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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.

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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.

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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

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