

The firelight glowed softly, throwing shadows against the walls of the cave. A hunched figure sat nearby, rocking slowly back and forth like a punished child. Unnaturally grey hair framed a haunted face of twenty-five years. The man's left eye was missing, covered by an elaborate patch adorned with runes. He shivered, despite the warmth of the fire, and sweat glistened across his brow.

A small blonde woman, dressed in the traditional garb of the Vestenmannavjar, appeared out of the darkness and knelt before him.

"King Asbjornsson?"

"Go away." His voice was bitter, half-crazed.

"My name is Yngvild Olafssdottir," she said quietly.

"I know who you are. Go away."

"I have nowhere else to go. You are the leader of my people."

"I'm not the leader of anyone," Gjæving Asbjornsson spat. "I'm a thief, a stupid oaf who fell down the wrong hole. It's all been a terrible mistake."

"Your mistake or the gods' mistake?" she asked

"Pick one."

His remaining eye clenched shut and a series of shudders wracked his body. Yngvild watched him struggle to reassert control.

"The visions are strong now, aren't they?" she queried.

"Everyone's been having visions," he muttered through clenched teeth. "Skjæren, fate witches, even that Avalon magician in Elaine's court."

"But none of them mentioned me. You have. Every night for the last three days, you have screamed my name. Haven't you?"

He glowered at her as blood trickled down his nose.

"That's why I'm here." Yngvild leaned in closer. "My ship and I have reached an impasse. The Vendel are too numerous: their vessels are everywhere now, and they've begun hiring Eisen mercenaries to guard them. For every one we sink, two more rise to take their place. We're losing this war, and unless you help me, the Vestenmannavjar will die."

"They told me you've been having visions. They told me that you've seen the future: a future where the Vendel have been wiped out. I need to know how."

Asbjornsson looked pointedly at her.

"Help me." Yngvild grabbed his arm and her face filled with preternatural anger. "Tell me what I have to do to destroy the Vendel once and for all."

"I can't!" he cried. "I can't even tell you if the visions are true or not! I could be mad, or delirious, or just wrong!"

"I trust you." Her grip eased. "I have to trust you. Tell me, please, what I have to do."

He closed his eye and wiped the blood from his chin. "If I tell you, will you leave me alone?"

She nodded curtly. He sighed.

"In the centre of the Mirror is a gate," he began, "a gate that lies beneath the waves."

"Where does it lead?" Her eyes gleamed eagerly.

"I think you know." Asbjornsson stared hard at her. "And I think you know what will happen if you open it."

"Yes..." she hissed softly. "Tell me how."

"It isn't difficult. You simply have to know the proper sequence..."

The firelight faded, but the voices continued deep into the night.



"The tide draws closer to a final confrontation on the high seas of Theah. Countless threads, disparate and wild, are slowly pulling together, forming a pattern that only a mad fate witch can see. One crew will mutiny and another will reform under a chastened leader. Weary from Vesten depredations, the Vendel Merchant Guilds send a traitorous captain to sink the Revensj once and for all...but Yngvild Olafsdottir has plans of her own. The General seeks to reclaim his honor while Valoix plots a decisive end to the Montaigne-Castillian war. Admiral Orduno learns the price of crossing the Inquisition, leaving his wife to face a terrible choice alone. Nicole Cowbey confronts her husband's killer while the Crimson Rogers discover the potential key to destroying Bonnie McGee. And across the continent, mystics and seers wake up screaming with a single phrase on their lips: "The Island of the Sunken Eye."

The end game approaches. Are you ready to pay the Reaper's Fee?"

Reaper's Fee was the eighth release for the 7th Sea Collectible Card Game. It also introduced an exciting new card type called Chanteys.

## 7th Sea Collectible Card Game

### Actions

#### “All Hands on Deck!” (U) -/- [D/p/t]

Tack your Captain or one of your Crew with the First Mate trait to play this card. Show your hand to your opponents. If you do not have any Crew in your hand, you may go through your deck and discard pile and get one Crew aligned to your Captain's faction. Reveal the Crew to your opponents, and place it in your hand. Shuffle your Deck.

*“I brought half a dozen Porte mages with me.” Timothy grinned.  
“Think you can use them?”*

#### “Arm Yourselves!” (U) -/- [D/p/t]

Tack your Captain or one of your Crew with the First Mate trait to play this card. Until the end of the turn, all of your Crew aligned to your Captain's faction inflict 2 extra Hits during Boarding Attacks.

*“If you don't know how to use one of these, I suggest you leave now.”*

#### “Brace Yourselves!” (U) -/- [S/d/p]

Tack your Captain or one of your crew with the First Mate trait to play this card. Until the end of the turn, whenever you are suffering hits, you suffer 2 fewer Hits (minimum 0).

*“Aim low. They thrive on pain, but they can't close if their legs don't work.” -- Jorund Guttormson*

#### “Look Lively, Men!” (U) -/- [S/d/p]

Tack your Captain or one of your Crew with the First Mate trait to play this card. All of your Crew aligned to your faction gain +1 influence until the end of the turn.

*“Gentlemen, we are about to being an operation that will end this war once and for all. I trust you will perform accordingly.”  
-- Admiral Valoix*

#### “Man the Tops!” (U) -/- [D/p/t]

Tack your Captain or one of your crew with the First Mate trait to play this card. Until the end of the turn, all of your Crew aligned to your Captain's faction gain +2 Sailing, until the end of the turn.

*McCormick lept aboard the Strange Skies, Maggie and Mumbleley Peg in tow. Kheired-Din smiled. “Man the tops!” he called. “We have everything we need here.”*

#### “Prepare for the Worst!” (U) -/- [S/d/p]

Tack your Captain or one of your Crew with the First Mate trait to play this card. All of your Crew aligned to your Captain's faction gain +1 to their Swashbuckling until the end of the turn.

*Gosse turned to his crew and pointed at the horrors before them.  
“The Knights understood what the Freighter was doing. Now you understand, as they do, as I do. Never forget it.”*

#### “To the Cannons!” (U) -/- [D/p/t]

Tack your Captain or one of your crew with the First Mate trait to play this card. All of your Crew aligned to your Captain's faction gain +1 to their Cannon skill until end of the turn.

*“Oh no! Ruthless military efficiency...” -- Mortimer Snuff*

#### A Killer Revealed (R) -/- [D/p/t]

Target another player's Ship with both a Heroic and Villainous Crew on Board. That ship suffers 7 hits. Target Ship's player may cancel this Action by discarding a Villainous Crew.

*Lyn 'John waited until the dead of night to kill Nicole -- only to find her ready at last to avenge her husband's murder.*

#### Allende's Folly (U) -/- [S/d/p]

Act: Target a Ship in this Sea with a tacked Brotherhood Captain on Board. Inflict 4 Hits on that Ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*Chained in a tower on Caligari's Island, the former Pirate King now suffers the torments of the damned. It is only a matter of time before he breaks.*

#### At the Ready (R) 2Ad/3Ad [S/d/p]

The other Ship in the Boarding may pay the cancel cost of this card. React: Play when you are entering a Boarding. Untack one of your Ship or Crew Attachments.

