

SYRENTH SECRET

“Get in!” a familiar voice shouted from the deck of the Syrenth ship. “We haven’t much time!”

Around him, lifeboats full of Sea Dogs clambered aboard the vessel. Celedoine’s Glamour magic kept them hidden, but it was only a matter of time before the Crimson Roger realised their prey was getting away. A short distance away, the flaming wreckage of the Hurricane continued to burn as the Rogers sent cannon volley after cannon volley pounding into it.

“If Reis is dead, they’re sure not acting like it,” Berek heard one swabbie mutter. He grabbed a nearby sailor’s hand and helped him aboard. The deck was crowded, but they had enough space for everyone. With luck, they could resupply in Ussura before starting the long trip to Avalon.

“Get us out of here, Faust,” he called as the last Sea Dog climbed aboard. “I’d rather not draw the Rogers attention.” The scarred man nodded and the boat sped away.

He turned to greet his old crew, only to come face-to-face with the imperious woman at their head. Her face looked beautiful beneath her wide brimmed hat.

“Hello, Cele.” He smiled rakishly. “I know it’s been a while, but I hope my timely arrival makes up for any-”

His speech was cut short as the Glamour mage struck him across the face.

“Bastard!” she hissed. “Where the hell were you?!”

“I- I just rescued you, Celedoine!” he said. “What do you-”

“Bonnie’s gone, Jeremiah,” she said. “Gone. We’ve spent the last six months trying to avenge your death. She cut a deal with the Sidhe to kill Reis. They have her now. They told me. And now after all this time, you pop up like nothing’s wrong?!”

“I almost drowned!” he protested. “The man who saved me needed my help!”

“You couldn’t send a message?! You couldn’t let us know you were all right?! We took on Captain Reis for you - Reis, the unkillable monster of the seven seas! And his crew just turned the Hurricane into firewood.”

“He killed Bonnie?”

“I almost wish he had,” Celedoine said. “No, she got the bastard, no thanks to you! I told you, she cut a deal. Reis’ life for an eternity with the Sidhe. She’s in Bryn Bresail, Jeremiah. She’s never coming back! My best friend, fourteen crewmen, Theus knows how many innocent lives, and you’re just fine!”

“Would you rather I was dead?” Berek asked.

“I’d rather you behaved like our captain instead of some schoolboy on an adventure! I’d rather you led us instead of abandoning us to fate! Same old Berek. Just out for a good time with Lady Fortune always looking over your shoulder. You don’t change!”

“But I have changed, Cele,” Berek said. “It’s... it’s different now. Things aren’t what they were.”

“I wish I could believe that.” anger dripped from her words.

Berek looked at her for a long time.

“What do you want me to do?” he asked.

“Take us home, Jeremiah.” her eyes glittered like diamonds. “And stay the hell out of my way.”



“Criminal. Black sheep. Family embarrassment. These words and more have been used to describe Joaquin Orduño, cousin to the wayward Castillian admiral. Though denounced as a shiftless smuggler, Joaquin follows his own code of honor, a secret allegiance which few even suspect. Through his efforts, the Brotherhood of the Coast stay safe from its enemies — and a great Castillian hero has an ally on the waves.

Five years ago, *L'Empereur's* stubborn daughter Ysabelle ran away from home, abandoning her noble duties for the life of a pirate adventurer. Now as the Montaigne Revolution destroys the order she once rejected, Ysabelle has returned to rescue the innocent and strike a blow against the new order. *L'Empereur* may be gone, but his progeny survives... and the Montaigne navy has a new enemy.”

Syrenth Secret was the eleventh and final release for the 7th Sea Collectible Card Game. It brought the secret societies of Theah to the fore front of the card game and also introduced a new captain for each of the factions except for Gosse’s Gentlemen.

Actions

Caltrops (C) 3Ad/ [/]

React: Play before an opponent is about to play a Boarding Attack from their hand. Name either Club, Dagger, Punch, Slash, or Thrust. That Crew’s controller may not play any more Boarding Attack cards that produce the named Boarding Attack until after the end of the current round. You may tack a Rilasciare Crew instead of paying this card’s skill cost. You may not play this card during a Duel. You may not play this card in reaction to the first Boarding Attack played by a Crew.

Dalia and Ernesto (C) / [/]

Act: Tack your Captain to play this card. You may immediately hire one Crew with the Loyal trait that is not aligned to your Captain’s faction. Sink this card.

7th Sea Collectible Card Game

El Esoque Occulto (C) / [/]

React: Play after you have inflicted 4 or more hits with a Los Vagos Crew during a Boarding. After all of the hits are absorbed, the Los Vagos Crew inflicts an additional 2 Hits. You may not play another version of this card for this effect during this Boarding Attack. React: Play this card as a normal Boarding Attack. This Crew inflicts 2 extra Hits with this Boarding Attack. If you play the final card in the Boarding Attack and inflict Hits you may return this card to your hand after all of the hits have been suffered.

Endings and Beginnings (C) /4Ad [/]

You may only play this card if you have a Heroic Captain. Any player may pay the Cancel cost of this card. React: Play this card immediately after the beginning of the Actions Phase. All players discard their hands and draw 7 cards from their decks. Sink this card.

“Build a new life, Melinda. Be happy. He’d want that. His task is over now. I’ll see you again when mine is.”

Expeditious Retreat (C) / [/]

React: Play this card to reverse a Club, Slash, or Dagger Boarding Attack. This Boarding Attack is considered resolved, with neither Crew inflicting Hits. Tack both Crew involved in the Boarding Attack. React: When a Ship moves into your Sea using its “Free Move” ability, move your Ship to an adjacent Sea. The cost of this card is raised by your Ship’s Move Cost for this ability unless you have a Los Vagos Captain.

