



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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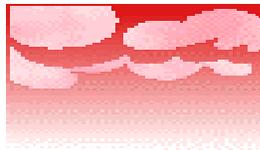


Dark Night
Event



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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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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