

Gust



Event

All players move back 1 space.

Gust



Event

All players move back 1 space.

Gust



Event

All players move back 1 space.

Whirlwind



Event

All players move back 2 spaces.

Whirlwind



Event

All players move back 2 spaces.

Typhoon



Event

All players move back 3 spaces.

Typhoon



Event

All players move back 3 spaces.

Hurricane



Event

All players move back 4 spaces.

Hermes' Boots



Ability

Use when you land on an event space: You may ignore its instructions.

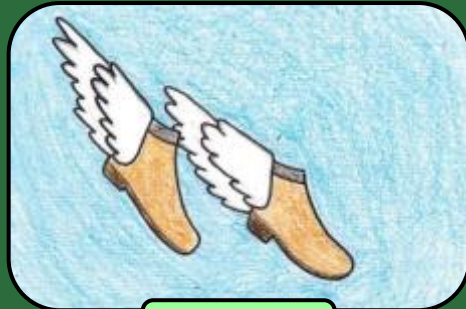
Hermes' Boots



Ability

Use when you land on an event space: You may ignore its instructions.

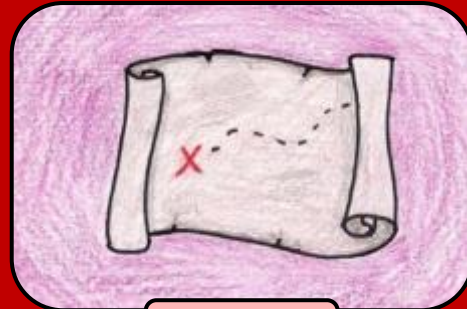
Hermes' Boots



Ability

Use when you land on an event space: You may ignore its instructions.

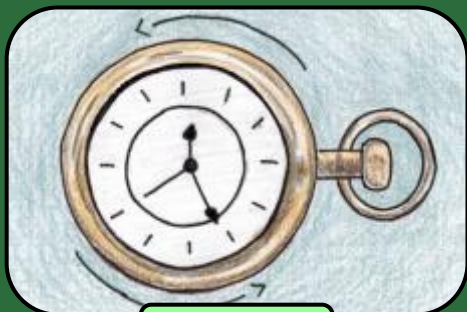
Dorothy's Map



Event

All players move forward until they land on an Event Space, Treasure Space, or Starting Space.

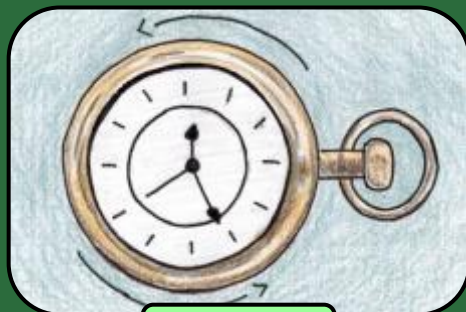
Time Wizard



Ability

Pick one Event Card from the discard pile. Follow its instructions.

Time Wizard



Ability

Pick one Event Card from the discard pile. Follow its instructions.

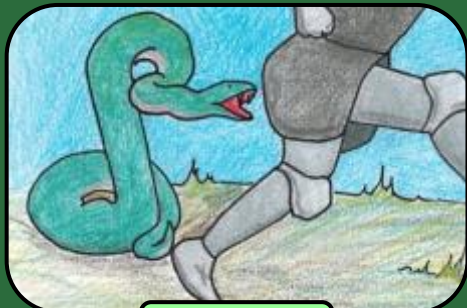
Snake Bite



Ability

Move any player forward 1 space.

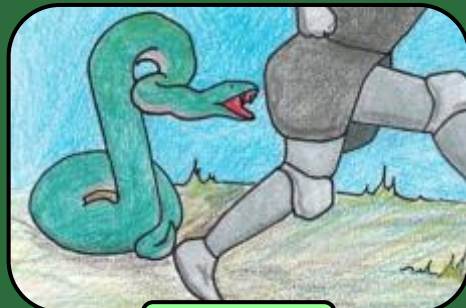
Snake Bite



Ability

Move any player forward 1 space.