“Where’s Berek? Celedoine wants a word with him...”

Fateful Duel (C) / [/]

Unique • Control React: Play after you have played the final Boarding Attack during a Duel where both you and the opposing player had Ships in this Sea. Attach this card to this Sea. Sink this card at the beginning of the next turn.

“That cravat cost me ten Guilders!”

Flee Your Enemies (C) M+0/ [/]

React: Play after you have absorbed all of the Hits inflicted by an opponent’s Cannon Attack. Move your Ship up to two seas towards the Mirror or the Trade Sea (moving through each Sea one at a time).

As daring as they are, the Sea Dogs aren’t above cutting and running if the odds turn against them.

Fugitives (C) 3In/4In [/]

Act: Target and sink a Membership card in play. Act: Target another player’s unaligned Ship. Move that Ship one Sea away from your Ship. Act: Target Faction-aligned crew is considered to have no factional alignment and is considered Unaligned until the end of the turn.

Ysabete rescued Rosamonde from the headsman’s axe. As pirates and daughters of l’Empereur, they became a grave threat to the new Montaigne government.

Guerilla Tactics (C) 3Ad/ [/]

The cost of this card is reduced to 0 if you have 3 or more Rilasciare Crew on board. Act: Target and sink a Chantey in play.

Act: Target a player with 6 or more cards in their hand. Target player’s Ship suffers 1 Hit. Act: Target a Chantey in play and the player that owns that Chantey. That player’s Ship suffers 1 Hit.

“They’ll NEVER think to look in the sewers...”

In the Nick of Time (C) / [/]

React: Play when another player begins a Boarding with your Ship that is not canceled. The Boarding ends after three rounds. React:

Play when another player is targeting your Ship with a Cannon Attack that is inflicting 6 or more Hits. That Cannon Attack is canceled. That player may cancel this effect by producing 3 Cannon.

“Sorry to dash, but I’m meeting my sister and she’ll just lose her head if I’m late.” –Ysabete du Montaigne

Leaping From Rooftops (C) 4Ad/ [/]

Act: Move your Ship to an adjacent Sea. You may immediately perform an action that completes an Adventure in that Sea. The cost of this card is reduced by the number of Los Vagos Crew you have on board (minimum 0). Act: Target an Adventure in an adjacent Sea with only an Adventuring cost. Tack any number of Los Vagos Crew to produce Adventuring to complete the target Adventure (the Adventure is considered to be completed in the Sea in which it was placed).

Nightblade (C) 3Ad/ [/]

React: Play when you are pushing this Crew forward for a Boarding Attack. Attach this card to that Crew as a Hand Attachment. This Crew inflicts 2 extra Hits during Boarding Attacks and gains +1 Adventuring. The cost of this card is reduced to 0 if you attach this card to a Kreuzritter Crew. A Crew may not have more than 1 Hand Attachment.

Poisoned Wine (C) 2In/4In [/]

You may only play this card if you have a Villainous Captain. Act: Tack one of your non-Captain, Villainous Crew to target a Ship. That Ship’s controller must tack one of their Holy Crew or sink any one of their Crew.

“The Falisci ‘64 should never be quite that shade of scarlet.” – Giovanni Villanova

Pursue Your Enemies (C) / [/]

React: Play after an opponent in this Sea has played an Action card that resulted in their Ship moving to another Sea, to move your Ship to the same Sea (moving through each Sea one at a time).

The Rogers still haven’t forgiven the Sea Dogs... and their vengeance remains as fierce as ever.

Regrouping (C) / [/]

Act: Tack your Captain or First Mate Crew to target and attach any number of your Ally cards in play to the same Sea as your Ship.

React: Play before performing an action. Target one of your untacked Ally cards attached to an adjacent Sea to attach that Ally to the same Sea as your Ship.

The Corsairs knew that sooner or later, Kheired-Din would reappear. They intended to be ready for him.

7th Sea Collectible Card Game

Seduction (C) /4Ad [/]

Act: Tack and discard one of your non-Captain Crew to target a non-Captain Crew in the same Sea as your Ship. If the target Crew's Influence cost is less than your Crew's Influence cost the target Crew is tacked and may not untack or use any abilities until the untack phase of next turn. Sophia's Daughters crew need only tack or be discarded (not both) to use this effect.

"Finish your beer, lover. My evening's just beginning..."

Seize the Reins (C) 2In/ [/]

The Influence cost of this card is reduced to 0 if you have a Rilasciare Captain. React: Play instead of performing a Boarding Attack. Target a Ship Attachment attached to the other ship in the Boarding. The ship's controller must either sink the target Attachment or suffer 6 hits. React: Play instead of performing a Boarding Attack. Target one action card in play to sink that action card.

That sallow little lawyer is the future of Montaigne.

Syrneth Lock (C) / [/]

React: Play before another player produces any skill points to complete an Adventure. That player may not use any Attachments to produce skill points to complete that Adventure, until the end of the turn. Any skill points needed to complete that Adventure during this turn must come from tacking Crew.

The Freighter's Ashes (C) / [/]

Act: Name any faction without a Captain in play. Crew with that factional alignment may not enter play until next turn. Act: Name any secret society. Crew with that secret society affiliation may not enter play until next turn. Act: Name any Nationality. Crew with that Nationality may not enter play until next turn.

Call it St. Rose's Grave. It's as good a name for the spot as any.

The Trap Is Sprung (C) / [/]

React: Tack one of your Kreuzritter Crew when you are paying an Influence cost (for anything other than hiring a Crew), to reduce that Influence cost by the Kreuzritter's Influence cost (minimum 0). Until the end of the turn all of your opponents' Influence costs are reduced by 1 (minimum 0).

