage dealt by a kraken to a friendly ship this turn. Finally, on a result of 6, choose any kraken and place it within S of an enemy ship.	PotC
Letter of Marque	UP	Your ship may dock at an enemy home island and be given repair actions (only) while there. Forts cannot fire on this ship unless this ship fires on them first.	CC
Letter of Marque	UP	Your ship may dock at an enemy home island and be given repair actions (only) while there.	PotC
Livestock	DOWN	Load this treasure face down. You may reveal it after this ship is rammed by a sea monster, but before any boarding roll is made. When revealed, move the boarding sea monster to the nearest island. Remove Livestock from the game.	DJC
Lost	UP	Roll a d6. Place a number of terrain pieces from outside the game on the play area equal to the die roll result. All terrain must be placed at least S from any other terrain or island. Terrain may be placed under ships, sea monsters and titans.	OE

Luddite's Revenge	UP	The rank of each of this ship's cannons is increased by 1. Remove Luddite's Revenge from the game when this ship succeeds at a shoot action.	MI
Manawa No Kowhatu (Heart of Stone)	UP	Choose a crew on this ship; if this treasure or that crew is removed from this ship for any reason, eliminate this remaining treasure or that remaining crew. This ship gains the Eternal and Fear keywords. If there is no crew on this ship when this treasure is loaded, this treasure is ignored.	SS
Maps of Alexandria	UP	When revealed, turn all treasure on all wild islands face up for the remainder of the game. Remove Maps of Alexandria from the game.	BC
Maps of Hades	UP	Once per turn, before this ship is given an action, roll a d6. On a result of 5 or 6, the opponent to your right may give this ship a move action. If he or she does, this ship may not be given another action that turn.	DJC
Marines	UP	Eliminate one crew or mast from this ship. Then remove Marines from the game.	PotC
Marksman's Map	UP	Once per turn, this ship may look at one face-down cargo on any island.	SM
Martyr's Amulet	UP	All cannon rolls made by Cursed ships against this ship are reduced by 1.	DJC
Message in a Bottle	UP	Immediately dock this ship at the wild island with the fewest treasure coins on it. If there is a tie, your opponent chooses which tied island this ship docks at.	OE
Metal Hull	UP	This ship's base move becomes S and enemy ships must roll a 6 to hit her. If this ship is hit, remove Metal Hull from the game.	MI
Mines	DOWN	Load this treasure face down. Reveal it when target enemy ship moves within S of this ship. Choose and eliminate one mast from the target at the end of her move. Remove Mines from the game.	MI
Mirror of Archimedes	UP	Once per turn when this ship is given a shoot action, instead of shooting you can choose one opposing ship that is more than S but less than L away from one of this ship's masts. Then roll a d6. On a result of 5 or 6, replace up to two of the target's masts with fire masts; on a result of 1, remove Mirror of Archimedes from the game.	F&S
Missionary	UP	Remove all crew on this ship from the game and then remove Missionary from the game.	PotR
Monkey's Paw	UP	Once per turn when an enemy ship is given a shoot action to shoot at this ship, her controller chooses one of her cannons within range: That cannon automatically hits.	DJC
Natives	LEFT ON ISLAND	The ship that reveals Natives may not be given actions for a number of rounds equal to number of crew on her when Natives is revealed. Leave Natives face down on its island.	PotR
Necklace of the Sky	DOWN	Load this treasure face down. Give this ship a move action, but do not move her. Instead, reveal this treasure and dock this ship at any wild island. Then unload this treasure at that island; for the rest of the game, no ship in your fleet can load this treasure.	SS
Nemo's Charts	UP	When this ship rolls for effect at a mysterious island, add 2 to the die roll result.	MI
Nemo's Plans	UP	This treasure can't be removed from this ship unless she sinks. Any other unique treasure aboard this ship that would be removed from the game after it is used remains aboard; it can be reused or continues to function.	MI

