

## Deception and Illusion



### CREW ATTACHMENT

#### Glamour 1 Knack

**React:** Tack when you are paying a Swashbuckling cost to produce Swashbuckling equal to this Crew's **Glamour**.

"Are you sure you're ready for me?" - Celedoine

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## Angelina Aldonez



### CREW

If your Ship's Move Cost is greater than 3, this Crew gains +1 Sailing and -2 Cannon (min. 0). If your Ship's Move Cost is less than 3, this Crew gains -1 Sailing and +1 Adventuring (min. 0) and +1 Cannon.

*She was ready for anything. But when she found herself assigned to the Inquisition, she wondered what anything would be.*

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## Keith Braveman



### CREW

#### Heroic • Loyal • Topman

When this Crew tacks to absorb hits, he absorbs one extra hit. While you have at least one non-Captain Swordsman on board, this Crew gains +1 Sailing.

*"Chase the Explorers west and pinch everything of value they've found? Haha... Sounds like fun to me!"*

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## Belladonna



### CREW

#### Unique • Scry 1

This Crew may not attack **Scry Knacks** while tacked.

*"My thanks for the timely rescue. That fire was ruining my shoes."*

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## Ivorn Quicksilver



### CREW

#### Unique • Topman

Cards with the title "Master of the Tops" being attached to this Crew have their cost reduced to zero.

**React:** Once per turn when you are paying Sailing, discard a number of cards from your hand equal to your Ship's Move Cost to produce Sailing equal to your Ship's Move Cost.

*"There's nothin' to be afraid of in the tops... except fallin' to yer death"*

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## Shadow



### CREW

#### Unique • Nacht 1

This Crew may not attach **Nacht Knacks** while tacked.

*"The Brotherhood is my family, I won't abandon them." - Invar Anderson*

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## Midgebrain Murphey



### CREW

#### Loyal • No Attachments • Topman

When this Crew sinks to absorb hits, he absorbs 3 extra hits.

**Act:** Once per turn, discard one of your untacked **Skeletal** Crew from play to draw a card from your deck.

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## Crescent Courtesans



### CREW

#### Captive • Loyal • Unique No Attachments

Your non-Captive Corsairs Crew have their Influence Costs reduced by 1 (min. 1).

*"Not all captives end up on the oars."  
- Gustolph Hirsch*

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## Captain Roberts



### LEGENDARY CAPTAIN

#### Start: Trade Sea Heroic • Swordsman +2

While you have 4 or more Crew on board with an Influence Cost of 3 or more, your **Topman** Crew gain +1 Sailing, your **Gunner** Crew gain +1 Cannon, and your **Swordsman** Crew inflict one extra hit during Boarding Attacks.

*True heroes never die.*

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