

# The Crow's Nest

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Issue #2

**This Issue: Gosse's Gentlemen**

by Kevin Wilson



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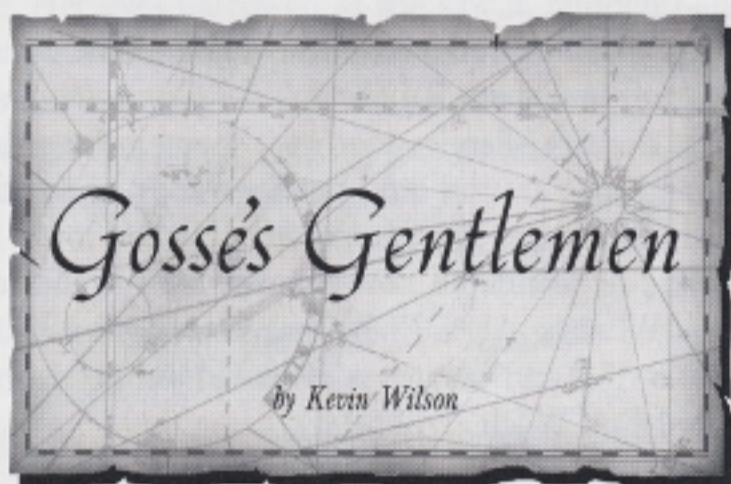
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The name of Philip Gosse was incredibly famous thirty years ago. He and his men were known as "Gentlemen Pirates": they hurt as few people as possible, they never stole personal possessions, and they always left their victims with enough stores to make it to port. In fact, they would often throw drunken parties with their "victims" before departing with one final toast farewell. Then, after years of fame, they vanished utterly, until two years ago.

### **The Birth of Utopia**

The fact of the matter is that Gosse fell in love with a beautiful woman and wanted to settle down. Many of his men had wives of their own in various ports and were getting tired of the dangerous life they led, so they voted to quit. He and his men looked around for an appropriate retirement spot, and came across an uninhabited tropical island that had plenty of food and fresh water. The island was so close to paradise that they named it Utopia.

They have dwelt there ever since, raising families and living off the bounty of the island. They don't have many modern comforts, but disputes are few and far between, and there's no one to tell them what to do.

### **The Return of the *Uncharted Course***

The younger generation brought the pirates out of retirement. They were bored, and had heard the tales of the wild things the older generation had done in their younger days. So, they decided to refurbish their old ship, the *Uncharted Course*, and go out pirating. Some of the old crew went along with them to keep them out of trouble and to give them the benefit of their experience.

### **The Charter**

Gosse's crew has no written agreement. They're all old friends who know they can count on each other to do their jobs.

### **Tactics**

Gosse's crew likes to start out with a warning shot across the bow, and then close in to call for the other ship's surrender, making sure to drop the name of "Philip Gosse". Most crews who hear that name are amenable to negotiating. Usually, Gosse's crew winds up with a portion of the ship's cargo, and the other crew winds up with cooked meals from Gaspar and pleasant company for several days. Best of all, they avoid a fight they don't want in the first place, although Gosse's crew are able swordsmen who can disarm most other fighters without hurting them. Of course, should one of their own get killed in the general melee, things can turn ugly real fast.

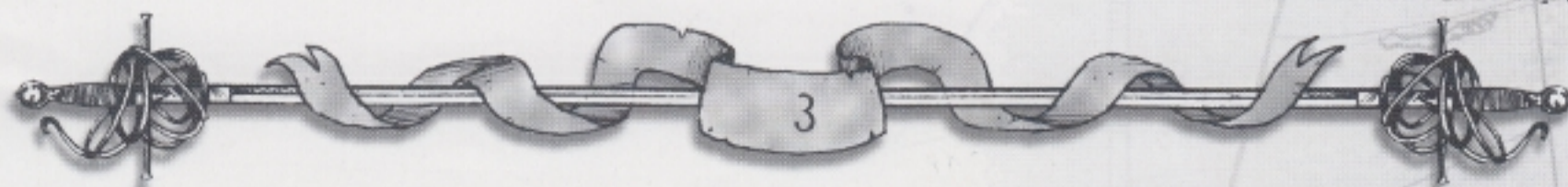
### **Initiation Ceremony**

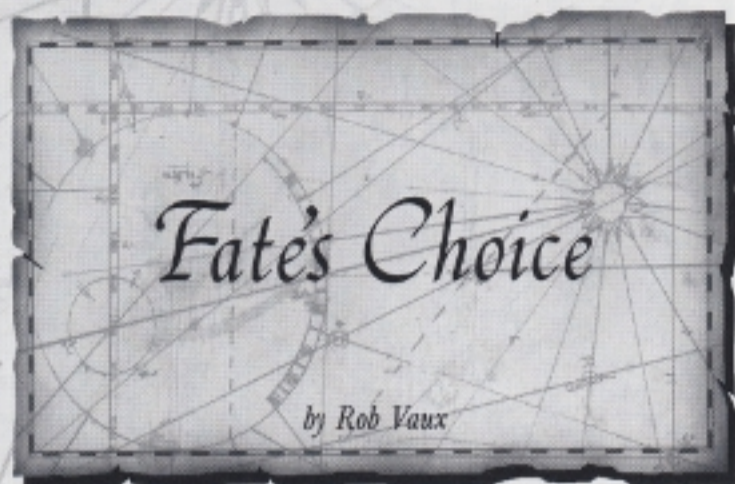
Melinda shakes the new crewman's hand and says, "Congratulations, welcome to the crew."