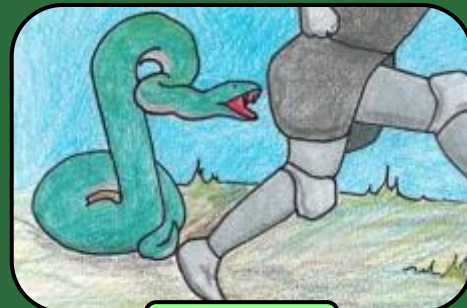
Cobra Bite



Ability

Move any player forward 2 spaces.

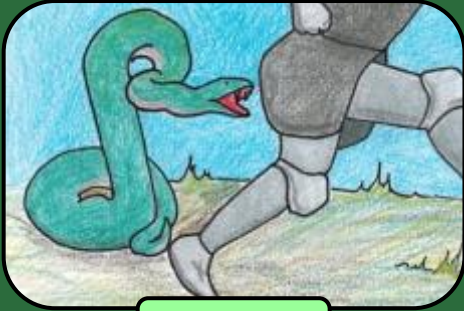
Cobra Bite



Ability

Move any player forward 2 spaces.

Nagini Bite



Ability

Move any player forward 3 spaces.

Nagini Bite



Ability

Move any player forward 3 spaces.

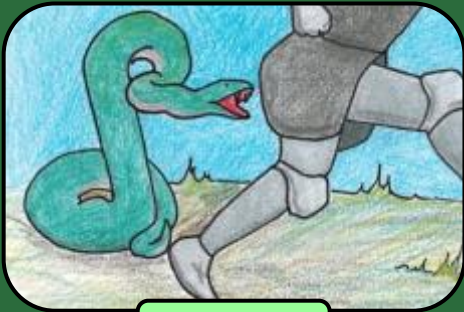
Basilisk Bite



Ability

Move any player forward 4 spaces.

Basilisk Bite



Ability

Move any player forward 4 spaces.

Medusa's Head



Ability

Choose a player to skip their next turn.

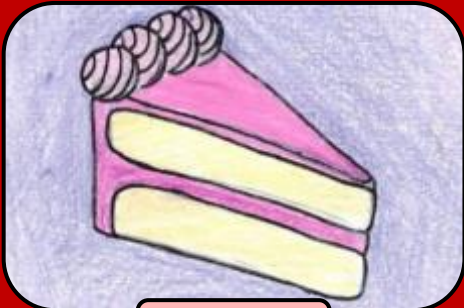
Medusa's Head



Ability

Choose a player to skip their next turn.

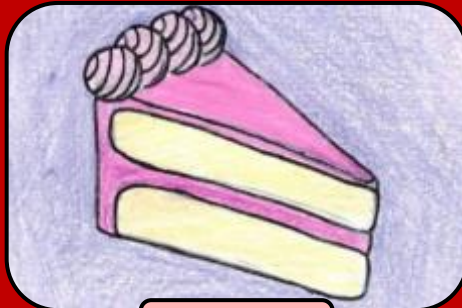
Deceiver's Cake



Event

All players discard 1 card.

Deceiver's Cake



Event

All players discard 1 card.

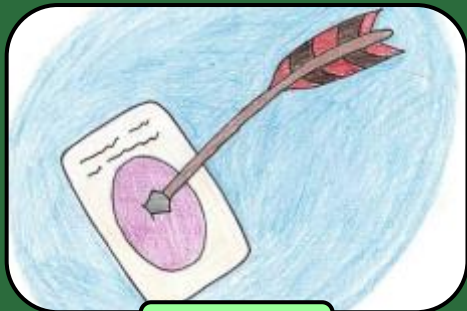
Devastation



Ability

Choose one player who has a Treasure. They lose their Treasure.
Remove this card after playing.