*“Vigilance is the only certain path to success.” -- Kheired-Din*

#### Back It Up (C) -/- [D/p/t]

React: Play when a player produces skill points (other than absorbing Hits) without tacking a crew. That player suffers 3 Hits.

*“They only work when they have bullets in them.” -- Cosette*

#### Called Away (C) -/- [D/p/t]

Act: Target one of your non-Captain Crew in play. Place that Crew in your hand. Discard any cards attached to that Crew. Act: Target a tacked Crew with the No Attachments trait in this Sea. Pay 3 Influence to return the target crew to their owner's hand.

*“Farewell, Amiral.” leBeux waved his hand. “I wish I could say it's been a pleasure.”*

#### Claw of Thalusiai (C) 3Sw/- [D/p/t]

React: Play when you are suffering Hits. Attach this card to one of your Crew to suffer 3 fewer Hits. This card has the Hand Attachment. A Crew may not have more than 1 Hand Attachment. Whenever this Crew tacks to absorb Hits, this Crew absorbs 2 extra Hits.

*“I like mine better.” -- Mumbleley Peg*

#### Dark Past (R) 4In/- [S/d/p]

Target a Crew in this Sea. That Crew gains the Villainous trait until the end of the turn. The target's player may sink one of their Crew to cancel this action.

*“I saw you!” Nicole hissed in the dying light of the cabin. “I watched from the door while you shot my husband in cold blood!”*

#### Fair Skies (R) 3Ad/- [D/p/t]

Weather -- Target a Sea. During the Draw Cards Phase this turn, any player in target Sea may draw 2 extra cards from their deck.

*“...and I hates me the days off...” -- Grousin 'George*

## 7th Sea Collectible Card Game

### **Fate's Revenge (R) -/- [S/d/p]**

React: Tack your Captain when you are entering a Boarding as the Defender to untack all of your non-Captain crew. The attacker may also untack all of their non-Captain crew.

*Lucrezia landed like a cat on the nearest witch. "Not today, my darling," she hissed. "These Brotherhood poppets have things to do..."*

### **For the Greater Good (R) -/- [D/p/t]**

Target one of your Loyal Crew with the No Attachments trait.

Target Crew gains +2 swashbuckling and +1 to each of their other skills until the end of the turn. Discard that Crew at the end of the Untack Phase this turn.

*Jacob's eyes widened at the sight of the final switch. "Theus preserve us...!"*

### **Foul Weather Ahead (R) 2Ad/- [S/d/p]**

Weather - Target a Sea. Until the end of the turn, Ships suffering Hits in that Sea, suffer 2 extra Hits.

*"I wouldn't want to be on the ocean tonight for all the wine in Vodacce."*

### **Gosse's Folly (U) -/- [D/p/t]**

Act: Target a Ship in this Sea with a tacked Gosse Captain on Board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*Dalia wrapped her arms around her master's shoulders. "Kheired-Din seeks an island which -- if you were to seize it -- would give you the power to torment Gosee for all eternity..."*

### **Hired Saboteurs (C) 3In/5In [D/p/t]**

Target a Ship with more than 2 Ship attachments. Target Ship's controller must discard one of their ship attachments.

*"No, no! Short chopping motions! You're never going to be a world-class saboteur with a technique like that!"*

### **Hit to the Captain's Quarters (R) -/- [D/p/t]**

Unique -- React: Play this card when you are suffering Hits.

Attach this card to your ship as a Damage Attachment to absorb 5 Hits. While this card is attached you may not untack your Captain during the untack phase and your Captain has -2 to all Skills (minimum 1). You may sink this Attachment by paying 4 Swashbuckling as an Action. You may not sink or discard this card with other card effects.

### **Hit to the Galley (R) -/- [S/d/p]**

Unique -- React: Play this card when you are suffering Hits. Attach this card to your ship as a Damage Attachment to absorb 5 Hits.

While this card is attached you must discard a card from your hand to play an Action card. You may sink this Attachment by paying 4 Swashbuckling as an Action. You may not sink or discard this card with other card effects.

*"Tell ze captain that his soufflé has collapsed."*

### **Hit to the Main Mast (R) -/- [D/p/t]**

Unique -- React: Play this card when you are suffering Hits. Attach this card to your ship as a Damage Attachment to absorb 5 Hits.

While this card is attached you may not use your "Free Move" and you are considered to have 10 less Sailing for Initiative. You may sink this Attachment by paying 4 Swashbuckling as an Action. You may not sink or discard this card with other card effects.

### **Hit to the Powder Room (R) -/- [D/p/t]**

Unique -- React: Play this card when you are suffering Hits.

Attach this card to your ship as a Damage Attachment to absorb 6 Hits. While this card is attached your hand size is reduced by 3 (minimum 0). You may sink this Attachment by paying 4 Swashbuckling as an Action. You may not sink or discard this card with other card effects.

### **Hold Your Ground (C) -/3Sw [S/d/p]**

The other Ship in the Boarding may pay the cancel cost of this card. React: Play instead of performing a Boarding Attack. Until the end of the Boarding, Boarding Attacks inflict 1 fewer Hit (minimum 0).

*"Ye want this ship? All ye gotta do is get by ME."*

### **It Doesn't Matter (C) -/- [D/p/t]**

React: Play when a Boarding ends. The players involved with that Boarding must discard their hands and draw 7 new cards.

*"Castillians... Montaigne... it doesn't matter. They all die just the same." -- Timothy le Beau*

### **Javier's Mistake (R) -/- [S/d/p]**

You may only play this card if you have a Villainous Captain.

React: Sink a Crew aligned to your Captain's Faction when you are paying an Adventuring cost to produce 3 Adventuring.

*"Yes," Reis nodded, looking at the Key. "That is a brilliant plan, Javier." Without warning, he rammed his scythe into the young man's chest. "And now that I have it, I don't need you."*

### **Line and Winch (C) 2Sw/- [S/d/p]**

React: Play when you are paying Sailing cost of an action that begins a Boarding to produce 4 Sailing.

*"He can reel in a brigantine like a load of mackerel." -- Arturo Rodriguez*

### **Orduno's Folly (U) -/- [S/d/p]**

Act: Target a Ship in this Sea with a tacked Castillian Captain on Board. Inflict 4 Hits on that Ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*"Sign the condemnation, Margareta." Enrique nearly wept. "Denounce me to the world, or they will burn you as well."*

### **Prosperous Ventures (R) -/4In [S/d/p]**

Any player may pay the cancel cost of this card. Until the end of the turn, all Crew with one or more completed Adventures attached, gain +1 Influence.

*"For the money you're paying, mein freunde, I'll follow Guttormson, the Merchant's Guild, and Legion himself!"*

## 7th Sea Collectible Card Game

### **Tear their Sails (R) 4Sw/3Sw [D/p/t]**

React: Play this card instead of performing a Boarding Attack to attach this card to the opposing, target Ship as a Damage Attachment. While attached, the Ship's player draws 1 fewer card after each round of a Boarding (minimum 1). Any player in this Sea may sink this card by paying 3 Swashbuckling as an action. This card may not be sunk or discarded with other card effects.