"Welcome aboard, Empereur. Some old friends wish to have a word with you..." –The Kire

The Witch (C) /5Ad [/]

React: Play instead of performing a Boarding Attack. Tack a Crew to target a Crew Attachment on a tacked Crew on the opposing player's Ship. Discard the target Crew Attachment (you may not discard a Captain Attachment, but you may discard a Crew Attachment on a Captain). React: Play after you have canceled a Boarding Attempt by paying your Ship's Move Cost to move your Ship to an adjacent Sea.

Lucrezia still searches for her lost love.

Unexpected Reunion (C) 2Ad/4Sw [/]

React: Play when a player hires a Crew from a different faction than their Captain's faction. If that Crew does not share a Secret Society or Nationality with that player's Captain, that player's Ship suffers a number of Hits equal to twice the hired Crew's Swashbuckling. You may only play one copy of this card per Hiring of a Crew. React: Play when you are paying the cost of a Henchman Attachment card to reduce the Henchman's cost by 3. When playing this effect, the cost of this card is reduced to 0.

Ussuran Madhouse (C) 1In/ [/]

Act: Target a non-Captain Crew in this Sea. If that Crew's Influence cost is less than the number of Attachments that Crew has attached, that Crew is tacked. Act: Each player shuffles their deck and discard pile together. You may draw 2 cards from your deck; all other players draw 1 card from their deck.

"What happened to you, Felipe?" she whispered. "The witches took me," he replied, "and gave me the vision of the 7th Sea..."

Voices of the Dead (C) / [/]

Act: Play when you are paying the cost to attach, discard or sink a Control card. Tack one of your Sorcerers to reduce the cost by the number of Sorcery Knacks that Crew has attached.

"You must save them, my love. Save as many as you can. Ragnarok approaches and our people must be ready..." –Red Thorfild

Crew

Aindriu McKenna (C) Sea Dogs *Knights of the Rose and Cross*
5I C:2 S:0 A:0 I:2 Sw:3 [P/c/t]

Heroic • Gunner If you have a Topman on board this Crew has +1 Cannon. This Crew may be chosen as a Starting Crew if you have a Rose and Cross Captain. If your Ship has a crew maximum less than 9, this Crew's Influence cost is reduced by 2 when you are choosing your Starting Crew.

Aldaron the Dark (C) Explorers *Die Kreuzritter* 6I

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

Nacht 1 • Holy • Swordsman + 1 React: When another player is about to play a Boarding Attack card to begin a Duel with one of your other Crew, you may replace the target Crew with this Crew in the Duel. You may use this ability only when this Crew is untacked, and only once per turn.

"The Explorers must be protected from themselves."

Alicia Soldano de Granjero (C) Castille 5I

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

React: Tack when entering a Boarding. This Crew may use the following ability until the end of the Boarding: React: Discard a card from your hand when you are tacking a Crew to absorb Hits to have that Crew absorb 2 extra Hits. You may only use this ability once per tacking Crew.

"Where is he, Margareta? Where is my husband?"

7th Sea Collectible Card Game

Alison Fairlight (C) Sea Dogs *Sophia's Daughters* 4I

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

Heroic • Scry 1 If this Crew has a number of attached Scry Knacks equal to or greater than her Influence, she may not attach further Scry Knacks.

"She steers the ship that way, perched atop the tiller. I don't know how she does it, but it gives the captain the willies."

Belinda Thackuray (R) Unaligned 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique • Glamour 1 This Crew may not attach Glamour Knacks while tacked.

"Even the greatest sorcerers can have an off day."

Carmilla Bernoulli (C) Crimson Rogers *Sophia's Daughters / Vodacce* 5I C:2 S:0 A:0 I:1 Sw:1 [P/c/t]

Scry 1 This Crew is considered to have a Face Attachment. Heroic Crew fighting against this Crew and inflicting Hits during a Boarding Attack have the Hits they inflict reduced to 0."They say Reis uses Glamour magic. I'm here to learn if it's true."

Cristophé du Fae (C) Montaigne *Sophia's Daughters* 6I

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

Scry 0 • No Attachments This Crew may not be in your starting Crew. You must have 2 or more Sophia's Daughters Crew aboard your Ship to bring this Crew into play.

He's a Son of Lugh, with Sidhe blood in his veins. He can do more than just outrun the horse; he can pick it up and throw it if the mood takes him.

Dieter Von Glowen, Shield Man (C) Explorers *Die Kreuzritter / Eisen* 5I C:1 S:0 A:2 I:1 Sw:3 [P/c/t]

Heroic • Swordsman + 2 When this Crew tacks or sinks to absorb Hits, he absorbs one extra Hit. React: Tack and sink this Crew when you are suffering Hits during a boarding, to reduce the Hits suffered to 0.

A dracheneisen breastplate keeps him safe from any blow. Without it, he would have perished long ago.

Dimitri "the Bear" Romanovski (F) Brotherhood *Rilascarie / Ussura* 8I C:3 S:2 A:3 I:1 Sw:4 [P/c/t]

Villainous • Unique • Pyeryem 1 • Unique If this Crew inflicts Hits during a Duel, he inflicts 4 extra Hits. React: When this Crew is tacking to absorb hits you may tack any number of Pyeryem knacks attached to this Crew to have this Crew absorb an additional amount of Hits equal to double the number of Pyeryem Knacks tacked.

"Why can't the rest of the world be like Ussura?"

Doña Arantxa Grijalva (C) Explorers *Los Vagos* 4I

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

Holy React: Once per turn, you may discard 2 cards from your hand when suffering Hits to reduce the Hits suffered by 3 (minimum 0). You may only use this ability if this Crew is untacked and you are suffering 4 or more Hits.

Doña Lucia del Torres (C) Brotherhood *Los Vagos* 4I

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

Heroic • Swordsman+1 If any other Ship in this Sea has one or more Castillian or Montaigne Crew on board, this Crew has +2 to all of her skills.