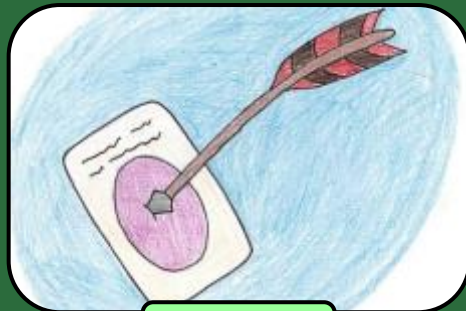
Bow & Arrow



Ability

Choose one player. They discard 1 card at random.

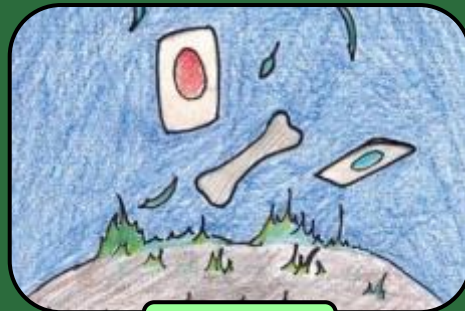
Bow & Arrow



Ability

Choose one player. They discard 1 card at random.

Grave Robber



Ability

Add 1 Ability Card from the discard pile to your hand.

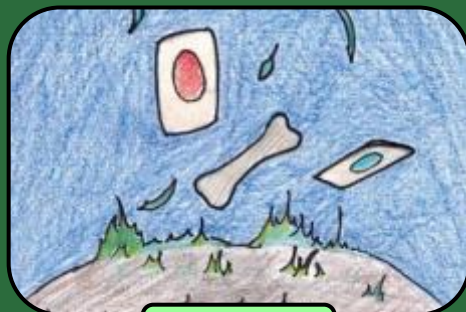
Grave Robber



Ability

Add 1 Ability Card from the discard pile to your hand.

Necromancy



Ability

Add 2 Ability Cards from the discard pile to your hand.

Jug of Gluttony



Ability

Draw 1 card.

Jug of Gluttony



Ability

Draw 1 card.

Jug of Gluttony



Ability

Draw 1 card.

Urn of Avarice



Ability

Draw 2 cards.

Urn of Avarice



Ability

Draw 2 cards.

Invisibility Ring



Ability

Look at a player's hand. Take 1 card of your choosing.

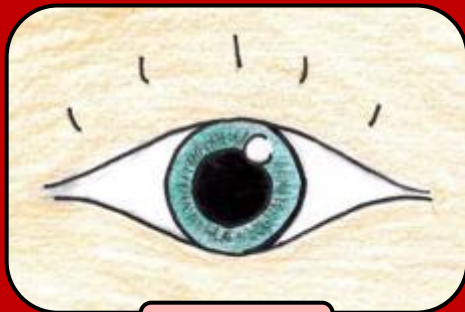
Invisibility Ring



Ability

Look at a player's hand. Take 1 card of your choosing.

Eye of Truth



Event

All players reveal their hands to each other.

Chronobreak



Event

Follow the instructions of the Event Card closest to the top of the discard pile.

Chronobreak



Event

Follow the instructions of the Event Card closest to the top of the discard pile.

Déjà Vu



Ability

Use after a player rolls a die (you or another): Ignore the roll and that player rolls again.

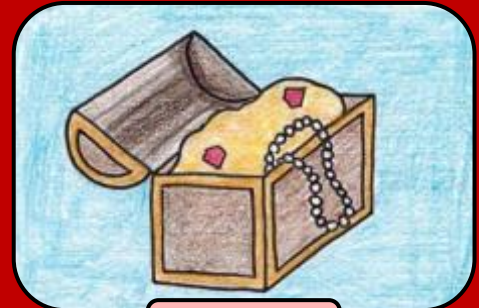
Déjà Vu



Ability

Use after a player rolls a die (you or another): Ignore the roll and that player rolls again.

Treasure Trove



Event

If at least two players have a Treasure, all players get a Treasure. Remove this card after drawing.

Shield & Sword



Ability

Use when another player lands on you: Move that player back and you don't lose a Treasure.

Shield & Sword



Ability

Use when another player lands on you: Move that player back and you don't lose a Treasure.