### **The Black Freighter's Folly (U) -/- [D/p/t]**

Act: Target a Ship in this Sea with a tacked Black Freighter captain on board. Inflict 4 Hits on that Ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*"Thomas was the last, you butcher," Gosse whispered. "By all that's holy, I swear Thomas was the last."*

### **The Corsair's Folly (U) -/- [D/p/t]**

Act: Target a Ship in this Sea with a tacked Corsair's captain on board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*Kheirid-Din ordered other Corsair vessels to scour the seas for his wayward pilot. Ernesto made them regret it.*

### **The Explorer's Folly (U) -/- [S/d/p]**

Act: Target a Ship in this Sea with a tacked Explorer's captain on board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*In a flash, McCormick grabbed Maggie and put his sword to her throat. "You mutinous dogs!" he snarled, backing towards Kheirid-Din's rowboat. "May you burn in Legion's flames!"*

### **The General's Plan (R) -/- [D/p/t]**

Act: Target a Sea Attachment in this or an adjacent Sea. Tack the Attachment.

*The General and his crew chart a treacherous course up El Rio de Delia, surrounded by Castillian cannon and Montaigne picket lines. At the end of their journey lies the mightiest fortress in Theah... and the execution site of Enrique Orduno.*

### **The Kire's Pen (R) 1Ad/- [D/p/t]**

React: Play when another player is putting a Chantey into play. That Chantey does not enter play and is discarded. Any Chantey already in play remains in play.

*"For six months, the Kire has endured this confinement. The Kire's next chapter shall be written in freedom."*

### **The Rogers' Folly (U) -/- [S/d/p]**

Act: Target a Ship in this Sea with a tacked Crimson Roger captain on board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*"You're afraid of her, aren't you? You're afraid of what she can do." Javier held up the Setine Key for his captain to see. "What if I told you that I have a way to even the odds? What if I told you, I have a way to make you immortal..."*

### **The Sea Dog's Folly (U) -/- [S/d/p]**

Act: Target a Ship in this Sea with a tacked Sea Dogs captain on board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*Lyn' John's betrayal struck at the heart of the crew's moral. Who could they trust if one of their own acted against them?*

### **The Unrelenting Depths (C) 4Ad/3Ad [D/p/t]**

Weather -- Any player may pay the cancel cost of this card. Untack one of your Sea Attachments.

*They call it Cabora, the Island of the Sunken Eye. It has lain beneath the waves for untold millennia, but now, something has begun to stir...*

### **The Vestenmannavnjar's Folly (U) -/- [D/p/t]**

Act: Target a Ship in this Sea with a tacked Vesten captain on board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*"I find this intensely unpleasant." Jorund smiled as he slid the knife deeper. "Please tell me where your captain is headed, so we can both move on to less troublesom activities."*

### **The Witches Return (C) -/- [S/d/p]**

Target and sink a Chantey in play to draw 1 card from your deck. *With the Inquisitor looking on, the witches drew their shears and formed a circle around the two men.. "If you wish to find Allende so badly, my pets, we can arrange for you to join them..."*

### **Valoix's Folly (U) -/- [S/d/p]**

Act: Target a Ship in this Sea with a tacked Montaigne captain on board. Inflict 4 hits on that ship. Act: Tack one of your Crew to draw 1 card from your Deck.

*"I don't care who he inspired to desert. You shall take no action against the General," Rosamonde sniffed. "He still has my favor... and I am still far closer to the l'Empereur than you."*

## Crew

### **"Butcher" Pinchot (R) Crimson Rogers 6I**

C:1 S:0 A:1 I:2 Sw:2 [P/c/t]

Experienced \* Unique \* Loyal \* Villainous \* "Butcher" does not count toward your Crew Maximum. React: Tack "Butcher" when another Ship in this Sea is suffering Hits. That Ship suffers 2 additional Hits.

*"Did you say the man's name was Fox? Where might I find him?"*

### **"Cat's Claw" Fornier (U) Black Freighter 3I**

C:0 S:2 A:0 I:0 Sw:1 [P/c/t]

Loyal \* No Attachments \* Skeletal \* React: Discard Fornier when you are paying your Ship's Move Cost to attempt a Boarding. The cost to cancel that Boarding is increased by 2.

*There's a reason they lock him down there.*

### **"Long Tall" Harry (R) Sea Dogs 8I C:1 S:3 A:2 I:2 Sw:2 [P/c/t]**

Experienced \* Unique \* Loyal \* Topman \* React: Once per turn, sink up to three cards from your hand when your Ship attempts to start a Boarding; the cancel cost of the boarding is increased by 2 for each card sunk.

*"I don't know how it works, but the horizon looks clear as a bell from here."*

## 7th Sea Collectible Card Game

### **“Pincushion” Paolo** (C) Brotherhood 3I

C:0 S:2 A:0 I:0 Sw:3 [P/c/t]

Item \* Crew Attachments being attached to Paolo with the word “Earring” in the title have their skill cost reduced by 4 (minimum 0).

*“Yes. They hurt.”*

### **“Scorchmark” Van Hoffman** (C) Unaligned 4I

C:0 S:3 A:0 I:1 Sw:2 [P/c/t]

React: Tack “Scorchmark” when he enters play to sink a Ship Attachment in this Sea.

*“Fire-fire-fire-fire-fire-fire-FIRE-FIRE!!!”*

### **Aleen Van Ostrand** (C) Vesten 4I C:0 S:4 A:0 I:1 Sw:2 [P/c/t]

Attachment cards with the Item trait being attached to Aleen have their skill cost reduced by 2 (minimum 0)

*“The Vendel work hard, and because we succeed, our countrymen despise us. We’re not greedy; we don’t live for money. We simply believe that effort should be rewarded.”*

### **Andrei Levovich** (U) Crimson Rogers 6I

C:2 S:0 A:3 I:1 Sw:3 [P/c/t]

Experienced \* Unique \* Swordsman +1 \* React: Once per turn, untack Andrei after you suffer and absorbed all of the Hits from a Cannon Attack.

*“He tore it apart with his bare hands. While it was swallowing him.” - Julius Caligari*

### **Bardo Murillo** (C) Castille 5I C:0 S:2 A:2 I:0 Sw:3 [P/c/t]

React: Tack Bardo instead of performing a Boarding Attack to tack a non-Captain Crew on the other Ship.

*“The mancatcher is painful, but considerably more humane. I have yet to lose a single opponent to its embrace.”*

### **Berserkers** (C) Corsairs 3I C:0 S:0 A:3 I:0 Sw:2 [P/c/t]

Captive \* No Attachments \* React: Tack and sink the Berserkers instead of performing a Boarding Attack. If you are the Attacker, the Defender suffers 4 Hits.

*For some reason. Ernesto did not trust them enough to free them during his escape.*

### **Bethesda Quinn** (C) Unaligned 4I C:0 S:0 A:1 I:0 Sw:2 [P/c/t]

Swordsman +2 \* Bethesda does not tack after conducting a Boarding Attack where a Crew with an Influence cost less than 3 was sunk.