### **Ranks and Structure**

The men look to Melinda and Philip for their orders. If they're not available, they turn to Andre. Of course, for personal or spiritual matters, they seek out Hernando.

*Continued on page 10*





"Fire again." The General gestured at the gunner to his left and the great cannon belched merciless steel. Across the breach, the *Hanged Man* shuddered from another blow. The General smiled. "When they've had enough, board it and bring me Allende. He'll face justice at *l'Empereur's* pleasure."

\*\*\*

Alesio ignored the fire which spread across the deck, silenced the cries of the wounded in her ears, drowned the smell of gunshot and burned flesh that filled her nostrils. The Strands were more important, the spiderweb links of fate and destiny that bound it all together. "It cannot end here," she whispered as she grasped the first strand. "Allende does not die by the General's gun..."

"But you will betray him," her doubts whispered back. "He will fall to his enemies by your hand..."

Her hand faltered and the strand fell from her fingers. "No..." she whispered. "I can save him..."

"You will betray him. Now or later, your treachery is foretold."

"I am a Fate Witch," she cried waveringly. "Nothing is foretold!"

The laughter bit back at her like a razor.

\*\*\*

The explosion ripped across the mast at the speed of sound. Sail and spars fell like rain as *Grenouille du Grâce* moved closer. Allende tried to shout orders at the screaming men around him, but his voice was smothered beneath the smoke. The *Hanged Man* lurched lower in the water and he wondered how long the hold would remain intact. "Where's Alesio?" he howled vainly. "Find my mate! Now!" Amid the chaos, he could see no sign of the wayward Fate Witch.

The Montaigne hurled grappling hooks. His eyes widened and he drew his cutlass. "Prepare to repel boarders!"

\*\*\*

It was too much. Too many possibilities dancing in front of her. She does nothing, he dies by the guns. She silences the guns, he's taken by a knife. She saves him now, he falls by her hand. The webs became a tangle, taunting her, mocking her. "Your treachery is foretold. There is nothing you can do. Nothing..."

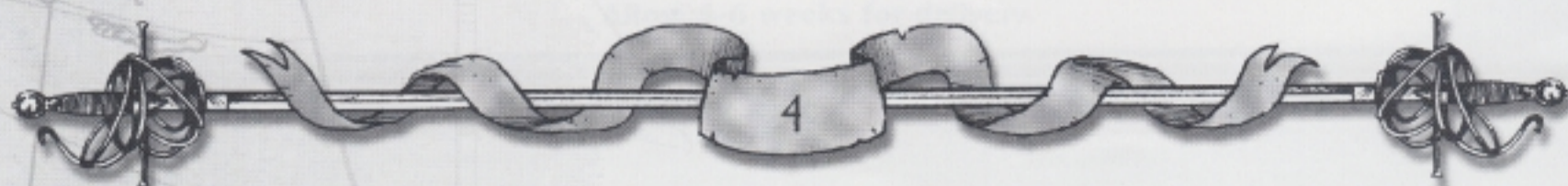
\*\*\*

Allende dove from the cannon an instant before it exploded. The Montaigne sailors bearing down on him vanished in a gout of flame. There were more where they had come from, however. He looked up in time to see Denny la Bree plunge overboard, a half-dozen enemies falling with him. "Alesio," he whispered. "We need you now, or the Brotherhood dies here."

With the eyes of the damned, he drew his pistol and searched for a target.

\*\*\*

"I can't..." she almost sobbed. "Too many strands, too strong a destiny. I will betray him..." The strands seemed to close in around her, wrapping around her like snakes. "It is foretold..."





There. Her eyes narrowed as she saw it. Hidden beneath the tangle, buried by her doubts: one small shining strand. A possibility so remote that none but the mad would even consider it. But it was there. Eagerly, she grasped it in her hands and began to pull...

\* \* \*

The General could almost smile. It was only a matter of time now. All he had to do was wait.

The soft, wet tear of reality smacked behind him. He turned in time to bump into the breathless Porté messenger stepping from the shadows between worlds. "My lord," the messenger panted. "You must come back to San Augustin immediately! Admiral Orduño has broken the blockade..."

\* \* \*

Allende watched with disbelieving eyes as the Montaigne sailors began a fighting retreat. One by one, they withdrew, turning back to the *Grenouille du Grâce* and leaving the Brotherhood sailors behind. Through the smoke and flames, he could see the Montaigne vessel raise sail and turn north – leaving her helpless prey behind. His cutlass fell limply from his hands as he walked to the railing of his listing ship. The *Grenouille* sped away with unnerving speed, skipping across the waves like a stone. Wherever they were going, they were in an awful hurry.

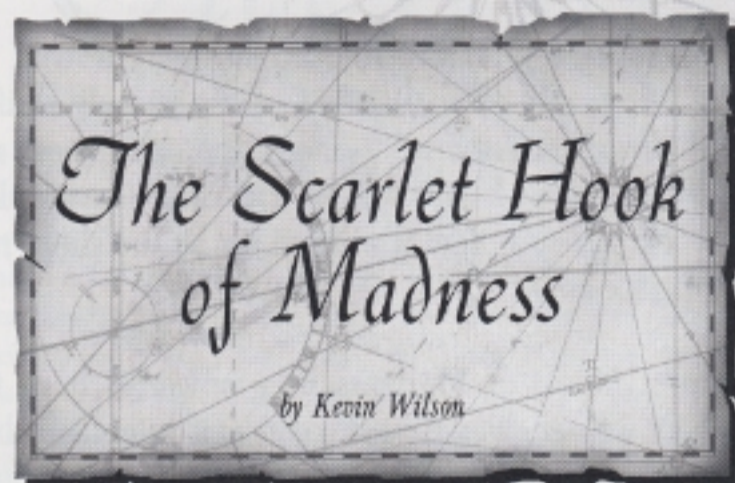
"She did it..." he breathed. "Somehow, she did it..."

