

1

RECURVE BOW

Item. Weapon. Easterling.

Attach to an **Easterling** or ranged character.

Response: After attached character is declared as an attacker, exhaust Recurve Bow to deal 1 damage to the defending enemy.

Response: After you play Recurve Bow on an **Easterling** character, draw 1 card.

ATTACHMENT

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2

THE BLUE WIZARDS

Spell.

You must use resources from 2 different **Istari** heroes to pay for this card.

Action: Look at the bottom 5 cards of the encounter deck. You may switch any number of enemies and locations from among them with non-unique enemies and locations in the staging area. Then, return the 5 cards to the bottom of the encounter deck in any order.

EVENT

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EVENT

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9

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GRAXAR

Corsair. Warrior.

Resources in Graxar's resource pool cannot be used to pay for allies.

Response: After you discard an **Item** attachment attached to another character you control, choose one: attach it to Graxar (if he is eligible), or ready Graxar.

HERO

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1

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.

ALLY

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0

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1

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.

ALLY

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