

6 **Sean Garloise**

CREW

Loyal • Unique

If you have an Explorers Captain, this Crew gains +1 Adventuring. If you have a Sea Dogs Captain, this Crew gains +1 Swashbuckling. When tacking to produce Influence to hire a Crew aligned to your Captain's faction, this Crew produces 2 extra Influence if there is at least one card in play with the word "Beer", "Rum", or "Wine" in its title.

He'd served with the Sea Dogs for years and when he told his captain he was shipping with the Explorers, Berek gave him a jeweled dagger to remember the good times.

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With Your Best Men About You

CHANTEY

T Any player may sink this Chantey as an Action by tacking their Captain.

C All Crew with an Influence Cost of 3 or more in play with the **Loyal** trait gain +1 to all of their non-zero skills.

S *With so many heading west, those who remain gather their most loyal men.*

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9 **June the Fair**

CREW

Unique • Glamour 1 • Scry 1

This Crew's Influence Cost is reduced by 2 if you have a Crew with the **Glamour** trait aboard your Ship. If any player has Queen of the Sidhe in play, this card has the Explorer's faction symbol. While this Crew has 4 or more Sorcery **Knacks** attached, she gains +1 to all skills and +1 to her **Glamour**.

"Rumour has it she's a full blooded sidhe... An' no one knows what powers she has. Most are afraid to find out."

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4 **Berek's Boys**

CREW

Loyal • No Attachments

Swordsman +1

This Crew gains +1 Swashbuckling during a Boarding if Berek is your Captain.

"Yes sir, Cap'n Berek, sir!"

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Vodacce Alliance

FORBIDDEN SEA ATTACHMENT

Control

You may only play this card while you Ship is in the Forbidden Sea. You must discard 2 completed **Artifact** Adventures to put this card into play. Your Captain is considered to have the Vodacce symbol. Any player may discard this card as an Action by discarding 3 of their completed Adventures while in this Sea.

Act: Tack this card to search your deck for a **Prize** Adventure. Reveal that card to all players, add it to your hand, then shuffle your deck.

The Crimson Rogers have found other buyers for the artifacts they seize.

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3 **Julie Betts**

CREW

Scry 1

This Crew has -3 Influence (min 0) when another Ship is in this Sea.

"The fairer sex is not necessarily the frailter, monsieur."

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5 **Eric Skaarsgaard**

CREW

Heroic • Loyal

This Crew inflicts one extra Hit during Boarding Attacks.

React: When this Crew is reversing a Boarding Attack, discard a card with the **Weather** trait from your hand. The Boarding Attack is reversed with the Boarding Attack of the **Weather** card, and this Crew gains +1 Swashbuckling until the end of the Boarding Attack.

Eric couldn't save his parents, but he vowed to save his brother from his blood thirsty vendetta.

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7 **Guillaume Windchaser**

CREW

Gunner • Heroic • Topman

If Allende is your Captain, this Crew has the Brotherhood faction symbol.

"I've smuggled peasants through these waters for years. I'll do the same for nobles that deserve saving."

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5 **Jasmina the Assassin**

CREW

Nacht 1 • Villainous • Swordsman +3

This Crew may not attach any cards other than **Nacht** or **Swordsman Knacks**.

React: When this Crew reverses a Boarding Attack from an opposing Crew, either tack this Crew or discard a **Nacht Knack** attached to this Crew to tack the opposing Crew.

Kheired-Din knew that her faith was strong, but he didn't realize her enemies where not his own.

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