





<p>15</p>  <p>Captain Strongbow</p> <p>Each Hero</p> <hr/> <p>Attack: Heal 1</p> <p>4</p>	<p>3</p>  <p>Brute</p> <p>Lowest level</p> <hr/> <p>Immune to basic attacks</p> <p>2</p>	<p>3</p>  <p>Brute</p> <p>Lowest level</p> <hr/> <p>Immune to basic attacks</p> <p>2</p>
<p>5</p>  <p>Brute</p> <p>Least abilities in play</p> <hr/> <p>Immune to basic attacks</p> <p>2</p>	<p>5</p>  <p>Brute</p> <p>Least abilities in play</p> <hr/> <p>Immune to basic attacks</p> <p>2</p>	<p>3</p>  <p>Brute</p> <p>Least health</p> <hr/> <p>Immune to basic attacks</p> <p>4</p>
<p>3</p>  <p>Brute</p> <p>Least health</p> <hr/> <p>Immune to basic attacks</p> <p>4</p>	<p>4</p>  <p>Brute</p> <p>Highest level</p> <hr/> <p>Immune to basic attacks</p> <p>4</p>	<p>4</p>  <p>Brute</p> <p>Highest level</p> <hr/> <p>Immune to basic attacks</p> <p>4</p>

<p>3</p>  <p>Corsair</p> <p>Least cool down counters</p> <p>2</p> <p>Revealed: Deal 1 damage to a random hero</p>	<p>3</p>  <p>Corsair</p> <p>Least cool down counters</p> <p>2</p> <p>Revealed: Deal 1 damage to a random hero</p>	<p>2</p>  <p>Corsair</p> <p>Most abilities in play</p> <p>3</p> <p>Revealed: Deal 1 damage to a random hero</p>
<p>2</p>  <p>Corsair</p> <p>Most abilities in play</p> <p>3</p> <p>Revealed: Deal 1 damage to a random hero</p>	<p>3</p>  <p>Corsair</p> <p>Highest level</p> <p>3</p> <p>Revealed: Deal 1 damage to a random hero</p>	<p>3</p>  <p>Corsair</p> <p>Highest level</p> <p>3</p> <p>Revealed: Deal 1 damage to a random hero</p>
<p>3</p>  <p>Corsair</p> <p>Most health</p> <p>3</p> <p>Revealed: Deal 1 damage to a random hero</p>	<p>3</p>  <p>Corsair</p> <p>Most health</p> <p>3</p> <p>Revealed: Deal 1 damage to a random hero</p>	<p>-</p>  <p>Cursed Treasure</p> <p>-</p> <p>Each hero takes 1 damage</p>

<p>Heart: -</p>  <p>Cursed Treasure</p> <p>Shield: -</p> <p>Each minion heals 1 damage</p>	<p>Heart: 8</p>  <p>First Mate</p> <p>No one</p> <p>Shield: 0</p> <p>Each other minion is +2 Attack</p>	<p>Heart: 4</p>  <p>Gunner</p> <p>Most cool down counters</p> <p>Shield: 4</p> <p>Attack: Lose a cool down counter</p>
<p>Heart: 4</p>  <p>Gunner</p> <p>Most cool down counters</p> <p>Shield: 4</p> <p>Attack: Lose a cool down counter</p>	<p>Heart: 3</p>  <p>Gunner</p> <p>Least cool down counters</p> <p>Shield: 5</p> <p>Attack: Gain a cool down counter</p>	<p>Heart: 3</p>  <p>Gunner</p> <p>Least cool down counters</p> <p>Shield: 5</p> <p>Attack: Gain a cool down counter</p>
<p>Heart: 3</p>  <p>Gunner</p> <p>Most abilities in play</p> <p>Shield: 5</p> <p>Attack: Gain a cool down counter</p>	<p>Heart: 3</p>  <p>Gunner</p> <p>Most abilities in play</p> <p>Shield: 5</p> <p>Attack: Gain a cool down counter</p>	<p>Heart: 5</p>  <p>Gunner</p> <p>Most health</p> <p>Shield: 5</p> <p>Attack: Each player gains a cool down counter</p>

<p>5</p>  <p>Gunner</p> <p>Most health</p> <hr/> <p>5</p> <p>Attack: Each player gains a cool down counter</p>	<p>1</p>  <p>Polly</p> <p>Random</p> <hr/> <p>1</p> <p>Draw 2 additional minions</p>	<p>6</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>1</p> <p>Attack: Discard an item</p>
<p>6</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>1</p> <p>Attack: Discard an item</p>	<p>5</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>2</p> <p>Attack: Discard an item</p>	<p>5</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>2</p> <p>Attack: Discard an item</p>
<p>6</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>2</p> <p>Attack: Discard an item</p>	<p>6</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>2</p> <p>Attack: Discard an item</p>	<p>5</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>3</p> <p>Attack: Discard an item</p>

<p>5</p>  <p>Privateer</p> <p>Most items</p> <hr/> <p>Attack: Discard an item</p> <p>3</p>	<p>2</p>  <p>Sea Dog</p> <p>Lowest level</p> <hr/> <p>Discard after attacking</p> <p>1</p>	<p>2</p>  <p>Sea Dog</p> <p>Lowest level</p> <hr/> <p>Discard after attacking</p> <p>1</p>
<p>1</p>  <p>Sea Dog</p> <p>Least abilities in play</p> <hr/> <p>Discard after attacking</p> <p>2</p>	<p>1</p>  <p>Sea Dog</p> <p>Least abilities in play</p> <hr/> <p>Discard after attacking</p> <p>2</p>	<p>2</p>  <p>Sea Dog</p> <p>Least health</p> <hr/> <p>Discard after attacking</p> <p>2</p>
<p>2</p>  <p>Sea Dog</p> <p>Least health</p> <hr/> <p>Discard after attacking</p> <p>2</p>	<p>2</p>  <p>Sea Dog</p> <p>Most cool down counters</p> <hr/> <p>Discard after attacking</p> <p>2</p>	<p>2</p>  <p>Sea Dog</p> <p>Most cool down counters</p> <hr/> <p>Discard after attacking</p> <p>2</p>