Neptune's Figurehead	UP	If this ship sinks, dock it fully repaired at its home island, then remove Neptune's Figurehead from the game.	CC
Neptune's Trident	UP	Give this ship a shoot action. A wave S wide and 3 L long leaves the ship in one direction. Up to 2 masts or cannons of every ship and fort in the path of the wave are eliminated. Eliminate one of this ship's masts for every affected ship and fort. Remove Neptune's Trident from the game.	PotR
Odin's Revenge	UP	When revealed, eliminate one mast from every ship in play. Then remove Odin's Revenge from the game.	FN
Pandora's Box	UP	When revealed, each player must choose and put a unique treasure from outside the game aboard this ship.	SCS
Pension	DOWN	Load this treasure face down. Reveal it when unloaded at your home island: You may choose to eliminate crew from this ship. For each crew you eliminate, you gain 1 gold. Then remove Pension from the game.	SCS
Periscope	DOWN	Load this treasure face down. Reveal it when this ship is given a move or shoot action; any one target enemy ship cannot use any crew or ship abilities this turn. Remove Periscope from the game.	MI
Pirata Codex	UP	When revealed, remove all face-up unique treasure from the game. If such a unique treasure changed the value of a treasure coin, that coin regains its printed value.	PotC
Pirate globe	UP	When revealed, turn all treasure on all wild islands face up for the remainder of the game. Then remove Pirate Globe from the game.	PotC
Plague	UP	All crew on this ship are removed. When this ship touches any other ship, pass this treasure to that ship and the crew on that ship are now removed. While in possession of the scurvy treasure this ship cannot dock.	SM
Plunder	UP	This ship can't be given an action the turn after loading Plunder. After loading Plunder, roll a d6; Plunder is worth gold equal to the result.	PotC
Poseidon's Breath	DOWN	Load this treasure face down. When this ship is given a move action, you may reveal Poseidon's Breath: This ship may move her base move as many times as she has masts; no other special abilities may affect her movement. When the movement action ends, eliminate one of this ship's masts, and then remove Poseidon's Breath from the game.	BC
Potions and Brews	DOWN	You can load this treasure face down. You can reveal it to force an opponent to re-roll a die or dice roll. Then remove Potions and Brews from the game.	PotC
Power Cannons	UP	The range of each of this ship's cannons becomes 2 L. Remove Power Cannons from the game when this ship succeeds at a shoot action.	MI
Protection from Davey Jones	UP	This ship can move through whirlpools without losing crew, masts, or treasure.	OE
Rats	UP	Each non-unique treasure on this ship is worth 1 fewer gold when unloaded. Rats cannot be unloaded.	BC
Relics	UP	If one of this ship's masts or crew would be eliminated by a ship, you may give Relics to the attacker instead, ending that ship's turn.	BC
Resurrection Codex	DOWN	If this ship sinks, dock it fully repaired at its home island, then remove Resurrection Codex from the game.	CC
Rotting Hull	UP	This ship gets -1 to her cargo capacity. If this causes the ship to exceed her current cargo, you must transfer the excess to the wild island where Rotting Hull was loaded. This ship cannot unload Rotting Hull, but you	SCS

		may give her a repair action to eliminate Rotting Hull instead of repairing a mast.	
Rum	UP	Do not give this ship an action the turn after loading rum. Rum is worth gold equal to 6 minus the number of crew aboard this ship when rum was loaded.	SM
Rum	UP	Do not give this ship an action the turn after loading rum. Rum is worth gold equal to 6 minus the number of crew aboard this ship when rum was loaded.	PotC
Runes of Death	UP	This treasure takes up one cargo space. At the beginning of each turn, eliminate one crew from this ship. If there are no crew, eliminate a mast instead. Once all the ship's crew and masts have been eliminated, eliminate Runes of Death. Runes of Death cannot be unloaded, but it can be transferred to another ship this ship touches.	FN
Runes of Defense	DOWN	Load this treasure face down. You may choose to reveal it when one of this ship's masts is eliminated. When revealed, repair the mast and then move this ship ?? in any direction. Then remove Runes of Defense from the game.	FN
Runes of Destruction	DOWN	Load this treasure face down. When revealed, eliminate an iceberg, and then remove Runes of Destruction from the game.	FN
Runes of Loki	DOWN	Load this treasure face down. You may choose to reveal it after a d6 has been rolled. Change the result of the die roll to 1. Then remove Runes of Loki from the game.	FN
Runes of Magic	DOWN	Load this treasure face down. When revealed, move any iceberg L in any direction. Then remove Runes of Magic from the game.	FN
Runes of Odin	DOWN	Load this treasure face down. When revealed, place an iceberg from outside the game anywhere in the play area not within L of an island. If the iceberg touches any ship, remove the ship (and any crew and treasure aboard her) from the game. Then remove Runes of Odin from the game.	FN
Runes of Power	DOWN	Load this treasure face down. You may reveal it at the start of your turn. When revealed, none of this ship's abilities or crew abilities can be used this turn. This ship can be given two shoot actions this turn. The targets of the shoot actions cannot use their abilities or crew abilities this turn. Then remove Runes of Power from the game.	FN
Runes of Speed	DOWN	Load this treasure face down. You may reveal it at the start of your turn. When revealed, none of this ship's abilities or crew abilities can be used this turn. This ship can be given two move actions this turn. Then remove Runes of Speed from the game.	FN
Runes of Thor	DOWN	Load this treasure face down. You may choose to reveal it after a d6 has been rolled. Change the result of the die roll to 6. Then remove Runes of Thor from the game.	FN
Runes of Wealth	UP	This treasure takes up one cargo space. When this ship has reached her cargo capacity, roll a d6. Replace the value of each non-unique treasure on this ship with the result. Then remove Runes of Wealth from the game.	FN
Runes of the Serpent	UP	This treasure takes up one cargo space. This ship can dock at any iceberg. On her next turn, you may place her docked at any other iceberg; she can still be given a move action that turn. Then remove Runes of the Serpent from the game.	FN