Shield & Sword



Ability

Use when another player lands on you: Move that player back and you don't lose a Treasure.

Skull Dice



Event

Each player rolls a die. If they roll a 3 or less, they skip their next turn.

Skull Dice



Event

Each player rolls a die. If they roll a 3 or less, they skip their next turn.

Skull Dice



Event

Each player rolls a die. If they roll a 3 or less, they skip their next turn.

Counter-Spell



Ability

Use when another player uses an Ability Card: Negate the effects of that card.

Counter-Spell



Ability

Use when another player uses an Ability Card: Negate the effects of that card.

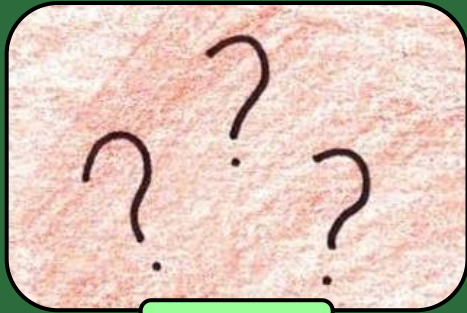
Counter-Spell



Ability

Use when another player uses an Ability Card: Negate the effects of that card.

Confusion



Ability

Choose a player. Their next roll moves them backward instead of forward.

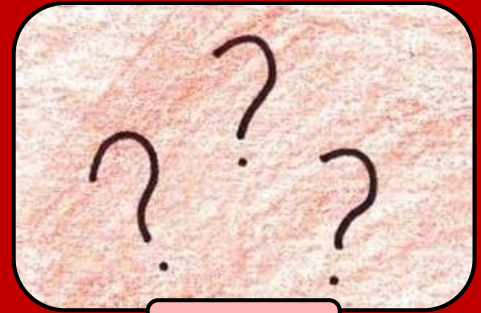
Confusion



Ability

Choose a player. Their next roll moves them backward instead of forward.

Mass Confusion



Event

All players move backward until they land on an Event Space, Treasure Space, or Starting Space.

Captain Jake Sparrow



Event

All players who have a Treasure lose their Treasure. *Remove this card after drawing.*

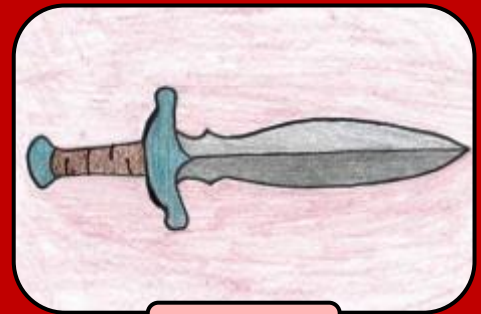
Card Destruction



Event

All players discard their entire hand.

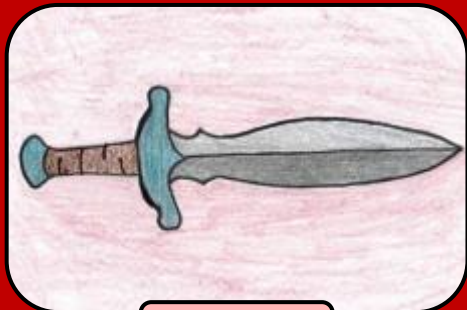
Sword of Anti-Magic



Event

Players may not use Ability cards until after their next turn.

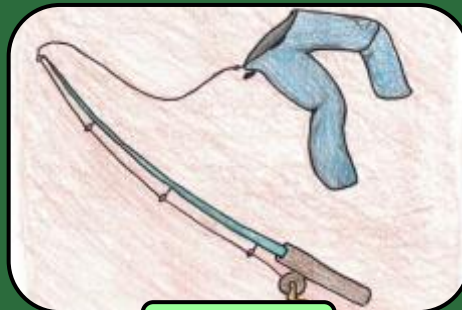
Sword of Anti-Magic



Event

Players may not use Ability cards until after their next turn.

