

PEOPLE YOU MAY MEET ON THE PIRATE STREAM



WHO IS YOUR FAVORITE?

READ THE MAP TO EVERYWHERE SERIES AND GET TO KNOW THEM ALL!



FIN

For Fin, thieving is easy. After all, no one can remember him for more than a few moments. You might forget him right in the middle of a...

Who? Oh, right. Being forgettable makes thieving easy. But it sure makes being a 12-year old boy with no friends or family hard. Fin knows his real mother is out there somewhere, thinking of him. If only he could steal a clue about where....



MARRILL

Marrill didn't move to Arizona by choice. She's used to following her parents from adventure to adventure, jumping off of waterfalls in the rain forest or chasing reindeer across the Arctic Circle. But

now that her mother's sick, the adventures are over; she has to learn to be normal, for her mom's sake. Or at least she would if she hadn't gotten stuck on a mysterious ship that sailed out of nowhere and into an empty parking lot. Now she has to get home, and with any luck, bring some of the magic she's found back with her.



THE GREAT WIZARD ARDENT

Perhaps you have already heard of him? Or so he hopes.... While magic is everywhere, true wizards are a rare and powerful thing on the Pirate Stream, and Ardent is one of the greatest.

Recently he's learned that one of his closest friends from years ago may be in trouble and he's taken off aboard the good ship *Enterprising Kraken* in search of her. While Ardent is perhaps the most knowledgeable wizard on the Stream, be wary of asking him too many questions unless you have plenty of spare time—Ardent's never explained anything in less than a day and a half.



COLL

The mysterious captain of the *Enterprising Kraken* feels the pull of the tide like it's on the back of his hand, and who knows, maybe it is. He's not telling. The opposite of his travelling companion Ardent, Coll isn't much on words, but he knows how to shout a ship's crew into shape, even if they are all mutant mice and living ropes. Though he can't be more than 16, sometimes if you catch him staring off toward distant horizons you'd swear he was much, much older. So that's weird.



THE ORACLE

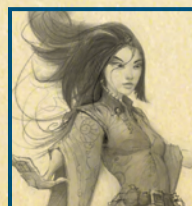
If you get a letter marked with a dark splash, be afraid. If you feel sad and you don't know why, fight it. And if you see a pale figure, dressed in dark robes and babbling about the end of the Pirate Stream, run. Because once you're close enough to see the black tears running down his face, fighting is pointless. You're part of his prophecy now. And nothing can stop it.



REMY

No one said looking after Marrill Aesterwest would be easy, especially with all her talk of a mythical stream of water that connects worlds and an imaginary friend that no one remembers.

No kid gets lost on Remy's watch—not even after her car gets sucked into the Pirate Stream, or when she ends up in a city that literally sucks in objects from other worlds. She can sometimes hover like a prison guard, but she means well. This spunky babysitter is the best in the biz, or so she claims.



ANNALESSA

Vanishing to the City of Thirst without a trace was never in the plan for Annalessa, but sometimes things happen. Unaware that days have become months and months have become years, nothing can dampen this wizard's spirit. Her search for Serth continues and she welcomes the adventure.

