

Iron Shadow (and Syrneath Secret) MRP Change List

New Nationalities:

Eisen:	Frieda Kesler Hauptmann von Lichen The General Thom Brunner Kurt Weinberg (also now Die Kreuzritter)
Vodacce:	Julius Caligari Julius Caligari xp. Lucrezia Lucrezia xp. Natalia Ivanova Vincenzo de Tonelli
Ussuran:	Andrei Levovich (original) Kitka Moritova "Magpie" Muscov Nodar the Falcon Piotr the Badger Sergei Nyasvy Zoya the Serpent [Note: Andrei Levovich xp. is not Ussuran]
<u>New Secret Societies:</u>	
Die Kreuzritter:	Vivianne Étalon du Toille Kurt Weinberg (also now Eisen)
Invisible College:	Aleen Van Ostrand Joseph Gallegos de Avila Rita del Zepeda
Los Vagos:	Allende Jaimé Espejo
Rilasciare:	Brennan Hernando Ochoa Velik xp.
Rose and Cross:	Philip Gosse
Sophia's Daughters:	Morgause Mercuri

New traits:

Henchman: Castillian Swordmaster
Rose & Cross Apprentice
We Needs Us An Ussuran Gunner

Illegal: Stolen Guns

Patron: Avalon Noble
Escorting the MacDuff
Lady Katerina

Captains:

Allende now belongs to the Los Vagos Secret Society.

Amiral Alazais Valoix-Praise III now has 9 starting Influence (as of Syrneath Secret).

Captain Jorund Guttormson's ability now rounds up rather than down.

Ernesto Castillus's ability now requires that the Captive Crew be Corsairs.

Philip Gosse now belongs to the Rose and Cross Secret Society.

Yngvild Olafsdottir's ability now gives a minimum cost of 0.

Crew:

Adeeb Al-Amid now requires any Corsairs First Mate, not just Edahgo.

Captive Thugs now have 3 Sailing (up from 2).

Fierbas Desaix du Paix now has Porté 0.

Lowly Captives now may be placed on a Heroic Corsairs Captain's Ship.

Lt. Juan Rodriguez de Soldano now cannot be brought onto an already full Ship.

Sergei Nyasvy now belongs to both the Corsairs and Gosse factions (and is also Ussuran).

Attachments:

Blockade's Action now requires that you tack Blockade to use it.

Caligari's Island now requires Influence to discard (rather than Swashbuckling).

"Pack 'em In!" no longer has an Influence cost to play, and may be attached to a Crew with the No Attachments trait.

Willowed Ropes now costs 3 Influence (down from 5).

Actions:

Fancy Swordplay now lets you draw 3 cards (up from 2).

Headhunters now inflicts 4 hits (up from 2), and only one may be played per completed Adventure.

Ships:

Uncharted Course's ability now works on up to 3 Ship Attachments.

The following Actions have a new Action or React clause added to the original text:

12-Pound Cannon Volley	Piles of Skulls
16-Pound Cannon Volley	Press Gang
20-Pound Cannon Volley	Queen of the Sea
A Better Offer	Scurvy
A Sailor's First Skill	Southern Trade Winds
Away Boarders!	St. Roger's Day
"Beat You To It!"	Syrneth Guardians
Burn Their Sails	"Take No Prisoners!"
Cheap Barrels	Tar, Tar, and More Tar
Close Range Cannon Volley	The General's Plan
Dead Men Tell No Tales	The Next Chapter
Derwyddon's Schemes	The Nibelungen's Price
Desperate Wages	The Sailor's Curse
Divvyng the Plunder	Théah Eats the Weak
Errant Match	Top Dog
Fire and Steel	Unreliable
Haunted by the Past	Vodanken
Hired Swordsman	Who Can You Trust?
Land Lubber	Wild Party!
Lice	Would-Be Adventurers
Mermaids	Would-Be Gunners
Mind Your P's and Q's	Would-Be Traders
Monkey's Fist	"X" Almost Marks the Spot

The following Attachments have a new Action or React clause added to the original text:

Belaying Pin	Montaigne Valet
Broken Compass Inn	Musketeers
Cargo Hook	Powder Keg Tavern
Cross of Virtue	Reclusive Backers
Crystal Earring	Red
Fine Boots	Romantic Captive
Flashing Swords Inn	Ruby Earring
Galleon of the Treasure Fleet	Rum Runners
Gold Earring	Scary Tattoo
Harpoon	Seven League Striders
High Seas Cannoning	Show of Force
Jack-of-All-Trades	Silver Earring
Jenny House	Stans (Calm)
Main Gauche	Steel Earring
Master Gunner	Swiveling Cannon
Master of the Tops	The Inquisition