*“The more they ogle, the easier it is to cut them to pieces.”*

### **Carlos Altenar** (R) Castille 6I C:1 S:2 A:0 I:1 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* Villainous \* Swordsman +2 \* Act: Once per turn, sink one of your Holy Crew to untack your Captain.

*“Margaretta is too good to turn on you Inquisition scum. I’m not.”*

### **Catwulf Vogt** (U) Montaigne 5I C:3 S:0 A:1 I:0 Sw:3 [P/c/t]

Unique \* Gunner \* React: Tack Cathwulf instead of performing a Boarding Attack to inflict 3 Hits on the other Ship in the Boarding.

*“Kirk mathematicians are the best in the world. Would you like a practical demonstration?”*

### **Deck Hands** (C) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

No Attachments \* When hiring Deck Hands, you may discard a card from your hand to reduce Deck Hands’ Influence cost to 0. *They came highly recommended.*

### **Dorf Klinderhoff** (R) Sea Dogs 6I C:1 S:3 A:1 I:0 Sw:2 [P/c/t]

Experienced \* Unique \* Loyal \* Dorf does not count against your crew maximum. Act: Tack Dorf to sink a Damage Attachment attached to your Ship (ignoring the card effects restrictions).

*“I’d welcome the Rogers at this point. Anything beats waiting and wondering.”*

### **Dupre and Hans** (R) Gosse 6I C:0 S:4 A:2 I:0 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* Topman \* React: Once per turn, immediately after all of the Hits inflicted by Dupre and Hans during a Boarding Attack are absorbed, discard a card from your hand to inflict 2 Hits on the other Ship in the Boarding.

*“Gotcha!” Dupre snagged his friend’s wrist as Hands plummeted helplessly towards the street below.*

### **Eisen Mercs** (C) Vesten 3I C:0 S:0 A:1 I:0 Sw:2 [P/c/t]

No Attachments \* Eisen Mercs inflict 2 extra Hits during Boarding Attacks for each other Crew you have on Board with the title “Eisen Mercs”.

*Veterans of the War of the Cross. Olafssdottir and her crew hold few terrors for men such as these.*

### **Elena Agnelli** (C) Crimson Rogers 4I C:1 S:0 A:0 I:2 Sw:1 [P/c/t]

Villainous \* Fate 1 \* If Elena is discarded or sunk, you must discard another of your non-Captain Crew.

*“For the right price, I can help you, Captain Reis. Whom exactly do you wish to find?”*

### **Erich Carlberg** (U) Vesten 6I C:0 S:2 A:1 I:3 Sw:3 [P/c/t]

Unique \* Swordsman +1 \* Your Crew with the title “Eisen Mercs” absorb 2 extra Hits when tacking to absorb Hits.

*“My men are beyond reproach and obey me as they would their father. We have signed a contract, Herr Guttormson, and will honor it unto death.”*

### **Felipe Jose de Granjero** (R) Castille 7I

C:0 S:2 A:3 I:3 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* Swordsman +3 \* Act: Discard Felipe to target a Ship two or more Seas away. Move that Ship 1 Sea towards your Ship.

*“Margaretta asked him to deliver a message to the one man who could save her husband.”*

### **Fyddych O’ Bannon** (C) Castille 4I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]

Loyal \* Glamour 1

*The son of a Castillian noblewoman and Mad Jack O’ Bannon. Fyddych is a bright young sailor. But like his father, trouble follows wherever he goes.*

### **Gina “the Jackal”** (U) Unaligned 5I C:0 S:0 A:3 I:3 Sw:1 [P/c/t]

Unique \* No Attachments \* Act: Once per turn, target an Item Attachment on one of your Crew. Attach the Item to another of your Crew.

*“Grab my hand! Theus, I hope you’re not as heavy as you look!”*

## 7th Sea Collectible Card Game

**Grigori Popvich** (U) Brotherhood 5I C:2 S:0 A:1 I:0 Sw:2 [P/c/t]  
Gunner \* Loyal \* Pyeryem 1 \* When Grigori tacks to absorb Hits, he absorbs 2 extra Hits. React: Tack Grigori when you are entering a Boarding as the Attacker to inflict 2 Hits on the other Ship in the Boarding.

*"The Gaius was... less than pleased with my recent activities. A long sea journey seemed the prudent course of action."*

**Gris Hallisdottir** (R) Vesten 8I C:0 S:0 A:3 I:3 Sw:1 [P/c/t]  
Experienced \* Unique \* Loyal \* Laerdom 2 \* React: Discard Gris when a player attempts a Boarding with your Ship to cancel that Boarding attempt.

*Her powers grow with each passing day. In time, they may even surpass Yngvild's.*

**Gustolph Hirsch** (R) Corsairs 6I

C:0 S:0 A:2 I:2 Sw:2 [P/c/t]

Experienced \* Unique \* Loyal \* Villainous \* When Gustolph tacks to produce Influence to hire a Captive Crew, he produces 3 extra Influence. React: Tack Gustolph immediately after you tack a Captive Crew to untack that Crew.

*"Come now, effendi! Surely slaves such as these can fetch more than a measly thousand dinars?"*

**Henry the Clockmaker** (C) Unaligned 6I

C:0 S:3 A:4 I:0 Sw:1 [P/c/t]

When hiring Henry you may pay 4 Adventuring to reduce Henry's Influence cost to 0.

*"I don't know where the nickname came from. I can barely tell time."*

**Inquisitor Bascalle** (F) Castille 8I C:0 S:0 A:2 I:5 Sw:2 [P/c/t]

Experienced \* Unique \* Loyal \* First Mate \* Holy \* Villainous \* Act: Tack Bascalle to give all of your other Holy Crew in play +2 to all of their skills that are greater than 0, until the end of the turn.

*"I applaud the condemnation of your heretical husband, Senora Orduno. Of course, I should stay on board... to ensure your deeds remain pious."*

**Isabeau Dubois du Arrent** (R) Montaigne 6I

C:1 S:3 A:3 I:2 Sw:2 [P/c/t]

Experienced \* Unique \* Loyal \* React: Once per turn, discard a card from your hand instead of performing a Boarding Attack to inflict 2 Hits on the other Ship in the Boarding.

*"The General asked me if I thought I could fire a blooded coin over a four story building. Isn't that the oddest question you've ever heard?"*

**Jacob Faust** (R) Explorers 7I C:2 S:0 A:4 I:2 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* Heroic \* Swordsman +1 \* Act: Target one of your Adventures in an adjacent Sea and discard Jacob to move your Ship to that Sea. The Adventuring cost to complete the target Adventure is reduced by 4 (minimum 0) until the end of the turn.

*"Poking around in the Prince's basement? We have a tower cell for spies like you."*

**Jaime Espejo** (U) Castille 5I C:1 S:2 A:1 I:1 Sw:3 [P/c/t]

Unique \* React: Tack Jaime after you have completed a Boarding with another player. The other player must discard his hand and draw 7 new cards.

*"NO LIFEBOATS!!! NO ONE LEAVES THIS SHIP ALIVE!!!"*

**Jamie Sices du Sices** (U) Corsairs 4I C:0 S:2 A:1 I:0 Sw:2 [P/c/t]

Captive \* Rower \* No Attachments \* React: Tack and sink Jaime when you are being targeted with an action that will begin a Boarding with your Ship to cancel that action. The player that attempted the action must sink two cards from their hand.

