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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)

ALLY

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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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1

THROWING AXE



Item. Weapon.

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

Attached character gets +1 \clubsuit (+2 \clubsuit 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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ATTACHMENT

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