



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.

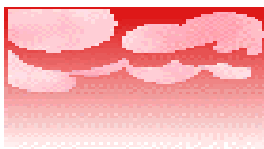
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Dark Night Event

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.

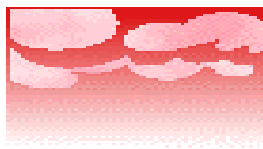
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Sailor Take Warning Event

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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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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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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