\* \* \*

From the tattered remnants of the *Hanged Man's* deck, Alesio dropped the shining strand – the lifeline that had saved them.

"You will betray him..." her doubts still whispered.

"Yes," she answered. "But what happens then?"



*The crew peered into the Captain's cabin nervously. Since the screams of the First Mate and the Captain's wife had stopped several minutes ago, not a sound had come from below decks. Then, echoing footsteps clumped towards the door, and it swung open, revealing the Captain. The hook on his hand was covered in blood, and his eyes were sunken and dead. He looked around at his crew, not really seeing them. "Get back to work." Terrified, the men leapt to their tasks.*

Not every mystical item found on the Seven Seas is of Synchrony – or benign – origin. There are things lurking beneath the waters of Théah that can drive a man insane and destroy his very soul. The Scarlet Hook of Madness is one such object.

The story of the Scarlet Hook began over 80 years ago, when pirate captain Gutter Kent caught his wife cheating on him with his First Mate. Angered beyond reason, he killed them both with the hook that had long since replaced his left hand. That night, he was visited by the ghosts of the slain lovers, and his hook began to drip with blood once again. In desperation, he began asking every priest he captured to pardon his sins, killing each as they refused him. The blood never stopped oozing from his hook, and the ghosts constantly whispered in his ear, urging him to kill himself. He tried cutting off the hook, only to find it back on his arm the next day. Eventually,



he went completely mad and did himself in with the dreadful thing. His crew, terrified of the unholy artifact, wrapped it in the vestments of one of the slain priests and threw it overboard, hoping to be rid of it forever. Less than a week passed before it washed up on the shore near another pirate crew...

The Scarlet Hook of Madness is a powerful item that destroys its wearer over time. As such, it might not be a good idea to give it to your Heroes, but it makes a great weapon for a Villain.

## Powers

When found, the Hook seems to be an ordinary pirate's hook, designed to be attached to the stump of a man's hand. Its powers are activated as soon as this is done, provided the man is alive. Its powers are as follows:

- ☛ The Hook is a 2k2 Fencing Weapon that can't be disarmed.
- ☛ When attacking with the Hook, the wearer's Finesse is considered to be 2 Ranks higher than usual.
- ☛ Whenever the wearer kills someone with the Hook, he immediately gains 3 XP.

## The Curse of the Scarlet Hook

The first time the wearer uses the Hook to commit a murder, the Curse of the Scarlet Hook is activated. The Hook begins to drip blood, and the voices of the people murdered with the Hook begin to whisper in the wearer's ears constantly. Once the Curse is activated, the Hook can never be removed from the wearer. If the wearer cuts it off, he will find it reattached the next morning when he wakes up. The effects of the Curse are as follows:

☛ The wearer gains the Envious Hubris in addition to any Arcana he might have. He also loses the ability to counter the GM's activation of his Hubris(es) by spending a Drama die. Fate witches just see a bloody blur when they look at his Arcana.

☛ Every time the wearer's Hubris is activated, he loses 1 Reputation Point. When his Reputation hits -30, he becomes a Villain under the control of the GM. When his Reputation reaches -50, he becomes so insane that he kills himself and joins the chorus of ghosts in the Hook forever. The Hook will then arrange to move itself to somewhere else it can find a willing wearer.

It is possible that a priest's blessing could lift the curse, free the spirits in the Hook, and destroy it forever, but that's up to the GM.



# Shifting Tides

Card Name . . . . . Rarity

## Actions

- "Allow Me..." . . . . . U
- Barnacles . . . . . U
- "Beat You To It!" . . . . . R
- Blows Up In Your Face . . . . . U
- Boarded by Skeletons . . . . . R
- Burn Their Sails . . . . . R
- Challenge to a Duel . . . . . C
- Close Range Cannon Volley . . . . . C
- Desperate Move . . . . . R
- "Don't Mess With Me, Boy!" . . . . . R
- Errant Match . . . . . C
- Fire and Steel . . . . . R
- Haunted by the Past . . . . . R
- Headed Out . . . . . U
- Heroic Stand . . . . . U
- Into the Fog . . . . . C
- Lady's Kiss . . . . . C
- Last Second Escape! . . . . . C
- Lightening the Load . . . . . U
- "Listen!" . . . . . U
- Major Hull Damage . . . . . R
- Minor Hull Damage . . . . . C
- "No Banter..." . . . . . C
- "...No Barter..." . . . . . U
- "...No Quarter!" . . . . . R
- Obscured by the Smoke . . . . . U
- "Please, Take Your Time" . . . . . U
- Poor Jack . . . . . C
- "Repel Boarders!" . . . . . C
- Reporting Drunk . . . . . C
- Sharp Shooter . . . . . U
- Shot Across the Bow . . . . . R
- Tar, Tar, and More Tar . . . . . R
- "That Hurts!" . . . . . U
- "Therein Lies a Tale" . . . . . C
- To Fight Another Day . . . . . R
- Vesten Pride . . . . . R
- Victory for the Bold . . . . . U
- Vodanken's Breath . . . . . R
- Would-Be Traders . . . . . C
- Wounded . . . . . R

