



CELESTIAL EVENT DECK

BLOOD MOON RISING



All Orc crews gain +2
boarding attack this turn;
Elven crews suffer -1

TIDE OF TWIN MOONS



Speed of all ships doubles
this turn; ramming attacks
deal +1 damage.

STARFALL NAVIGATION



All captains may
immediately adjust course
by up to 45° without
spending an order.

METEOR SHOWER



Roll a die for each ship; on a
6, it takes 1 hull damage from
falling debris.

SEA OF GLASS



The wind dies; no ship may
move more than half speed
until next turn unless
magically propelled.

LEVIATHAN'S SHADOW



A massive shape passes beneath the waves; all captains must make a Morale Check or lose 1 morale.

BLESSING OF THE SEA GOD



One randomly chosen player may heal 1 hull damage on any single ship.

WRATH OF THE STORM QUEEN



Lightning strikes; roll d6 for each ship, highest roll takes 2 hull damage & morale check.

TRIAL BY WATER



All ships must make a sailing check or be moved 2 hexes in a random direction.

SAILOR'S NIGHTMARE



The crew of one random ship wakes screaming; that ship's first activation this turn is skipped.

SKYWRITING



A message appears in the clouds; the current flagship's Loyalty increases by +2.