*"When do they serve the cocktails?"*

**Jelena** (C) Explorers 4I C:0 S:4 A:1 I:0 Sw:2 [P/c/t]

All completed Adventures attached to Jelena that provide skill bonuses provide an additional +1 to the appropriate skill.

*"Sorry. Wrong festering pit."*

**Joris Hartig** (C) Vesten 4I C:0 S:0 A:2 I:1 Sw:2 [P/c/t]

Joris produces 2 extra Influence when paying Influence to hire an Unaligned Crew.

*"I find Guttormson excreble, but it takes a butcher to destroy a butcher. Better Olafsdottir lying dead than some poor merchant and his family."*

**Josette Quadros** (C) Castille 3I C:0 S:2 A:0 I:0 Sw:2 [P/c/t]

Holy \* Swordsman +2 \* Your Captain absorbs 1 extra Hit when tacking to absorb Hits.

*"Though I did not wish it, Theus has taken me from the front and placed me on board ship. I shall endeavor to perform His will from here."*

**Ketty Tappan** (C) Vesten 5I C:0 S:4 A:1 I:1 Sw:2 [P/c/t]

Act: Tack Ketty to move 1 of you Ally cards to this Sea.

*"Best ship's wheel I've ever made. 500 Guilders and it's yours."*

**Kitka Maritova** (C) Gosse 4I C:0 S:2 A:0 I:1 Sw:3 [P/c/t]

Pyeryem 1 \* Act: Tack to discard an Ally card attached to this Sea.

*"Do not depend upon animals to protect you from me. My ties to them extend far deeper than yours."*

**Lucrezia** (R) Brotherhood 5I C:0 S:0 A:2 I:0 Sw:2 [P/c/t]

Experienced \* Unique \* Loyal \* Fate 1 \* React: Sink a Knack Attached to Lucrezia when paying a cancel cost to reduce the cost by 3 (minimum 0).

*"Alesio didn't know Allende's fate after his betrayal. But I do..."*

**Master Allen Trel** (R) Vesten 6I C:0 S:0 A:0 I:4 Sw:2 [P/c/t]

Unique \* No Attachments \* Villainous \* Your Ship Attachments with the title "Treasure Hold" do not count against your Crew Maximum. Your Captain has 2 less Influence (minimum 1) while Master Allen is in play. If Master Allen is sunk or discarded, all of your Treasure Holds in play are discarded.

*The head of the Sailors' Guild. He supposedly handpicked Guttormson for the job.*

## 7th Sea Collectible Card Game

**Miguel Sandoval de Castillo** (U) Castille 7I

C:1 S:2 A:3 I:0 Sw:3 [P/c/t]

Unique \* Swordsman +2 \* React: Once per turn, immediately before the Attacker in a Boarding performs a Boarding Attack, the opposing player in the Boarding must target one of their Crew. Play a card from your hand as a Boarding Attack to begin a Duel between Miguel and the targeted Crew.

*Sandoval's Guard has departed - all save Miguel.*

**Morgause Mercuri** (C) Unaligned 5I C:3 S:0 A:2 I:0 Sw:2 [P/c/t]

Gunner \* When hiring Morgause you may pay 3 Cannon to reduce Morgause's Influence cost to 0.

*"My parents tried to make me marry a man like you. Do you want to know what I did, or shall I just shoot you?"*

**Nodar the Falcon** (U) Explorers 5I C:1 S:1 A:2 I:0 Sw:2 [P/c/t]

Unique \* Pyeryem 1 \* React: Tack Nodar immediately after the Untack Phase to target a Sorcerer in this Sea. Tack that crew and all Sorcery Knacks attached to that Crew.

*"Nothing compares to a sunrise from the highest tower in Pavtlow."*

**Orf Helfir** (F) Vesten 8I C:0 S:4 A:2 I:2 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* First Mate \* Villainous \* Swordsman +2 \* React: Tack Orf when a player in this Sea hires a Crew. Play a card from your hand as a Boarding Attack to begin a Duel between Orf and that Crew.

*"To kill Yngvild, you have to think like Yngvild"*

**Padre Alfonso** (R) Castille 6I C:0 S:0 A:2 I:3 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* Holy \* Villainous \* React: Tack Alfonso when another Ship in this Sea is suffering Hits. When Crew on that Ship tack to absorb these Hits, they only absorb an amount of Hits equal to their printed Swashbuckling.

*"The Church is Theus, my lady. The sooner you accept that, the happier you'll be."*

**Pepin** (R) Montaigne 9I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]

Experienced \* Unique \* Loyal \* React: Tack Pepin, immediately before performing an Action, to untack any card in play.

*"His heart is as noble as ever. If only his Admiral were worthy of that nobility." - The General*

**Percis d'Assell** (C) Montaigne 5I C:0 S:0 A:0 I:3 Sw:1 [P/c/t]

Act: Tack Percis to target one of your Ally cards up to 2 Seas away. Move your Ship to the same Sea as the Ally card.

*"San Cristobal, eh? I might be able to make its harbor a little less perilous for you..."*

**Pounder** (C) Corsairs 3I C:0 S:2 A:0 I:1 Sw:2 [P/c/t]

No Attachments \* Captive \* Heroic

*With so many missing rowers, those who remained had to labor twice as hard.*

**Renfeld Throckmorton** (U) Unaligned 5I

C:2 S:4 A:0 I:1 Sw:2 [P/c/t]

Topman \* Unique \* Act: Tack Renfeld and another of your Crew to untack your Ship.

*"No one ever noticed me - watching, hiding remembering. Thank the Prophets people pay for such skills."*

**Riant Gaucher** (R) Crimson Rogers 8I

C:2 S:4 A:3 I:2 Sw:3 [P/c/t]

Experienced \* Unique \* Loyal \* Villainous \* Riant has +4 Influence while you have 3 or more Crew in your Sunk Pile. *His cruelty is as sharp as ever, but he has tempered his violent outbursts with a predator's cunning. The quiet shift has not escaped his captain's attention.*

**Roberta Estrada** (R) Brotherhood 5I C:2 S:3 A:3 I:0 Sw:2 [P/c/t]

Heroic \* Unique \* Loyal \* React: Tack Roberta when a player in this Sea performs an Action that sinks one of their own Crew. That player must sink an additional Crew or that Action is canceled (and the first Crew remains sunk).

*"I was with Allende when we stormed the walls at la Bucca. Tell me how I can free him and it will be so."*

**Rupella Lagrippe** (U) Unaligned 5I C:0 S:0 A:0 I:1 Sw:2 [P/c/t]

Unique \* No Attachments \* Act: Tack Rupella to untack one of your Crew with the First Mate trait.

*"Don't worry about it sir. I'll take care of it. Really."*

**Sergeant Benitez** (U) Black Freighter 7I

C:1 S:0 A:0 I:2 Sw:2 [P/c/t]

Loyal \* No Attachments \* React: Tack one of your Skeletal Crew when suffering Hits to reduce the number of Hits by 1.

