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| Name of Event Card | Effect | Fluff |
| Shortcut | The next time you move a character forwards they move an additional 5 spaces. | “We found a shortcut on the 5th day. ‘Bout time we caught a break.” |
| Detour | The next time your opponent moves a character forwards, they move 3 less spaces. | “As we traveled the old road, we saw the bridge was out. Stupid detour cost us 2 days.” |
| Sabotage | Choose a character. That character suffers 4 damage. | “Woke up to our camp on fire and our food stolen. Don’t know who did it, but I’ll find ‘em, don’t worry.” |
| Medkit | Choose a character. That character gains 3 hp. | “My trusty medkit has gotten me out of more scrapes than I can count.” |
| Lucky Break | Play this card after another card is played but before it is resolved, cancel that card. | “One minute the bridge was out, the next a tree fell and made a new bridge. Who am I to question my good luck?” |
| A Good Night’s Rest | Restore a character’s used active ability. | “Best sleep I’ve had in weeks.” |

Later Additions:

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| Name of Event Card | Effect | Quantity in Deck (deck size undecided) | Fluff |
| Ensicken | Cancel an activated character ability. |  | “We were lucky, the knight had a cold when he attacked us. Really slowed him down and gave us a fighting chance.” |
| Bodyguard | Protects a character from the next instance they suffer damage. This effect expires after 3 turns. |  | “I don’t know how I would have dealt with that wild boar if not for that bodyguard.” |