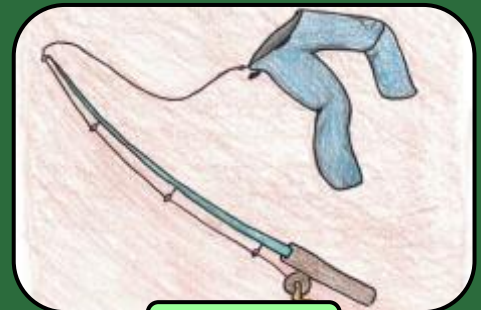
Gone Fishing



Ability

Move any player backward 1 space.

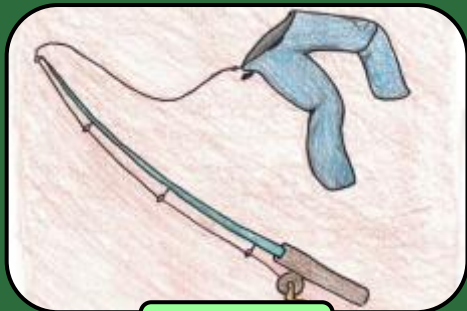
Gone Fishing



Ability

Move any player backward 1 space.

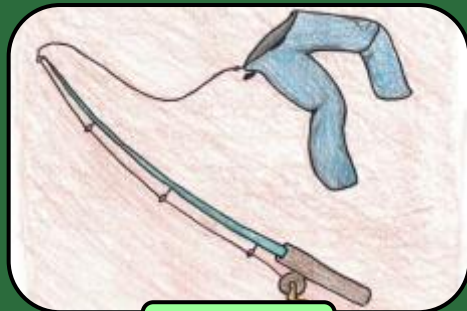
Dredge Line



Ability

Move any player backward 2 spaces.

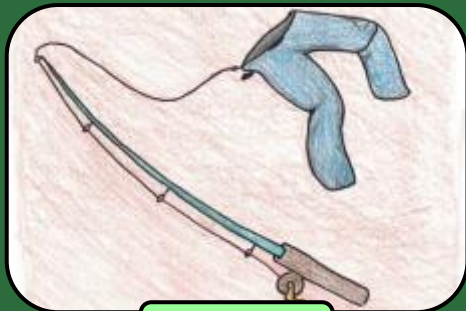
Dredge Line



Ability

Move any player backward 2 spaces.

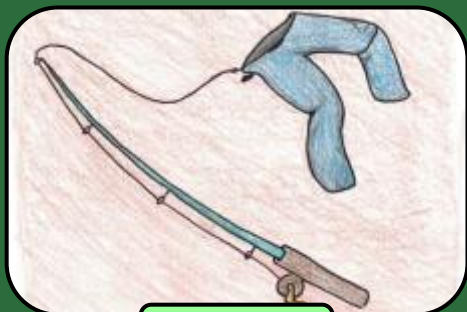
Hookshot



Ability

Move any player backward 3 spaces.

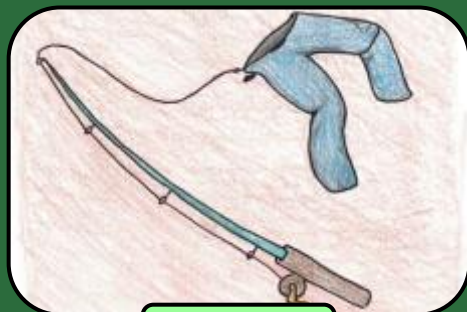
Hookshot



Ability

Move any player backward 3 spaces.

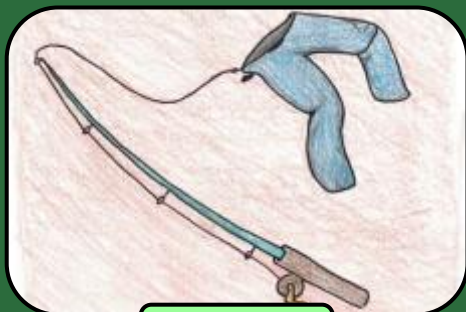
Death Sentence



Ability

Move any player backward 4 spaces.

Death Sentence



Ability

Move any player backward 4 spaces.

