

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 Cannon (min. 0) and +1 Adventuring.

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: Choose a Sea after Captains are revealed.
Heroic • Swordsman +2

You may only play with this Captain if your name appears on the credits section of the latest rules sheet, or you have beaten a player who was playing this Captain. This Captain may use a Ship from any Faction. While you have 3 or more Crew on board with an Influence cost of 3 or more, your **Topmen** Crew gain +2 Sailing, your **Gunner** Crew gain +2 Cannon, and your **Swordsmen** Crew gain +1 Swashbuckling and +1 to their **Swordsmen** trait.

True heroes never die.

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