*"I think he lost it in the war, but it's not like we can ask him."*

**Svein Hegge Hjernstad** (U) Vesten 5I

C:0 S:4 A:0 I:1 Sw:1 [P/c/t]

Unique \* Laerdom 1 \* Act: Tack Svein to target a Ship in this Sea. Sink the top card of your deck and the top card of the target's deck. *Another Vesten turncoat, he cannot leave Kirk except under heavy guard.*

**Torvo Espada** (R) Gosse 10I C:0 S:0 A:3 I:2 Sw:5 [P/c/t]

Experienced \* Unique \* Loyal \* Heroic \* Swordsman +4 \* Torvo may not have more than 1 copy of an Swordsman Knack attached. The Influence cost to attach Swordsman Knacks to Torvo is 2 less (minimum 0).

*"Philip's quest must come before mine. We can only correct one injustice at a time."*

**Ulfied Jansson** (C) Sea Dogs 4I C:0 S:3 A:1 I:1 Sw:2 [P/c/t]

Laerdom 1 \* Act: Tack Ulfied to inflict 2 Hits on a Ship in this Sea. If you are in the Trade Sea, Reacts may not be played in reaction to suffering these Hits.

*"We're not all obsessed with vengeance. I live my life as I choose, and neither Vendel nor Vestenmannavnjar can tell me otherwise."*

**Wenching Jim** (U) Gosse 5I C:0 S:2 A:0 I:0 Sw:2 [P/c/t]

Heroic \* No Attachments \* Swordsman +1 \* Act: Tack Jim and pay 4 Influence to target a Ship in this Sea. That Ship's controller must target one of their Crew. Play a card from your hand as a Boarding Attack to begin a Duel between the target Crew and Jim. *Everyone loves a winner.*

## 7th Sea Collectible Card Game

**Wilhelm Dunst** (R) Unaligned 7I C:0 S:0 A:3 I:2 Sw:4 [P/c/t]  
Experienced \* Unique \* Heroic \* Holy \* Swordsman +2 \* React:  
Tack Wilhelm instead of performing a Boarding Attack to target  
a Sorcerer or Villainous Crew on the other Ship. That player must  
sink the target or suffer 6 Hits.  
*“War never ends. So too shall it be with my vigilance.”*

**Willie Wilcox** (R) Brotherhood 7I C:3 S:2 A:2 I:1 Sw:4 [P/c/t]  
Experienced \* Unique \* Loyal \* Swordsman +1 \* Willie is  
considered to have a Hand attachment. Act: Tack and sink one of  
your Crew to untack Willie.  
*The witches’ shears took his hand, but Lucrezia had a replacement.*

**Zoya the Serpent** (U) Unaligned 3I C:0 S:0 A:0 I:0 Sw:2 [P/c/t]  
Pyeryem 1  
*He claims to wear the skin of a Crescent cobra, though no one has  
ever seen him use it. Most are too fearful to ask.*

### Adventures

**A Hearty Individual** (U) [T/c/s]  
1 Sea Away -- To Complete: Pay 5 Adventuring (4 if completed  
in the Forbidden Sea). Crew Attachment: +1 Swashbuckling. This  
Crew absorbs 2 extra Hits when tacking to absorb Hits.  
*Red cocked her head. “So what do you need from me?” “A second  
ship,” Gosse said “As large and powerful as you can find.”*

**Message from Margareta** (C) [T/c/s]  
1 Sea Away -- To Complete: Pay 3 Adventuring (2 if completed in  
La Boca). Item \* Crew Attachment: This Crew absorbs 2 extra Hits  
when tacking to absorb Hits.  
*“My mistress begs you to save her husband from certain doom.  
She says that a single shot revealed your character, and that only a  
man of honor can help her. Do you understand?”*

**One Fell Swoop** (C) [T/c/s]  
1 Sea Away -- To complete: Pay 3 Adventuring (2 if completed  
in the Forbidden Sea). Crew Attachment: Act: Tack this Crew to  
discard a Chantey in play.  
*“San Cristobal.” Valoix pointed to the spot on the map. “We take it  
and this war ends.”*

**The Fifth Switch** (R) [T/c/s]  
Prize \* 2 Seas Away \* Unique -- To complete: Pay 3 Adventuring,  
then suffer 2 Hits. Item \* Captain Attachment: Act: Sink this card.  
All Ships suffer a number of Hits equal to twice the number of Sea  
Attachments they control.  
*Kidnapped by her own captain, Maggie had no choice but to do as  
Kheired-Din commanded.*

**The General’s Armor** (C) [T/c/s]  
1 Sea Away -- To complete: Pay 4 Adventuring (3 if completed in  
the Trade Sea) Item \* Crew Attachment: +1 Swashbuckling. This  
crew absorbs 1 extra Hit when tacking to absorb Hits.  
*“I left this behind along with my honor,” he said quietly. “I used to  
think they were both a curse. Now I know better.”*

**The Seal of the Thalusiai** (R) [T/c/s]  
1 Sea Away -- To complete: Pay 4 Adventuring (2 if completed in  
La Boca). Artifact \* Crew Attachment: React: Tack the Seal of the  
Thalusiai when another play uses a Sorcer Knack. After the effects  
of that Knack have resolved, sink that Knack.  
*It snuffs out magic like a torch.*

**The Shattered Spear** (R) [T/c/s]  
Prize \* 1 Sea Away \* Unique -- To complete: Pay 3 Adventuring,  
then suffer 4 Hits. Item \* Crew Attachment: React: Tack the  
Shattered Spear when paying an Influence cost to produce 3  
Influence.  
*Though destroyed, its pieces are not without power..*

**The Siren’s Jaw** (R) [T/c/s]  
2 Seas Away \* Unique -- To complete: Pay 6 Adventuring (4 if you  
have a Corsairs Captain). Artifact \* Captain Attachment: React:  
Tack and sink this card when your Captain is inflicting Hits with  
a Boarding Attack. Your Captain inflicts an additional number of  
Hits equal to the number of cards currently in your hand.  
*“I hear he bought it from Kheired-Din himself.”*

**The Undiscovered Port** (U) [T/c/s]  
3 Seas Away -- To complete: Pay 3 adventuring (2 if completed  
in the Mirror). Port \* Sea Attachment: Act: Tack to untack one of  
your Ally cards in this Sea. Act: If your Ship is in this Sea, tack to  
untack your Ship.

