



### Right of Travel Event

Target a crew unit on a Land hex. That unit has its movement factor increased by 2 points for the remainder of the round.

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### Celeste's Gift Event

Draw two cards.  
*"Drink of my essence, partake of my spirit, behold thy inner light."*

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### Dead Monkey Event

Target a player. That player draws one less card next turn.  
*"They killed George!"*

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### Accursed Leeches Event

Target a player. That player draws one less card next turn.

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### Thick Foliage Event

Target a crew unit on a Land hex. That unit has its movement factor reduced by 1/2 rounded up for the remainder of the round.

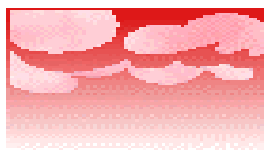
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### Dark Night Event

Target a crew unit on a Land hex. That unit has its movement factor reduced by 1/2 rounded up for the remainder of the round.

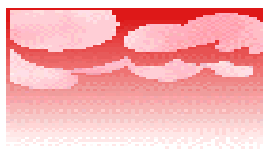
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### Sailor Take Warning Event

Target a ship. That ship has its movement factor reduced by 1/2 rounded up for the remainder of the round.  
*Red skies in the morning...*

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Target a ship. That ship has its movement factor reduced by 1/2 rounded up for the remainder of the round.  
*Red skies in the morning...*

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### Monkey Overboard Event

Target a ship. That ship has its movement factor reduced by 1/2 rounded up for the remainder of the round.

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Target a ship. That ship has its movement factor reduced by 1/2 rounded up for the remainder of the round.

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