Card Name . . . . . Rarity

## Adventures

- Aether Compass . . . . . R
- Barcino Fortress . . . . . U
- Fine Rope and Tackle . . . . . C
- Fresh Powder . . . . . C
- Montaigne Exports . . . . . U
- Navigational Tools . . . . . C
- Offensive Maneuvers . . . . . C
- Ring of Honor . . . . . R
- Ring of Villainy . . . . . R
- Ruined Ship's Wheel . . . . . R
- Sighted Pistol . . . . . C
- Slashing Across the Decks . . . . . R
- Spit in Death's Eye . . . . . C
- Stolen Documents . . . . . C
- Stolen Sword . . . . . U
- The Second Switch . . . . . R

## Attachments

- Advanced Swordsmanship . . . . . R
- Adventuring Galley . . . . . U
- Allied Warship . . . . . U
- Armed Brig . . . . . U
- Armed Frigate . . . . . U
- Basic Swordsmanship . . . . . C
- "Captain" . . . . . R
- Castilian Navy . . . . . U
- Cheap Cutlass . . . . . C
- Cheap Sails . . . . . C
- Cheap Tools . . . . . C
- Coastal Patrols . . . . . U
- Corsairs Figurehead . . . . . R
- Crescent Treasures . . . . . U
- Dirk . . . . . C
- El Vago . . . . . R
- Fine Boots . . . . . C
- Good Use of Space . . . . . C
- Gosse Figurehead . . . . . R
- Herje (Ruin) . . . . . R
- Kjott (Flesh) . . . . . F
- Main Gauche . . . . . C

Card Name . . . . . Faction Rarity

- Nød (Intensity) . . . . . U
- Northern Allies . . . . . U
- "Pack 'em In!" . . . . . U
- Panzerhand . . . . . C
- Pocket Money . . . . . C
- Powder Keg Tavern . . . . . R
- Pulling Through . . . . . R
- Ruby Earring . . . . . C
- Scarlet Launch . . . . . R
- Scary Tattoo . . . . . C
- Secret of the Winds . . . . . R
- Silver Earring . . . . . C
- Small Fortress . . . . . U
- Speedy Courier . . . . . U
- Stans (Calm) . . . . . U
- Sterk (Wholeness) . . . . . U
- Stykke (Strength) . . . . . U
- The Ogre . . . . . U
- The River . . . . . R
- Tugging the Strands . . . . . R
- Unexpected Hero . . . . . C
- Vesten Figurehead . . . . . R
- Villskap (Fury) . . . . . U

## Captains

- Alazais Valoix-Praise . . . . . Montaigne . F
- Yngvild Olafssdottir . . . . . Vesten . F

## Crew

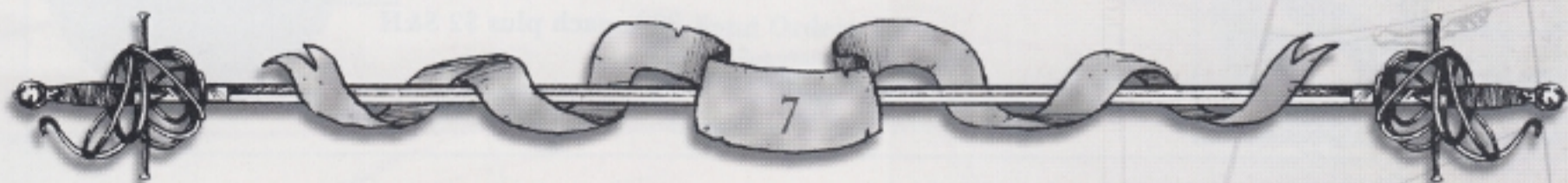
- Delaina Darling . . . . . Brotherhood . C
- Musette Falisci . . . . . Brotherhood . R
- Willie Wilcox . . . . . Brotherhood . U
- Augusto de Augustin . . . . . Castille . R
- Botas Rojas . . . . . Castille . C
- Santino Medrano . . . . . Castille . U
- Gustolph Hirsch . . . . . Corsairs . U
- Lowly Captives . . . . . Corsairs . C
- Tarsis the Mad . . . . . Corsairs . R
- Gino Napoli . . . . . Rogers . U
- Gytha Ives . . . . . Rogers . C
- Kedish the Crescent . . . . . Rogers . R