### Attachments

**Anointed by Theus** (C) 2Sw [C/d/s]  
Holy Crew Attachment -- React: Tack this Crew when you are  
paying a cancel cost to reduce the cost by this Crew’s Influence  
cost (minimum 0).  
*“My crew is sundered,” Kheired-Din prayed, “and I cannot  
proceed with so few remaining. What shall I do, O prophet?”  
Silence followed, then suddenly his eyes widened with  
understanding. “Yes... the Lightbringer...”*

**Braiding the Strands** (R) - [C/d/s]  
Crew Attachment \* Fate 1 Knack -- Act: Tack this card and target  
a player with a Ship in this Sea. Look at the top card of the target  
player’s deck. You may place that card in that player’s discard pile  
or return the card to the top of that player’s deck.  
*“Your threads and my threads, sad sister. Your loss and my loss.  
One and the same, now and forever.”*  
**Crystal Earring** (C) 3Ad [C/d/s]  
Crew Attachment \* Item -- +1 Sailing  
*“I don’t know how it works, but I’ve never fallen once while  
wearing it. Plus it’s shiny.”*

**Dashing Blade** (R) - [C/d/s]  
Castillian Captain Attachment \* Unique \* -- You must tack one of  
your Swordsman Crew to put this card into play. React: Tack this  
card instead of performing a Boarding Attack to inflict 3 Hits on  
the other Ship in the Boarding.  
*With Orduno, condemned and his wife a near-prisoner, it falls to  
others to carry on their cause.*

## 7th Sea Collectible Card Game

### **Eye of Sky and Sea (R) - [C/d/s]**

Crew Attachment \* Glamour 1 Knack \* Eye -- React: Tack this Crew when a Crew in this sea tacks to produce Cannon. That Crew produces no Cannon.

*"Don't look too deep: you could fall in and never come out." -- Celedoine*

### **Fair Warning (R) 1In [C/d/s]**

Captain Attachment \* Unique \* Item -- The skill costs to discard or sink your Ally cards are increased by 1. React: Discard Fair Warning when a player takes an action that results in one of your Ally cards being discarded. That action is cancelled.

*"It's from Faust. 'Revolt aboard Strange Skies. Trail lost. Proceeding to final switch'"*

### **Gespucci Bernoulli (C) 4Ad [C/d/s]**

This Sea Attachment \* Ally -- Any player in this Sea may sink this card by producing 4 Swashbuckling as an Action. Act: Tack this card to attach it to a Sea adjacent to this Sea. Act: Tack this card to inflict 3 hits on a Ship in this Sea. The target may pay its Ship move Cost and move to an adjacent Sea to cancel this action.

*"My cousin Caligari has Allende. I know where..."*

### **Grenade (C) 2Ad [C/d/s]**

Crew Attachment \* Item -- React: Discard this Attachment instead of performing a Boarding Attack. The opposing player in the Boarding suffers 4 Hits, then you suffer 1 Hit.

*"How far can you run in ten seconds?"*

### **Kodiak Bear (U) - [C/d/s]**

Crew Attachment \* Pyeryem 1 Knack -- This Crew absorbs 2 extra Hits when tacking to absorb Hits.

*Terror of the north, the bear's mighty strength can shrug off any blow.*

### **Matushka's Blessing (U) - [C/d/s]**

Crew Attachment \* Pyeryem Knack -- +1 Pyeryem  
*Ussara's mother-goddess grants her chosen subjects the power to become as animals.*

### **Owl (U) - [C/d/s]**

Crew Attachment \* Pyeryem 1 Knack -- +2 Cannon

*Wise and all-seeing, the owl remembers what others have forgotten -- and strikes with inerring precision.*

### **Rabbit (R) - [C/d/s]**

Crew Attachment \* Pyeryem 2 Knack -- React: Tack this card when you are paying an Adventuring cost to produce 3 adventuring.

*No beast in the field is more fleet of foot or can find so many hidden corners.*

### **Red Fox (U) - [C/d/s]**

Crew Attachment \* Pyeryem 1 Knack -- +2 Adventuring

*The cunning fox can locate all manner of treasure, no matter how deeply buried.*

### **Reise (Journey) (R) - [C/d/s]**

Crew Attachment \* Laerdom 2 -- Act: Tack Reise to move your Ship to an adjacent Sea. You may not use this ability to move into or out of a Sea where another Ship is currently located.

*"To the Mirror, my brothers. Valhalla and our destiny await." -- Yngvild Olafssdottir*

### **Sharing a Cot (R) - [C/d/s]**

First Mate Attachment -- This crew counts as one less toward your Ship's crew maximum (minimum 0).

*"Every night, I wake up screaming when his long yellow toenails dig into my shin."*

### **Sight 'Em Up (C) 4Ca [C/d/s]**

Crew Attachment \* Cannon 4 Knack -- React: Discard this card when this Crew is producing Cannon to produce 3 extra Cannon.

*"Morgause can knock the wings off a gull if you give her enough time to aim." -- Sebastiano Scogna*

### **Snow Leopard (U) 2Sw [C/d/s]**

Crew Attachment \* Pyeryem 1 Knack -- A Crew may not have more than 1 copy of Snow Leopard attached. React: Discard Snow Leopard immediately before you draw cards during a Boarding to untack this Crew.

*The snow leopard's keen senses prevent it from ever being suprised.*

### **Starke (C) 3In [C/d/s]**

Sea Attachment \* Port -- Any player in this Sea may sink this Port by producing 5 Cannon as an action. React: Tack this card when another Ship attempts a Boarding with your ship while you are in this Sea. The Boarding attempt is canceled and the Ship attempting the Boarding suffers 2 Hits.

*"Margaretta thought I would find you here, senior."*

### **Steel Earring (C) 3Ad [C/d/s]**

Crew Attachment \* Item -- +1 Cannon

*"I made it from the piece uv a wrecked forty-pounder. It whispers in me ear, an' tells me where ta aim"*

### **The Word of the Vagabond (R) 2Ad [C/d/s]**

Captain Attachment \* Unique -- The cost of this card is reduced by 2 if you have a Brotherhood Captain. React: Tack Word of the Vagabond after you put an Adventure into play to draw a card from your deck.

*"Captain Allende is indeed the heir to the Castillian throne. When the Caligaris have broken him, they will return him home, a puppet king to do as they command."*

### **Throwing Knives (C) 2Ad [C/d/s]**

Crew Attachment \* Item -- React: Tack and discard Throwing Knives instead of performing a Boarding Attack to inflict 1 Hit on the opposing ship.

*"Let's play a game. Its called Cripple the Loudmouth."*

## 7th Sea Collectible Card Game

### Chanteys

#### **“The Lightbringer is Ours!” (U) -/4In [T/c/s]**

Any player may sink this Chantey by producing 7 Influence as an action. All Captains have the following ability: React: Once per turn, discard one of your Crew aligned to your Captain’s faction when you are paying an Influence cost to produce 2 Influence. *“Captain?!” Cosette gasped. “You’re not letting him TAKE her...?!”*

#### **Cosette’s Mutiny (U) -/4In [S/d/p]**

All Captains have the following ability: Act: Once per turn, target a Ship to inflict Hits equal to the number of Crew on Board with a different Faction symbol than their Captain. *“You’re not letting him take Maggie,” Cosette snarled. “We’ll kill you first.” The crew nodded in silent assent and drew their weapons.*

#### **Eternal Desire (C) -/4Sa [D/p/t]**

All Captains have the following ability: React: Discard a card from your hand when paying your Ship’s Move Cost to produce 1 Sailing. *“How could you have loved a woman so cruel?” Ernesto smiled sadly. “I looked past her cruelty to the loneliness which caused it.”*

#### **First Tide (C) -/ [D/p/t]**

Any player may sink this Chantey by sinking three cards from their hand as an action. Crew with the Topman trait have +3 Sailing. *“I’m sailin’ few Carleon at first tide. If any o’you ain’t there - if any o’you don’t wanna follow me to the end o’this - I understand.” -Bonnie McGee*

