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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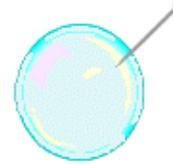
The Bubble Pops
Event

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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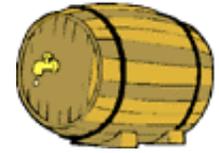
A Little Too Much To Drink
Event

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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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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