"I know the true name of your Captain Allende –and I love him just as much now as I did when he sat on the throne of Castille."

Dryope Vestini (R) Unaligned 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique • Fate 1 This Crew may not attach Fate Knacks while tacked. The strands are interconnected. Pulling on one can have devastating, unforeseen repercussions.

Dryope never understood that until the night her husband hanged himself.

EJ Tojo (C) Corsairs *Los Vagos* 4I C:0 S:0 A:2 I:1 Sw:3 [P/c/t]

Captive • Heroic • Swordsman +2 This Crew may not be pushed forward to fight in a Boarding Attack if your Captain is Villainous. *El Vago wishes to have a word with this 'Espera.' I volunteered to find him.*

Erik the Bold (C) Brotherhood 6I C:1 S:4 A:2 I:0 Sw:3 [P/c/t]

Loyal • Topman React: Play when you have just completed an Adventure for which you paid the reduced cost. If this Crew tacked to produce Adventuring for that reduced cost, you may untack him.

"The name? I had it tattooed on my arse after getting drunk one night. It seemed pretty funny at the time."

Feathertuft (R) Unaligned 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique • Pyeryem 1 This Crew may not attach Pyeryem Knacks while tacked.

He had a real name once, but he forgot it when Matushka left him trapped in an owl's shape. He doesn't miss it much.

Felix Guy-Daniel (R) Montaigne 6I C:0 S:0 A:2 I:3 Sw:2 [P/c/t]

Unique • Porté 1 React: Once per turn, when this Crew is inflicting Hits with a Boarding Attack, you may sink one of your other Crew to have this Crew inflict 3 extra Hits. React: After you have attached a Porté Knack to this Crew, you may immediately take another action to attach another Port+C65 Knack to this Crew. You may perform this ability any number of times per turn.

Porté and betrayal - Felix has mastered both.

Graham MacLennan (C) Sea Dogs *Knights of the Rose and Cross* 4I C:0 S:4 A:0 I:0 Sw:2 [P/c/t]

Loyal • Swordsman +2 If you have a Gunner and a Topman Crew on board, this Crew has +1 Swashbuckling. React: When one of your other Crew is being sunk, discard 2 cards from your hand to have that Crew discarded instead. You may only use this ability while this Crew is untacked.

Halverd Solness (R) Unaligned 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique • Lærdom 1 This Crew may not attach Lærdom Knacks while tacked.

He once burned a ship down trying that stunt. Lærdom isn't for amateurs.

7th Sea Collectible Card Game

Herrmann Stumpf (F) Montaigne *Die Kreuzritter / Eisen* 8I
C:2 S:4 A:3 I:4 Sw:3 [P/c/t]

Unique • First Mate • Nacht 1 All of your other Kreuzritter Crew have +1 Influence and inflict 1 extra Hit during Boarding Attacks while this Crew is in play. Act: Once per turn, target a Villainous non-Captain Crew in this Sea. Push one of your other Kreuzritter Crew forward (tacked or untacked) and play a Boarding Attack from your hand to begin a Duel between your Crew and the target Crew.

Hildegun (C) Vestenmannavnjar 6I C:0 S:2 A:3 I:2 Sw:4 [P/c/t]

Heroic • Swordsman + 2 While you have at least one Crew with the title "Valkyries" on board your Ship, each of your Valkyries gains +1 Swashbuckling.

"It doesn't matter how mortal you are. If they think you're a creature of myth, they'll never dare strike you."

Inga Danziger (C) Montaigne *Die Kreuzritter / Eisen* 4I

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

Nacht 1 This Crew has +1 Adventuring for each Nacht Knack attached.

"Stand behind me, mein kind. Nothing will hurt you this night."

Ingeborg Davinsson (R) Vestenmannavnjar 5I

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

Lærdom 0 • Swordsman +1 If your Captain is Heroic, this Crew has the Heroic trait. If your Captain is Villainous, this Crew has the Villainous trait. React: Once per turn when you are inflicting Hits with this Crew during a Duel, you may target and tack a Crew on the opposing Crew's ship with a Swashbuckling less than 3.

Kristin Abjornsdottir (C) Vestenmannavnjar *Sophia's

Daughters* 5I C:0 S:0 A:3 I:2 Sw:2 [P/c/t]

Heroic • Lærdom 1 For each additional point of Lærdom that this Crew has beyond 1, she gains +1 Adventuring and +1 Influence.

"Guns are noisy, smelly, and unreliable. True marksmen still use the bow."

Lakov (R) Black Freighter *Die Kreuzritter* 5I

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

Heroic • Holy • Swordsman +1 Act: Tack this Crew to activate this ability. Until the end of the turn, Sorcery Knacks in the same Sea as this Crew that Inflict, increase, reduce, or absorb Hits may not be used while in the same Sea as this Crew.

Die Kreuzritter calls him a 'Night,' one of their own lost to the Dark Paths. They never speak of him without a shudder.

Lazare Tourville (R) Unaligned 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique • Porté 1 This Crew may not attach Port+C84 Knacks while tacked.

He never quite mastered the art of Porté. It works, but it's messy.

Listing Peter (C) Black Freighter 4I C:0 S:1 A:0 I:0 Sw:3 [P/c/t]

Unique • Loyal • Skeletal Villainous • No Attachments This Crew does not count against your crew maximum. React: Tack this Crew when you are playing a Damage Attachment to absorb Hits. That Damage Attachment absorbs 3 extra Hits.

Just don't call him "Lefty." He hates that.

Longcoat Lucy (C) Unaligned *Die Kreuzritter* 6I

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

Swordsman +1 • This Crew has +1 to her Swordsman trait for each Swordsman Knack she has attached. Act: Tack this Crew to target a non-Captain sorcerer on another Ship in this Sea. Inflict a number of Hits on that sorcerer's ship equal to this Crew's Swashbuckling skill plus Swordsman trait.