Card Name . . . . . Faction Rarity

- Felix "l'Aigle" . . . . . Explorers . C
- Kirsten Blumfeld . . . . . Explorers . U
- Ulf Karlssen . . . . . Explorers . R
- Connor Lynch . . . . . Gosse . R
- Graham Hapworth . . . . . Gosse . C
- Peter Silver . . . . . Gosse . U
- Ambroise Praise . . . . . Montaigne . U
- Marcel Entour . . . . . Montaigne . C
- Michael Rois et Reines . . . . . Montaigne . U
- Rosamonde . . . . . Montaigne . R
- Timothy le Beau . . . . . Montaigne . F
- Vivianne Étalon . . . . . Montaigne . C
- Alister McGurk . . . . . Sea Dogs . C
- "Brother" Mattias Brewer . . . . . Sea Dogs . U
- "Long Tall" Harry . . . . . Sea Dogs . R
- Billy "Bilge Rat" Bones . . . . . Unaligned . R
- Cutthroats . . . . . Unaligned . C
- Jacques Renault . . . . . Unaligned . R
- Leila . . . . . Unaligned . U
- Oar Team . . . . . Unaligned . C
- Red the Adventurer . . . . . Unaligned . U
- Scurvy Dogs . . . . . Unaligned . C
- The Gullet . . . . . Unaligned . U
- The Kire . . . . . Unaligned . R
- Arnlaug Rijs Bragison . . . . . Vesten . C
- Brawny Rowers . . . . . Vesten . C
- Egil Bergljot Larrson . . . . . Vesten . U
- Fid Blue-Eye . . . . . Vesten . R
- Gris Hallisdottir . . . . . Vesten . U
- Hoskuld Hardrada . . . . . Vesten . R
- Jorund Gutormson . . . . . Vesten . U
- Vandrad Hallvardson . . . . . Vesten . C
- Orm Greybeard . . . . . Vesten . U
- Red Thorfild . . . . . Vesten . R
- Rognvald Brandson . . . . . Vesten . R
- Sigvaldi Sveinson . . . . . Vesten . R
- Thordis Bjerregaard . . . . . Vesten . U
- Valkyries . . . . . Vesten . C

## Ships


- Le Prédateur . . . . . Montaigne . F
- The Revensj . . . . . Vesten . F






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(30 plunder) 2-10



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2-11



**Chain Shot**  
2-12



**Scarlet Hook of Madness** 2-13



**Captain's Quarters**  
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**Andre Braudel**  
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Continued from page 3

## Punishment

Punishment is usually pretty light on the *Uncharted Course*. Melinda might scold one of the crewmen for not doing their job, but the lash is never used. The worst punishment that might be used is setting a crewman ashore in some foreign port and sailing off without him.

## Allies

Gosse has allies in a number of different ports that owe him favors, but some of them have moved away or died over the years. Still, in the short time they've been adventuring again, they've made a number of new friends all over Théah.

## The Crew

Most of Gosse's crew have watched each other grow up over the years. The ship has the feel of a family-owned business. The rules aren't strictly enforced, but everyone still gets their job done. This attitude has its drawbacks, but it makes for a very close and cooperative crew at the same time.

## Captain Philip Gosse

Years ago, Philip was the subject of the daydreams of hundreds of young girls. Handsome, honorable, and extremely good with a sword, he seemed like the heroes of old. Time has worn him down; he isn't as handsome as he used to be, nor is his sword as quick, but his reputation as a pirate has endured.

He is an extremely honorable man. He would never allow his crew to take a lady's jewelry, for instance. Nor would he shoot a man in the back, or indeed use a pistol at all unless threatened with one. He prefers honest swordplay to the cowardly use of a gun. Obviously, this gets him in

trouble sometimes, but somehow, his incredible luck always seems to get him out of even the worst scrapes.

While he is technically in charge of the ship, he leaves the decisions to his daughter and her future husband. After all, they have to learn how to take care of themselves.

### Captain Philip Gosse: Hero



*Brawn:* 2  
*Finesse:* 4  
*Wits:* 5  
*Resolve:* 3  
*Panache:* 4  
*Reputation:* 115  
*Background:* None  
*Arcana:* Fortunate

*Advantages:* Avalon (R/W), Castille (R/W), Montaigne, Vendel

*Courtier:* Dancing 3, Etiquette 2, Fashion 3, Oratory 4, Sincerity 4

*Sailor:* Balance 4, Cartography 4, Climbing 3, Knotwork 5, Navigation 5, Pilot 5, Rigging 4, Sea Lore 3, Swimming 3

*Scholar:* Astronomy 3, History 5, Law 4, Mathematics 4, Occult 4, Philosophy 4, Research 3

*Captain:* Diplomacy 5, Gunnery 3, Incitation 4, Leadership 5, Logistics 4, Strategy 4, Tactics 4

*Rogers (Journeyman):* Bind (Fencing) 4, Corps-a-corps 4, Disarm (Fencing) 4, Exploit Weakness (Rogers) 5

*Fencing:* Attack (Fencing) 5, Parry (Fencing) 5

*Dirty Fighting:* Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 3, Kick 4

*Pirate Tricks:* Dagger Ride, Kick Up

## Melinda Gosse

The daughter of Philip Gosse, Melinda was raised with a complete education. She learned to pilot a ship, navigate, read and write several languages, and even to fire a pistol.

# Gossé's Gentlemen

Melinda has a terminal case of wanderlust. She's lived for so many years on the tiny island of Utopia that she's aching to go everywhere and see everything now. Unfortunately, she's not always the most sensible person. She occasionally barges into dangerous situations without realizing it, and has to either use her impressive fencing skills to extricate herself, or call upon her crew for help.

While Philip, her father, retains the title of Captain, he did so only at her insistence. She's truly the captain of the *Uncharted Course*, and the men look to her for their orders. All she really wants to accomplish with this journey is to sail around and see the sights, pick up some supplies, and cause some trouble before returning to Utopia to settle down.

She constantly worries about Hernando and her father. They're far too old to be out sailing around the seas, but she felt she owed them the chance for one last great adventure.