#### **Hidden Talents (C) -/ [S/d/p]**

All Captains have +1 to each of their skills. *“I see Kheired-Din has put a bounty on my head. What makes you think you can collect it?” - Ernesto Castillus*

#### **High King Asbjornsson (C) -/ [P/c/t]**

All Captains have +3 Influence while in their Starting Sea. *The King looked up as Olafsdottir approached. “The Island,” he said and smiled. “It holds the key to your revenge.”*

#### **Imprisonment in El Morro (C) -/ [D/p/t]**

Any player may sink this Chantey by producing 6 Swashbuckling as an action. Crew with the Gunner trait produce 2 extra Cannon when tacking to produce Cannon. *Trapped within the impenetrable fortress walls, beyond hope of rescue or redemption, Enrique Orduno waits for the Inquisition to burn him.*

#### **Jacques and the Kire (U) -/ [P/c/t]**

Any player may sink this Chantey by tacking a Crew with an Influence cost greater than 5, as an action. All Crew enter play tacked unless the hiring player discards a card from their hand. *“it’s good to see you, old friend. I have some news regarding your father... and the order he served.”*

#### **Lyin’ John Flees (U) -/ [D/p/t]**

Any player may sink this Chantey by producing 4 Cannon as an action. Players may not perform more than one Cannon Attack during a turn. *The last cannonshell splashed in the water as the rowboat sped away. “What happened?” Bonnie asked. “Mr. Fox showed his true colors,” Nichole replied.*

#### **Message From the Grave (U) -/ [C/d/s]**

Any player may sink this Chantey by producing 6 Swashbuckling as an action. All players must tack or discard one of their non-Captain Crew during each Draw Cards Phase. *As Thomas approached, Gosse drew the saber the Rose and Cross had given him. “Theus forgive me for what I am about to do...”*

#### **Neither Asked Nor Given (C) 2Ad/2Ad [T/c/s]**

Players draw 2 fewer cards after each round of a Boarding (minimum 1). *“My men are Montaigne. Loyal. Courageous. Quarter from them will be neither asked nor given.” -Admiral Valoix*

#### **The Island (C) -/ [S/d/p]**

Any player may sink this Chantey by tacking their Captain as an action. Players may not play Chanteys. *Imperatrice Morella cried in horro as the threads converged before her. “The Island!” she shrieked. “The 7th Sea will consume us!”*

#### **The Rage of the Vesten (C) 2Sw/- [S/d/p]**

All Crew tacking to absorb Hits absorb 2 extra Hits. *“Ship by ship, Vendel by Vendel... it’s not enough. We need something to destroy them ALL, or else our war will fail.” - Red Thorfil*

#### **The Revenge of the Damned (U) -/ [C/d/s]**

Any player may sink this Chantey by tacking their Ship and Captain as an action. The Ship(s) with the most Crew on board has its Move Cost increased by 2. *The Black Freighter sailed for the Mirror, leaving a trail of haunted destruction in its wake. Necros knew that Gosse would follow.*

#### **The Trail of the Dead (C) -/3Sw [C/d/s]**

All Crew tacking or sinking to absorb Hits, absorb 1 fewer Hit (minimum 1) *The family drew together, praying for a quick death as the Freighter’s crew drew closer...*

#### **The Trial of Orduno (U) -/ [S/d/p]**

Any player may sink this Chantey by discarding any two of their untacked Crew as an action. All captains have the following ability: Act: Tack your Captain and your Ship to move to your Starting Sea. *“I find you guilty of heresy and conspiracy against the Church. You shall burn for your sins.”*

#### **The Vision Spreads (C) 3Ad/5Ad [P/c/t]**

All Crew have their Influence cost increased by 2. *Cardinal Verdugo fell to his knees as the vision overwhelmed him. “The Island!” he screamed. “The Fourth Prophet approaches!”*

# 7th Sea Collectible Card Game

## **Vendel Sorcery (U) -/3Sw [D/p/t]**

The Skill costs of Weather cards are reduced by 2 (minimum 0).  
*The Vendel practice Laerdom sorcery as well, having stolen it from their Vesten brothers. It is no less powerful coming from a merchant than from a warrior.*

## **Visions of the Isle (U) -/ [P/c/t]**

All Captains have the following ability: Act: Once per turn, discard 4 cards from your hand to draw 3 cards from your Deck.  
*Derwyddon rose from his sheets as sweat coated his brow. "The Island," he whispered. "The gateway will open..."*

## **Yngvild's Plan (U) -/ [P/c/t]**

Any player may sink this Chantey by paying 3 Adventuring as an action. All Captains have the Villainous trait.  
*"In the middle of the Mirror, a gate will rise," the King said quietly. "If you can open it, you will unleash the hordes of Valhalla upon your enemies."*

## *Ships*

### **El Fuego Negro (F) Castille 7 CM / 2 MC**

Act: Once per turn, discard 2 cards from your hand to begin a boarding with a Ship in this Sea, instead of paying your Ship's Move Cost. React: Tack before performing an action, to move to an adjacent Sea.

### **The Santa Cecilia (R) Unaligned 8 CM / 3 MC**

React: Once per turn, after you have entered a Sea, you may immediately perform a cannon attack. React: Tack before performing an action, to move to an adjacent Sea.

### **The Sea Lion (F) Vesten 10 CM / 4 MC**

Act: Once per turn, tack one of your Port Attachments to untack your Captain React: Tack before performing an action, to move to an adjacent Sea.

### **The Wayward Route (R) Unaligned 9 CM / 3 MC**

React: Untack this Ship after completing a Boarding where you were the Defender. React: Tack before performing an action, to move to an adjacent Sea.

## *Captains*

### **Captain Jorund Guttormson (F) Vesten W8 C:0 S:4 A:2 I:4 Sw:4**

Start: Trade Sea \* Villainous \* Swordsman +2 \* You may not have Jorund Guttormson on Board. Act: Once per turn, if you have 3 or more other non-Loyal Vesten Crew on Board, pay any amount of Influence to target a Ship in this Sea. Target Ship suffers Hits equal to the half the amount of Influence produced (rounded down).

### **Captain Margareta Orduno (F) Castille W9**

C:2 S:2 A:3 I:3 Sw:5  
Start: La Boca \* Swordsman +3 \* You may not have Margareta Orduno on board. Act: Tack to target one of your Swordsman Crew. If you have three or more other Castillian Crew on board you Ship, target a Ship in this sea who must target one of their Crew. Play a card from your hand as a Boarding Attack to begin a Duel between your Swordsman and the target Crew.

### **Sebastiano Scogna (R) Unaligned \*Vodacce\* W8**

C:3 S:3 A:2 I:4 Sw:4

Start: La Boca \* Swordsman +2 \* Sebastiano may only use Ships with no faction symbol. Act: Once per turn, if you are in a Sea with a Port attached, target one of your Item or Goods attachments. If you have 3 or more unaligned Crew with an Influence cost greater than 2, sink the Attachment to draw 2 cards.



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