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OPHIDIAN

Corsair. Warrior.

Cannot defend.

Forced: After Ophidian is declared as an attacker, discard him unless you spend 2 resources from among your heroes' and *Corsair* allies' resource pools.

Response: After ophidian participates in an attack that destroys an enemy, draw 1 card.

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CORSAIR LOYALIST

Corsair. Warrior.

Corsair Loyalist gets +1 and +1 for each resource in its resource pool. (Limit +3 to each.)

While Corsair Loyalist has 2 or fewer resources in its resource pool, it gains: "**Forced:** After Corsair Loyalist is declared as an attacker or defender, discard it or move 1 resource from 1 of your heroes' pools to Corsair Loyalist's pool."

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GAVIN

Creature. Scout.

Cannot have attachments.

While Gavin is committed to the quest, the first non-unique enemy revealed during the staging step gains surge (if it doesn't already have surge) and Gavin gains: "**Forced:** After a non-unique enemy is revealed, shuffle Gavin into his owner's deck to discard that enemy."

ALLY



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ALLY



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FIND HIDDEN PATHS

Response: Exhaust a *Scout* character to cancel an encounter card just revealed from the encounter deck. Then, put that card on top of the encounter deck and look at the top X cards of the encounter deck, where X is 1 more than the exhausted character's .

Choose 1 of those cards and shuffle the other cards back into the encounter deck. Then, reveal the chosen card.

EVENT