*Captain:* Diplomacy 4, Gunnery 3, Incitation 5, Leadership 4, Logistics 3, Strategy 3, Tactics 4  
*Rogers (Journeyman):* Bind (Fencing) 4, Corps-a-corps 4, Disarm (Fencing) 5, Exploit Weakness (Rogers) 5  
*Fencing:* Attack (Fencing) 4, Parry (Fencing) 3  
*Dirty Fighting:* Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 2, Kick 3, Parry (Improvised Weapon) 2  
*Firearms:* Attack (Firearms) 4, Reload (Firearms) 3  
*Pirate Tricks:* Quick Draw, Over the Side

## Hernando Ochoa

Hernando has been with Philip Gosse since the beginning. He filled a young Gosse's head with ideals of equality for all men, and a world in which men work to make their current lives better, and not their afterlives. Gosse then sold the idea to the crew, who made it a reality on the island of Utopia.

Hernando came along on this voyage to die. He's been getting sick a lot more often lately, and he has the feeling that he's not going to last out the year, so he decided to see as much of the world as he still can before it's too late.

### Melinda Gosse: Hero



*Brawn:* 2  
*Finesse:* 3  
*Wits:* 4  
*Resolve:* 2  
*Panache:* 4  
*Reputation:* 22  
*Background:* None  
*Arcana:* Reckless

*Advantages:* Avalon (R/W), Vendel (R/W), Montaigne (R/W), Castille (R/W), Crescent (ACQ), Linguist, Appearance (Above Average)

*Sailor:* Balance 3, Cartography 4, Climbing 4, Knotwork 2, Navigation 4, Pilot 4, Rigging 2, Swimming 3

*Scholar:* Astronomy 2, History 4, Law 2, Mathematics 3, Occult 2, Philosophy 4, Research 2

### Hernando Ochoa: Hero



*Brawn:* 2  
*Finesse:* 3  
*Wits:* 5  
*Resolve:* 2  
*Panache:* 2  
*Reputation:* 32  
*Background:* None  
*Arcana:* Inspirational

*Advantages:* Castille (R/W), Théan (R/W), Avalon (R/W), Vendel (ACQ), Crescent (ACQ), Ordained, University  
*Courtier:* Dancing 2, Diplomacy 4, Etiquette 5, Fashion 2, Oratory 5, Politics 3, Scheming 4, Sincerity 5

*Doctor:* Dentist 3, Diagnosis 4, Examiner 2, First Aid 4, Quack 1, Surgery 4

*Merchant:* Calligrapher 5

*Sailor:* Balance 3, Climbing 2, Knotwork 3, Rigging 1, Swimming 3, Sea Lore 4

*Scholar:* Astronomy 3, History 5, Law 4, Mathematics 3, Natural Philosophy 3, Occult 2, Philosophy 4, Research 4, Theology 5

*Firearms:* Attack (Firearms) 3, Reload (Firearms) 3

## Andre Braudel

Andre is about five and a half feet tall, with sandy blond hair, and broad shoulders. He has a lopsided grin that he flashes at the slightest provocation, and is a capable swordsman and sailor. He's loved Melinda for years, as the two grew up together, and they were engaged to be married a few weeks before the voyage was proposed. Andre really only came along on this journey to keep an eye on her. He's by far the more level-headed of the pair, and he was worried about her getting hurt or killed. He doesn't really care anything for the outside world, as he was quite happy on the island. Philip saw that Andre had a good head on his shoulders, and made him First Mate so that even if something happens to him, Melinda will have a sensible advisor.

### Andre Braudel: Hero



*Brawn:* 3  
*Finesse:* 3  
*Wits:* 3  
*Resolve:* 4  
*Panache:* 3  
*Reputation:* 18  
*Background:* None  
*Arcana:* None

*Advantages:* Avalon (R/W), Montaigne, Castille (ACQ), Crescent (ACQ)

*Hunter:* Ambush 3, Fishing 3, Survival, 2, Tracking 3

*Sailor:* Balance 3, Cartography 2, Climbing 4, Knotwork 2, Navigation 3, Rigging 3, Pilot 2, Swimming 2, Weather 1

*Captain:* Bribery 4, Diplomacy 2, Gunnery 2, Incitation 2, Leadership 3, Logistics 4, Strategy 2, Tactics 3

*Rogers (Apprentice):* Bind (Heavy Weapon) 3, Corps-a-corps 2, Disarm (Heavy Weapon) 4, Exploit Weakness (Rogers) 4

*Heavy Weapon:* Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 2

*Dirty Fighting:* Attack (Dirty Fighting) 4, Attack (Improvised Weapon) 3, Kick 3, Parry (Improvised Weapon) 2, Throat Strike 3

## Gaspar

One of the original crew, Gaspar used to be a topman until he lost his leg to a cannonball. After that, the only job he could do was cook, and he was a terrible cook. Finally, the men took up a collection and sent him to a fine chef's school in Paix. After six months, he was a changed man. He had found his new calling in life – something he was actually good at, once he was given the proper training. The men were astounded at the difference in the rations, and morale went up and stayed there. Of course, there were a few inconveniences, such as having to call Gaspar "Ship's Chef" instead of "Ship's Cook", but it was worth it to have such fine fare served on the ship. When the plan was announced to refurbish the old ship, Gaspar was one of the first to volunteer. He wanted to take the opportunity to visit some exotic ports again and pick up some spices and ingredients that he couldn't find on the island.