"The coat was me father's, the pistol me Mum's. She shot him with it; if you look you can still see the hole."

Mad Darius McIntrick (C) Crimson Rogers *Invisible College*

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

Villainous You may not hire or put this Crew into play if you have an Explorers Captain. When this Crew tacks to produce Adventuring to complete an Artifact Adventure, he produces 2 extra Adventuring.

"Arciniega needs fresh blood... and the Rogers produce more than enough."

Maria-Soledad Rivera y Aldana (R) Castille *Los Vagos /

Sophia's Daughters* 6I C:0 S:0 A:1 I:2 Sw:4 [P/c/t]

Unique • Heroic • Swordsman +3 You may attach any number of Swordsman Knacks to this Crew. React: When another player is about to play a Boarding Attack card to begin a Duel with one of your crew, tack this Crew to cancel the Duel and inflict Unique • Heroic • Swordsman +3 You may attach any number of Swordsman Knacks to this Crew. React: When another player is about to play a Boarding Attack card to begin a Duel with one of your Crew, tack this Crew to cancel the Duel and inflict 2 Hits on that player's Ship.

"The Vagabond has many faces. I am only one."

Meraldo Avalos (C) Castille *Knights of the Rose and Cross* 4I

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

Topman • Swordsman+2 Act: One per turn, target one of your uncompleted Adventures in play. Move your ship one Sea towards the sea containing the target Adventure. You may only use this ability if you have Felipe Jose de Granjero on board.

Margaretta isn't the only one looking for her husband. There are a lot of people who want to know what happened to the Admiral... and the ship he was on.

Noam (C) Brotherhood *Rilascarie* 6I

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

When hiring this Crew from your hand, if there is at least one other Captain in this Sea with a greater Influence than your Captain, this Crew's Influence cost is reduced by 3.

"I am not some simple savage, Théan. I understand your politics quite well. I simply choose to do without them."

Paul Norton (R) Brotherhood / Sea Dogs *Rilascarie* 4I

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

Heroic • Loyal • Unique Act: Once per turn, tack any number of your completed Adventures and name a skill. Until the end of turn, this Crew gains +1 to the named skill for each Adventure you tacked.

He followed Berek back to the Sea Dogs, but he never forgot his old crewmates.

7th Sea Collectible Card Game

Pedro Alameda (C) Unaligned *Los Vagos* 6I

C:1 S:4 A:2 I:0 Sw:3 [P/c/t]

Heroic • Topman The skill cost of your Action cards titled: "Sharp Shooter" or "Sniper" are reduced to 0, while this Crew is untacked during a Boarding.

BAM! "Oops! Uh, sorry down there. Are you okay?"

Professora Jacinta Navarro del Garci (C) Castille *Los Vagos* 5I

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

No Attachments This Crew gains +3 Influence if you have a Los Vagos Captain and a Patron Attachment in play.

Where do you think El Vago gets his marvelous toys?

Rachel Milligan (R) Unaligned *Knights of the Rose and Cross* 7I

C:1 S:0 A:3 I:2 Sw:4 [P/c/t]

Unique When this Crew is in a Duel, the opposing Crew inflicts 2 less Hits (minimum 0).

"You have to accept that you're going to fall. Someday, somehow, you're going to plummet straight to the cobblestones. Once you realize that, you'll never be afraid of heights again."

Renzo Raymondi (R) Crimson Rogers 5I

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

Villainous • Swordsman +1 React: When another player sinks one of their Heroic crew, you may immediately draw a card from your deck. You may only use this ability once per sunk Crew.

"The Rogers pay well. Everything else is secondary."

Reynaldo Lucani (C) Corsairs 4I

C:0 S:0 A:1 I:1 Sw:1 [P/c/t]
Captive • No Attachments • Loyal When tacking this Crew to hire non-Captive Crew this Crew produces 3 additional Influence.

"Better here than back in Vodacce. At least here, I have a chance of escape."

Richter Hoffmann (C) Explorers *Invisible College* 4I

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

React: When you are paying an Influence cost, tack an Item Attachment attached to this Crew to produce 1 Influence.

"Cosette needs a map if she's to survive the western seas. But she doesn't need to know where it comes from."

Rose Thorne (C) Unaligned *Rilascarie* 6I

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

Heroic • Swordsman +2 You may not hire this Crew if you have a Captain with the Villainous trait.

"I quite like the pseudonym, though I haven't used it in awhile. Were these gentlemen conscious, I'm sure they would agree."

Sabira Mallah (C) Corsairs *Sophia's Daughters* 5I

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

Villainous • Scry 1 Act: Tack this Crew to target a player in this Sea. That player may place any action cards face up on the table. Until the end of the turn, the target player may only play action cards that are placed face up on the table with this ability. This effect ends when a Boarding begins. When this effect ends the cards are returned to the player's hand.

The Daughters need the wicked as well as the righteous.

Senor Ladron, Second Mate (R) Brotherhood 3I

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

Loyal • Unique • No Attachments • Pet The cost of this card is reduced to 0 if the card: "Senor Ladron" is attached to your Captain. Sink "Senor Ladron" when this Crew enters play. You may not attach "Senor Ladron." This Crew does not count against your crew maximum. React: Once per turn, immediately after this Crew tacks to produce Adventuring for an Item Adventure, discard a card from your hand to untack this Crew.

Skeletal Marketeers (C) Black Freighter 1I

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

Loyal • No Attachments • Skeletal

They can eat cannon steel as easily as human flesh...

Soner Iqbal (C) Corsairs *Invisible College* 3I

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

Captive • Heroic • Holy If your Captain is Heroic, this Crew has +1 Influence and Ⓛ1 Adventuring (minimum 0).

