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CORSAIR PILLAGER

Corsair.

Cannot attack or defend.

Action: Exhaust Corsair Pillager and move 1 resource from one of your heroes' resource pools to its resource pool to look at the top 5 cards of your deck. You may spend X resources from Corsair Pillager's pool to add an *Item* attachment with a printed cost of X from among those cards to your hand. Shuffle the other cards back into your deck.

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DESCENDANT OF CASTAMIR

Corsair.

Forced: After Descendant of Castamir enters play, discard it unless you spend 4 resource from among your *Corsair* allies' resource pools.

"But Castamir's sons escaped, and with others of their kin and many people of the fleets they held out long at Pelargir." —The Lord of the Rings (Appendices)

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1

DARRYING CUTLASS

Item. Weapon.

Attach to a \dagger or *Corsair* character. Restricted.

Attached character gets +1 \heartsuit (+2 \heartsuit instead if it has 2 or more resources in its resource pool).

Response: After an attack in which the attached character defended resolves, spend 1 resource from attached character's resource pool and discard Parrying Cutlass to declare the attached character as an attacker against the enemy that just attacked (and resolve the attack).

ATTACHMENT

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ATTACHMENT

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THROWING AXE

Item. Weapon.

Attach to a \dagger or *Corsair* character. Restricted.

Attached character gets +1 \spadesuit (+2 \spadesuit instead if it has 2 or more resources in its resource pool).

Action: Spend 1 resource from attached character's resource pool and discard Throwing Axe to deal 1 damage to an enemy not engaged with you.

ATTACHMENT

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