As it turned out, it was a good thing he went along. When they called for the surrender of the first ship they came across, Gaspar went over with the negotiation party, and while the others were discussing terms with the Captain, he went into the ship's galley and began preparing a stew. Before long, he had a crowd of salivating sailors standing at the galley entrance waiting for a bowl of whatever it was

that smelled so good, instead of manning their posts. Upon learning of this, Melinda added three days of meals prepared by Gaspar to the agreement, and the Captain shook on it, surrendering his ship to the pirates for that time.

**Gaspar: Henchman**



*Brawn:* 2  
*Finesse:* 3  
*Wits:* 3  
*Resolve:* 2  
*Panache:* 4  
*Reputation:* 10  
*Background:* None  
*Arcana:* None

*Advantages:* Castille (ACQ), Crescent (ACQ), Montaigne (R/W)

*Artist:* Musical Instrument (pipes) 3, Singing 2

*Merchant:* Cooking 5, Haggling 4

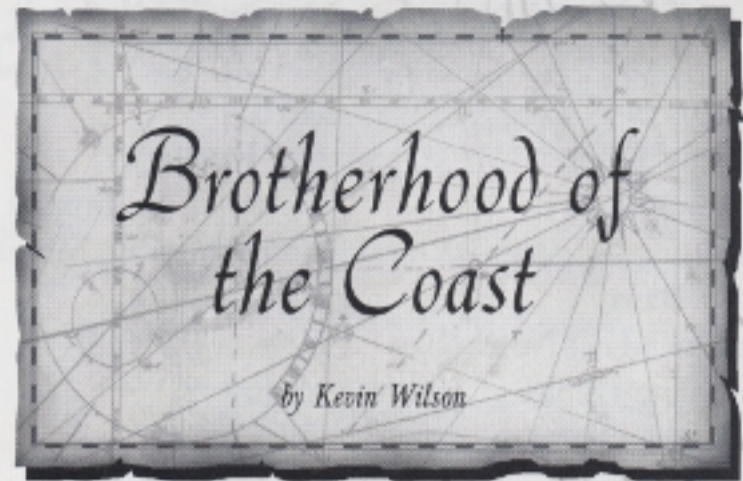
*Sailor:* Balance 3, Climbing 2, Knotwork 4, Leaping 2, Rigging 3

*Servant:* Menial Tasks 3, Unobtrusive 2

*Streetwise:* Scrounging 4, Shopping 5, Socializing 3, Street Navigation 2

*Dirty Fighting:* Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 4, Parry (Improvised Weapon) 4, Throw (Improvised Weapon) 2

*Pirate Trick:* Belay That



This article looks at the Brotherhood of the Coast 7th Sea CCG faction. It examines their strengths and strategies, weaknesses and remedies, and how to build a solid deck using the starter, ten common and six uncommon cards.

**Faction Ranking**

Here is a rating of the Brotherhood's Skills on a scale of 1 to 12, with 12 being the best:

Cann	Sail	Adv	Inf	Swash
7	7	12	3	4

This scale was used by Dan Verssen during the original faction design. The Brotherhood's greatest strength is their Adventuring, which gives them enormous growth potential. Allende's Captain ability is possibly more useful for completing Artifact Adventures than even Guy McCormick's. However, their low Influence and Swashbuckling makes them a slow starter with poor damage absorption.

**Strengths and Strategies**

Perhaps the Brotherhood's most potent strategy involves a combination of Artifacts, Sea Attachments, and damage absorption cards. With their enormous Adventuring, the

## Improving your Starter Deck

### Remove:

A Better Offer  
 Billy Bones  
 Carousing  
 Fancy Dans  
 Franzini's Lost Notebooks  
 Grappling Hooks  
 High Seas Boarding  
 Master Gunner  
 Montaigne Valet  
 Musketeers (2)  
 Narrow Escape  
 "Prepare for Boarding!"  
 Press Gang  
 Save the Princess

### Add:

Bad Powder (2)  
 Cutlass of Command  
 Here There Be Monsters  
 (3)  
 Hole in the Hull  
 Misfire (2)  
 Off Course  
 St. Roger's Day (2)  
 Reclusive Backers (2)  
 Waylaid (2)

Brotherhood should find it simple to mine the waters with cards such as Here be Monsters! and Waylaid. Long-distance damage cards such as Hole in the Hull, Queen of the Sea, and Vodanken ensure that your opponent will regret completely tacking out, even if you are four seas away with no topmen untacked. Useful Artifacts include Sails of Wind, Ivory Spyglass, and Björnsson's Horn. Since you don't have to worry too much about which sea you place these in, you have a certain speed advantage with them, and you can build up to be a truly fierce Boarding deck. Finally, there are a number of Adventuring cards that will allow you to do things your opponent isn't expecting, such as St. Roger's Day, which lets you move your ship, and Misfire, which can be used in conjunction

## Suggested Starting Crew

Brutes	Denny La Bree
Buccaneers	Fancy Dans

with your ship to turn a plinking deck's strategy against itself.

### Weaknesses and Remedies

The two main problems with the Brotherhood are a slow start and poor damage absorption. This can be devastating against a Cannon or Boarding Speed deck. However, there are a couple of obvious solutions to this problem. First off, pack some Brutes or Bully Boys into your starting crew, along with a Topman or two. Keep your Sailing high, and be prepared with delaying tactics such as Bad Maps, Slip of the Tongue, Bad Powder, Off Course, Scurvy, Cheap Barrels, and Sabotaged Sails. Try to complete a few Cannon and Sailing Adventures early on to add speed and deterrence to your ship, then throw out an Artifact or two and hunker down for the long haul.