"Knowledge is dangerous. None understand this more than your 'Invisible College.' Should the Corsairs find some powerful invention or artifact, I will ensure that they never have a chance to use it."

Steel Tooth Bob (C) Unaligned *Rilascarie* 5I

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

When this Crew tacks to absorb Hits, he absorbs 1 extra Hit.

React: When you are suffering Hits during a Boarding that have not come from another player's successful Boarding Attack, tack one of your completed Adventures to suffer 2 fewer Hits. You may only use this ability if this Crew is untacked.

The Ooze (C) Black Freighter 5I

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

Loyal • Villainous • Fear 2 When paying the cost of the card: "Kiss of Death," you may tack this Crew instead of your Captain.

Wet, dripping slime drops off every time he moves. If it weren't for the sheet, he'd fall completely apart.

Tom "Grave" Stone (C) Black Freighter *Invisible College* 5I

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

Villainous React: Tack this Crew when one of your non-Skeletal Black Freighter crew is being sunk to place that Crew on top of your deck.

His experiments on prolonging life succeeded after all...

Two Pistol Penny (C) Unaligned *Invisible College* 5I

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

Heroic When this Crew inflicts Hits with a Boarding Attack, she inflicts an additional amount of hits equal to your Captain's Swashbuckling.

"I actually own more than two."

Valery Allamand (C) Montaigne *Invisible College* 4I

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

When this Crew tacks to absorb Hits, he absorbs 2 extra Hits. This Crew has +1 Adventuring for each Item card attached.

"This will work—all we need is a big crank..."

7th Sea Collectible Card Game

Adventures

Black Stone Veteran (C) [T/c/s]

1 Sea Away To complete: 7 Adventuring (0 if you and another player have resolved a Duel during this turn). Crew Attachment: +1 Swashbuckling. This Crew gains the trait: Swordsman +2 (or gains +2 to their Swordsman bonus if the crew already has the Swordsman trait).

When the Rose and Cross must kill someone, they draw stones from a lot. Whoever draws the black stone must perform an act of evil to help the greater good.

Choose Your Battles (C) [T/c/s]

1 Sea Away To complete: Pay 4 Adventuring (2 if you have a Rilasciare Crew on board) Crew Attachment: React: Discard this card when you are paying the Influence cost of a Rilasciare Crew to produce 3 Influence. React: Tack this card when you or one of your cards is being targeted with a Duel. The player starting the Duel must pay 3 Swashbuckling or the Duel is canceled.

Damsel in Distress (C) [T/c/s]

1 Sea Away To complete: Pay 2 Adventuring (1 if completed in La Boca) Heroic Crew Attachment: React: Return this card to your hand when this Crew is producing Skill points to increase the Skill points produced by 2.

"Please, not the rope," Rosamonde pleaded. "As you wish, princess," the executioner sneered and produced a very large axe...

Die Kreuzritter Acolyte (C) [T/c/s]

1 Sea Away • Henchman To Complete: Pay 6 Adventuring (4 if completed in the Trade Sea). Crew Attachment: +2 Adventuring and +1 Swashbuckling. React: Discard this card when you are paying the Influence cost to hire a Kreuzritter Crew to produce 3 Influence.

Down with l'Empereur! (R) [T/c/s]

2 Seas Away • Oath • Unique To complete: Pay 6 Adventuring (4 if in Frothing Sea or if you have a Rilasciare Crew on board) Crew Attachment: +1 Swashbuckling. Act: Tack this card to target and sink a Patron or Letter of Marque card in this Sea. Act: Tack and sink this card to target and sink any non-Control Sea Attachment in this Sea.

"Flee, your Majesty! I cannot stop them all!"

Freeing Felipe (R) [T/c/s]

Unique • 3 Sea Away To complete: Pay 3 points of each skill (this Adventure may not be completed in any way other than paying the skill costs). Captain Attachment: You need to Control only any four Seas at the end of the turn to win the game.

"Good King Sandoval wishes to explore the western seas. He won't mind if I pick up an old friend along the way." –Margaretta Orduño

MacEachern Blade (R) [T/c/s]

1 Sea Away • Unique To complete: Pay 6 Adventuring (3 if you have a Brotherhood Captain). Artifact • Crew Attachment: +1 Swashbuckling. This Crew has an additional +3 Swashbuckling while there is a Sorcerer with 1 or more Sorcery Knacks on another Ship in this Sea. Act: Tack to sink a Monster card in this Sea. React: Tack when a Monster Action card is being played to cancel that action.

Rope Descending Device (C) [T/c/s]

1 Sea Away • Hand (a Crew may not have more than one Hand Attachment) To complete: Pay 4 Adventuring (3 if completed in the Frothing Sea). Invisible College Crew Attachment: React: Tack this card when you are paying an Adventuring cost for an Adventure or Action card to produce 1 Adventuring.

Settling the Matter (C) [T/c/s]

2 Seas Away To complete: Pay 3 Adventuring (2 if completed in The Mirror). Crew Attachment: React: Tack this card and target and untack the tacked Crew on the other Ship with the highest Influence cost, to untack this Crew.

The Black Glove (C) [T/c/s]

1 Sea Away • Hand (a Crew may not have more than one Hand Attachment) To complete: Pay 10 Adventuring (7 if completed in the Trade Sea). Kreuzritter Crew Attachment: +1 Swashbuckling. All of this Crew's Punch and Club Boarding Attacks are changed to be a Dagger. Reacts may not be played in reaction to Hits inflicted by this Crew during Boarding Attacks.

The Heroine of San Cristobal (C) [T/c/s]

1 Sea Away To complete: Pay 8 Adventuring (4 if you have three or more Los Vagos Crew on board). Crew Attachment: React: Tack this card after you have put a Control card into play to untack one of your non-Captain Crew that tacked to pay skill points for the Control card.

