



Moonlit Night 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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With the Wind Event



Target a ship. That ship has its movement factor increased by x2 for the remainder of the round.

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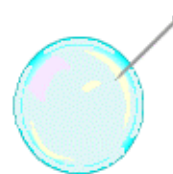


With the Wind Event



Target a ship. That ship has its movement factor increased by x2 for the remainder of the round.

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The Bubble Pops Event



Target an adventure on the map. Move that adventure to any other hex of the same type.

*"It was here, I swear! I
SWEAR!"*

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A Little Too Much To Drink Event



Target a crew unit on a Land hex. Move that unit 1 hex. D6: 1; Move N, 2; NE, 3; SE, 4; S, 5; SW, 6; NW.

*"...and to keep up the morale,
let's bring me keg!"*
- Chronicle of Naval Blunders

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Eyes in the Dark Event



Shuffle the deck of unexplored Adventure cards

"Uhh, George? Is that you?"

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Crystal Shard Event



Look at the top three cards of the event deck. Reorder and replace them on the top of the event deck as desired.

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The Sands of Time Event



Shuffle all the cards in your hand into the unplayed Event card deck. Redraw the same amount of cards you shuffled in.

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Thievin' Monkey Event



If an explored adventure was just revealed to be the Treasure. Reshuffle the Treasure card back in to the unexplored Adventure deck and redraw.

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