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### 7th Sea Secret Society

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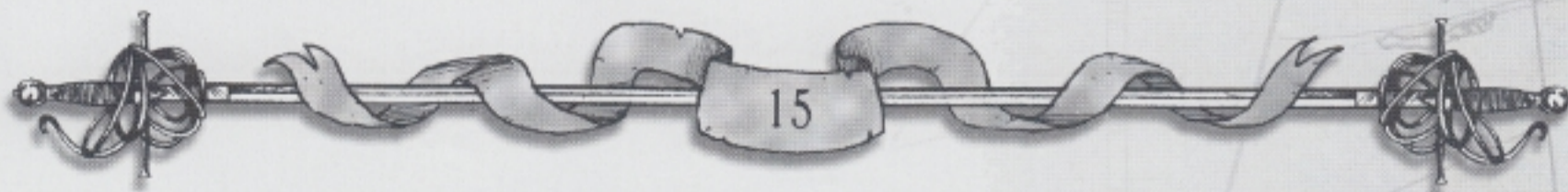
#### Choose One Faction From Each Category:

##### Collectable Card Game:

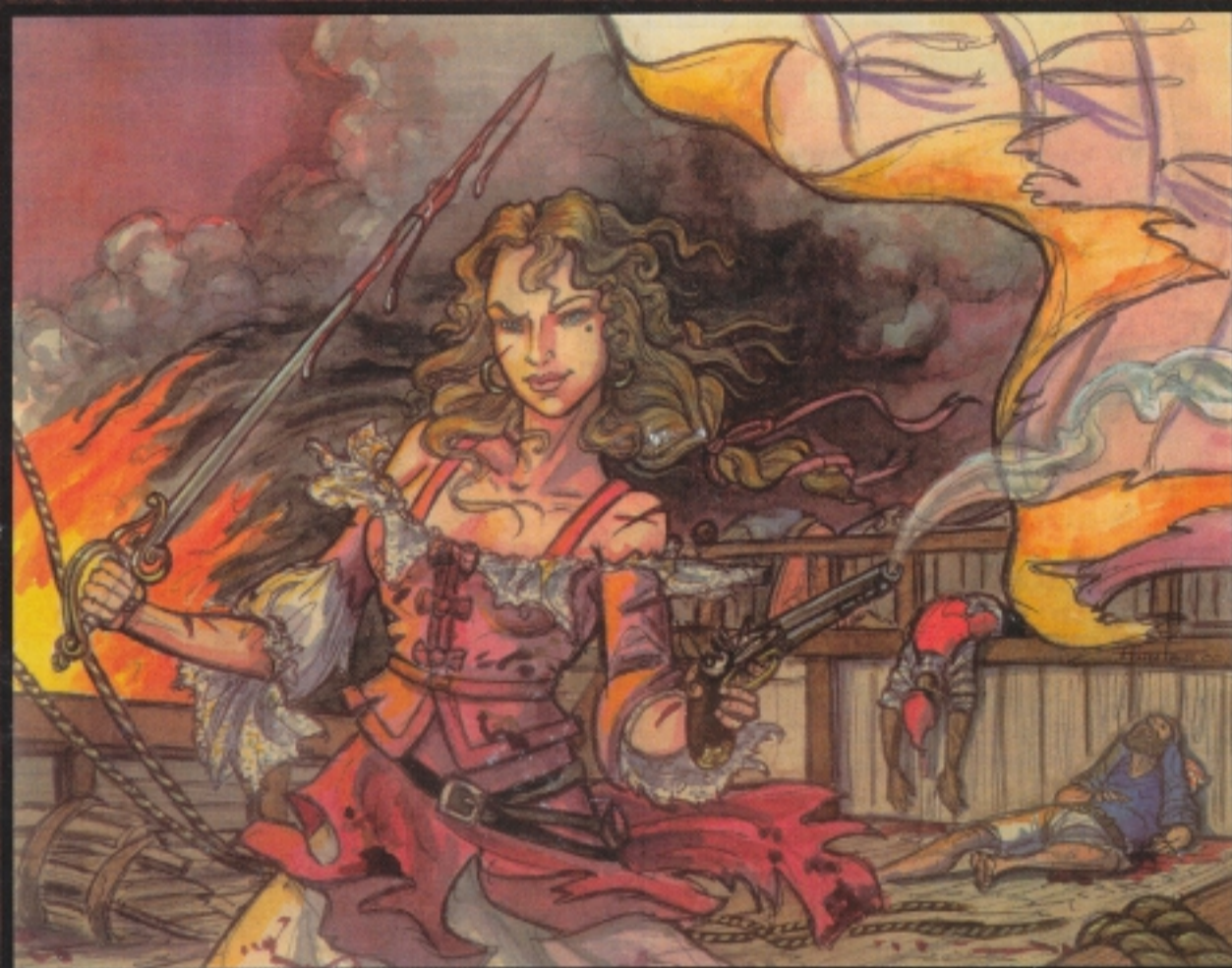
- Armada of Castille
- Brotherhood of the Coast
- Corsairs
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- Knights of the Rose & Cross
- Montaigne
- Sea Dogs
- Vesten
- The Explorers'

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# Scarlet Seas



It's going to get bloody.

Summer 2000

Scarlet Seas, an expansion for the 7th Sea CCG. Available August 2000.