Saving a nation absolves you of many sins.

The Horror of the Hook (C) [T/c/s]

2 Seas Away To complete: Pay 3 Adventuring (2 if completed in La Boca). Crew Attachment: This Crew gains the trait Fear 1. Act: Tack this Crew to tack any Crew in this Sea with an Eye, Face, Hand, or Leg Attachment.

Willie screamed in horror as the voices filled his head with a litany of blood. How much more could he take?

The Syrneath Rings (R) [T/c/s]

1 Sea Away • Unique • Artifact To complete: Pay 4 Adventuring (3 if you have an Invisible College Captain). Crew Attachment: React: Tack this Crew when a Chantey is being sunk from play to place that Chantey in its owner's discard pile instead.

Wearing the Black Ring (C) [T/c/s]

1 Sea Away • Hand (a Crew may not have more than one Hand Attachment) To complete: Pay 6 Adventuring (3 if completed in the Trade Sea). Kreuzritter Crew Attachment: This Crew gains the trait: Nacht 1. React: Tack this card when another player targets this Crew with an action or effect to cancel that action or effect.

7th Sea Collectible Card Game

Attachments

Ambush From the Shadows (C) [C/d/s]

CREW ATTACHMENT Nacht 1 Knack React: After you inflict 4 or more Hits on another player's Ship in this Sea (but before that player begins suffering the Hits), sink this card to discard 2 random cards from that player's hand. Die Kreuzritter is always watching. *No one escapes their justice for long.*

Arciniega's Cordial (C) [C/d/s]

CREW ATTACHMENT Item You must have 2 or more untacked Invisible College Crew to attach this card. Act: Tack this card to activate this ability. Until the end of the turn, this Crew inflicts 4 extra Hits during Boarding Attacks. Discard this card at the end of the turn. React: Discard this card instead of performing a Boarding Attack to target one of your Crew. Until the end of the turn, that Crew gains +2 Swashbuckling.

Brilliant Disguise (C) [C/d/s]

CREW ATTACHMENT Item If you attach this card to a Los Vagos Crew you may draw a card after you attach this card. React: Sink this card when you or one of your cards is being targeted with a Duel, to cancel that Duel.

"No one believes that El Vago could possibly be a woman. Why should we dissuade them?" –Maria-Soledad Rivera y Aldana

Daylen's Cordial (C) [C/d/s]

CREW ATTACHMENT Item You must have 2 or more untacked Invisible College Crew to bring this card into play. Act: Tack this card to activate this ability. Until the end of the turn this Crew absorb additional Hits equal to their Adventuring Skill when they tack or sink to absorb Hits. Discard this card at the end of the turn. *"Care for a quick game of cards?"*

Die Kreuzritter Membership (R) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Membership This Captain gains the Die Kreuzritter affiliation. React: Tack this card when you are paying an Influence cost to produce 3 Influence. You may only use this ability while you have 3 or more other Die Kreuzritter Crew on board.

Loyalty. Charity. Secrecy. Faith.

Dietrich Sword (C) 7Ad [C/d/s]

HEROIC CREW ATTACHMENT Item The cost of this card is reduced by 3 if being attached to a Rose and Cross Crew (minimum 0). React: Tack when this Crew inflicts hits with a Boarding Attack to target a non-Captain Crew on the opposing Ship. This Crew inflicts additional Hits equal to the printed Swashbuckling of the target Crew.

Only the best Knights may wield them, but they serve their owners well.

Diving Apparatus (C) 6In [C/d/s]

CREW ATTACHMENT Item +2 Adventuring. Act: Tack this card to target an Item or Artifact Adventure in this Sea. The Adventuring cost of that Adventure is reduced by 3 (minimum 0) until the end of the turn. React: Tack this card after one of your Attachments has been sunk by another player's card effect to return that card to your hand.

Don Julio del Bejarano de Castillo (R) 7Ad [C/d/s]

LA BOCA ATTACHMENT Unique • Patron Any player in this Sea may tack and discard a Holy Crew as an action to discard this card. React: Tack after a Holy Crew in this or an adjacent Sea tacks to produce skill points to reduce the skill points produced to 0. React: Discard one of your non-Captain Rose and Cross Crew when you are suffering Hits in this or an adjacent Sea to reduce the Hits to 0.

Dust of Irritation (C) [C/d/s]

CREW ATTACHMENT Scry 1 Knack • Item Act: Tack this card to target a Crew in this Sea and draw a card. Until the end of the turn, when target Crew tacks to produce Skill points they produce 3 fewer points of the skill (minimum 0). Discard this card at the end of the turn.

"This may sting a bit."

Dust of Petrification (C) [C/d/s]

CREW ATTACHMENT Scry 1 Knack • Item Act: Tack this card to target a Crew in this Sea and draw a card. Until the end of the turn, target Crew absorbs 3 extra Hits when tacking to absorb Hits. Discard this card at the end of the turn.

"It hardens the skin. You might as well try to kill a granite boulder."

El Puñal Occulto School (R) 5In [C/d/s]

CREW ATTACHMENT Swordsman Knack The cost of this Attachment is reduced by 3 if being attached to a Los Vagos Crew. Your Boarding Attacks that end with a Dagger inflict 2 extra Hits. React: Tack this card when this Crew plays a Dagger Boarding Attack; you may change that attack to a Thrust or Club.

Encoding Device (C) 8Ad [C/d/s]

CREW ATTACHMENT The cost of this card is reduced by 3 if being attached to an Invisible College Crew. React: After you have taken an action, discard 3 cards from your hand and tack this card to take an additional action.

"No, no, it's just a music box. How could a music box create secret messages?"