Hermít



Ability

Use when an Event Card is drawn:
You may ignore its instructions
(other players do not).

Hermít



Ability

Use when an Event Card is drawn:
You may ignore its instructions
(other players do not).

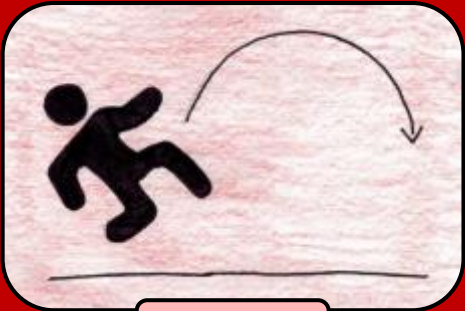
Hermít



Ability

Use when an Event Card is drawn:
You may ignore its instructions
(other players do not).

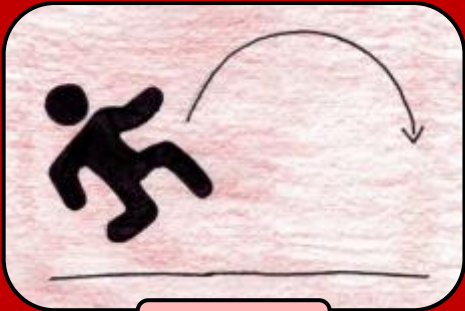
Jumpstart



Event

All players move forward 1 space.

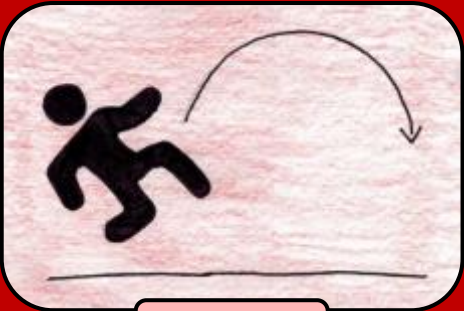
Jumpstart



Event

All players move forward 1 space.

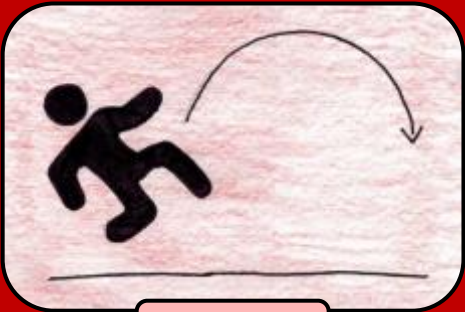
Jumpstart



Event

All players move forward 1 space.

Hop, Skip, Jump



Event

All players move forward 2 spaces.

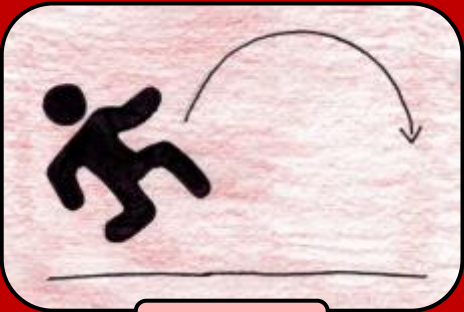
Hop, Skip, Jump



Event

All players move forward 2 spaces.

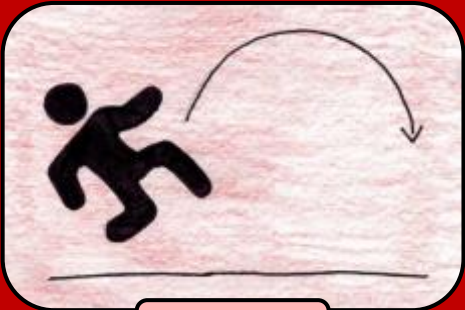
Extreme Speed



Event

All players move forward 3 spaces.

Extreme Speed



Event

All players move forward 3 spaces.

Teleportation



Event

All players move forward 4 spaces.

Name

Event

text text text text text text text text text
text text text text text text text text text
text text text text text text text text text
text text text text text text text text text