Savage Natives	LEFT ON ISLAND	When revealed, roll a d6. On a result of 1-3, eliminate the crew on this ship that has the lowest point value; on a 4-6, eliminate the crew that has the highest point value. Then this ship can load one more treasure (only). Then put Cursed Natives face down on the island; this ship must leave the island on your next turn.	RotF
Screw Engine	DOWN	Load this treasure face down. When this ship is given a move action, you may reveal Screw Engine; this ship can move twice. Remove Screw Engine from the game.	MI
Scurvy	UP	Roll a d6 at the beginning of each of your turns. On results of 4-6, eliminate a crew on this ship. Remove Scurvy from the game when this ship docks at her home island.	CC
Sextant	UP	This ship ignores terrain when given move actions (islands are not terrain).	PotR
Shipping Charts	UP	Once per turn, this ship may look at one face-down cargo on any ship.	SM
Smuggled Goods	UP	When this ship unloads gold at your home island, double the gold value of the treasure with the lowest gold value on this ship. Then remove Smuggled Goods from the game.	PotC
Spices	UP	Double the value of one non-unique treasure on this ship when unloaded at your home island or fort, and then remove Spices from the game.	BC
Spyglass	UP	Once per turn, this ship can look at one face-down cargo on any ship.	PotC
Sunken Treasure	UP	When revealed, roll two d6. The total is how much gold Sunken Treasure is worth. At the beginning of each of your turns, reduce that value by 1, until Sunken Treasure is either reduced to 0 gold or is unloaded at your home island. Sunken Treasure takes up two cargo spaces.	DJC
Sword	UP	This ship gets +1 to her boarding rolls.	PotC
Targeting Scope	DOWN	Load this treasure face down. When this ship is given a shoot action, you may reveal Targeting Scope; one of this ship's cannons automatically hits an enemy ship within range. Remove Targeting Scope from the game.	MI
The Cursed	UP	This ship gains the Fear keyword, except that it also affects your ships.	SCS
The Red Skull	UP	This ship and any crew aboard her belong to the Cursed nation instead of to their nation.	DJC
Trade Route	DOWN	Load this treasure face down. When revealed, trade one random treasure from your home island with a random treasure from an enemy home island. Both home islands must have treasure in order for Trade Route to be used. Then remove Trade Route from the game.	SCS
Trees	DOWN	Trees may remain face-down on its island if the ship that explores that island has all of its masts. When Trees is revealed, fully repair this ship, and then remove Trees from the game.	CC
Triton's Defense	DOWN	Load this treasure face down. You may reveal it when this ship is attacked by a sea dragon, sea monster, or titan. The attacker's player must eliminate a segment from the attacker and move it S away from this ship. Remove Triton's Defense from the game.	OE
Turtles	UP	When revealed, put this treasure and up to nine other Turtles from outside the game within S of the wild island. At the beginning of each of your turns, the Turtles move S toward your home island, avoiding all islands and terrain. Eliminate a Turtle if it is touched by any ship or sea monster. Each Turtle that touches your home island is worth 1 gold.	F&S

Volcano	UP	When revealed, eliminate one random treasure from the island and one random crew from every ship docked at the island. Then remove Volcano from the game.	SCS
Voodoo Doll	UP	At the beginning of each of your turns, choose a non-Cursed enemy crew and roll a d6. On a result of 5 or 6, turn that crew face down; it can't use its abilities on its next turn.	RotF
Weapons	UP	This ship gets +1 to her boarding rolls for every crew on her.	PotR
Wet Gunpowder	UP	This ship cannot be given shoot actions. Wet Gunpowder cannot be unloaded from this ship, but you may give this ship a repair action to eliminate Wet Gunpowder instead of repairing a mast.	BC
Whirlpool	UP	Immediately move this ship into the nearest whirlpool, and then follow the whirlpool rules for ship placement and damage.	OE
Wine	UP	This ship may dock at an opponent's home island or fort; while there, you may exchange Wine for one treasure there of your choosing. This ship cannot shoot or be shot at if it is within S of an opponent's home island or fort.	BC
Witch's Brew	UP	Once per turn instead of giving this ship an action, you may place a fog cloud within L of her.	DJC
Wolves	LEFT ON ISLAND	No treasure may be loaded from this wild island until Wolves is eliminated. Wolves is eliminated if successfully hit once by either a Musketeer or a crew with the Marine keyword.	BC