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**2**

**CORSAIR SEAFARER**  
*Corsair. Scout. Warrior.*

Cannot defend.

Corsair Seafarer gets +1 for each resource in its resource pool. (Limit +3.)

**Forced:** After Corsair Seafarer commits to the quest, discard it unless you move 1 resource from one of your heroes' resource pools to Corsair Seafarer's resource pool.

**ALLY**



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**2**

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**ALLY**



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**2**

**CUNNING PIRATE**  
*Corsair. Warrior.*

Cannot defend.

**Response:** After Cunning Pirate attacks alone, spend a resource from its resource pool to give it +X until the end of phase, where X is 2 more than the defending enemy's.

**Action:** Exhaust Cunning Pirate to move 1 resource from one of your heroes' resource pools to Cunning Pirate's resource pool.

**ALLY**



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**2**

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**ALLY**



**3**  
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**2**

**WOODLAND LOOKOUT**  
*Silvan. Scout.*

**Response:** After a non-unique enemy is revealed from the encounter deck, exhaust Woodland Lookout and remove X progress from a location to deal X damage to that enemy.

*Out of the darkness arrows whistled. —The Two Towers*

**ALLY**



**3**  
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**2**

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**ALLY**



**3**  
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**2**

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*Out of the darkness arrows whistled. —The Two Towers*

**ALLY**



**0**  
LANDS UNSEEN

**EVENT**

Play only if each hero you control has the **Scout** or **Ranger** trait.

**Action:** Search the top 5 cards of the encounter deck for a non-unique location. Reduce each player's threat by X, where X is that location's printed, then add that location to the staging area. Shuffle the encounter deck.