Evangeline Rois et Reines du Rogne (R) 4Ad [C/d/s]

SEA ATTACHMENT Unique • Patron Ports you are attaching to this Sea have their skill costs reduced by 2. Your Rose and Cross Crew with an Influence cost greater than 3, have +1 Influence while this card is in play.

Garrotte (C) 5In [C/d/s]

CREW ATTACHMENT Item The cost of this card is reduced by 3 if being attached to a Rilasciare Crew (minimum 0). Act: Tack this card to target and sink a Henchman card in this sea. Act: Tack the attached Crew and sink this card to target a Crew in this Sea with an Influence cost of less than 3. Discard the target Crew.

Ugly deeds demand an ugly weapon.

Hidden Compartment (C) 3Ad [C/d/s]

SHIP ATTACHMENT React: Tack this card when you are producing Adventuring for an Illegal Adventure to produce 4 Adventuring. React: Tack this card before you perform an action to discard a non-Captain Crew on board your Ship.

Daddy used to keep snacks in here. I have a somewhat less frivolous use for it.

7th Sea Collectible Card Game

Into the Shadows (C) 1Sw [C/d/s]

CREW ATTACHMENT Nacht 1 Knack Act: Return this card and this Crew to your hand (you may not use this ability on your Captain). React: Tack this card after this Crew tacks to absorb Hits from a Boarding Attack to reduce the remainder of the Hits to zero. Use this ability only when absorbing hits from a Boarding Attack (or Duel) in which this Crew fought.

"You'll never see them –not until it's too late..."

Invisible College Membership (R) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Membership This Captain gains the Invisible College affiliation. While you have 3 or more other Invisible College Crew on board your hand size is increased by 2.

"I fear the Inquisition often selects our members for us. Fugitives make eager candidates."

Karolan's Drum (R) 5In [C/d/s]

CREW ATTACHMENT Unique • Artifact The cost of this card is reduced by 3 if being attached to a Sophia's Daughter Crew (minimum 0). React: Tack this card after another player's Crew has been untacked during the Actions Phase to untack any one of your Crew.

An ancient artifact from the days of Avalon mythology. Sophia's Daughters have put it to good use.

Los Vagos Henchman (C) 4Sw [C/d/s]

CREW ATTACHMENT Henchman This Crew inflicts 2 extra Hits during Boarding Attacks. React: Tack when you are producing Swashbuckling (for a cost other than suffering Hits) to produce 3 Swashbuckling. This ability may only be used if this card is attached to a Los Vagos Crew.

"Ay chanco! You really should check that chandelier –it's going to hurt someone one of these days."

Los Vagos Membership (F) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Membership This Captain gains the Los Vagos affiliation. While you have 3 or more other Los Vagos Crew on board this Captain has the following ability: Act: Tack one of your Los Vagos Crew and target a non-Heroic, non-Captain Crew in this Sea. Play a Boarding Attack from your hand to begin a Duel between the Los Vagos Crew and the target Crew. If the target Crew is sunk the target is returned to their player's hand.

Magebane Cordial (C) [C/d/s]

CREW ATTACHMENT Item You must have 2 or more untacked Invisible College Crew to bring this card into play. Act: Discard this card. Until the end of the turn players may not use Actions and Reactions printed on Sorcery Knacks and Sorcerers.

The witch felt the sorcery fading from her blood and the sight fading from her eyes.

Miles Valroux du Martise (R) 5Ad [C/d/s]

SEA ATTACHMENT Unique • Patron React: Tack this card and discard any one of your cards on board your Ship when you are tacking a Rose and Cross Crew to produce Influence to increase the Influence produced by 4. React: Sink this card when one of your Rose and Cross Crew is being sunk. Return that Crew to your hand.

"Naturally, the Order is sympathetic to your cause. However, I need more to go on than old sailor's stories."

Mortis Swordsman School (R) 5In [C/d/s]

CREW ATTACHMENT Swordsman Knack The cost of this Attachment is reduced by 3 if being attached to a Kreuzritter Crew. Act: Tack this Crew to target another player's non-Captain Crew in this Sea which either has the Villainous trait or is a Sorcerer. Pay 3 Influence and play a Boarding Attack from your hand to begin a Duel between the target Crew and this Crew.

"Catch!"

Multiple Barrel Artillery Piece (C) 8In [C/d/s]

CREW ATTACHMENT Item • Unique The cost of this card is reduced by 3 if you have 1 or more Invisible College Crew in play. +2 Cannon. React: Tack or discard this card after this Crew has inflicted Hits with a Cannon Attack and all of those hits have been absorbed to Inflict 2 Hits to the same target of Cannon Attack. *Another nasty surprise from the Invisible College.*

Necare Swordsman School (R) 5In [C/d/s]

CREW ATTACHMENT Swordsman Knack The cost of this Attachment is reduced by 3 if being attached to a Sophia's Daughters Crew. React: Tack this card when this Crew is pushed forward to begin a Boarding Attack (not a Duel) to target a non-Captain Crew on the other Ship in the Boarding. The target must be pushed forward to fight this Crew (even if tacked). If your Boarding Attack is not reversed, the Crew must tack and sink to absorb Hits before any other Crew may absorb Hits.

Oil of Sloth (C) [C/d/s]

CREW ATTACHMENT Scry 1 Knack • Item Act: Tack this card to target a non-Captain Crew in this Sea and draw a card. Target Crew may not be pushed forward to fight in a Boarding Attack or begin a Boarding Attack without a card effect until the end of the turn. Discard this card at the end of the turn.

A dull mind makes a slow body.

Petrigal's Cordial (C) [C/d/s]

CREW ATTACHMENT Item You must have 2 or more untacked Invisible College Crew to bring this card into play. React: Sink this card instead of performing a Boarding Attack to inflict 2 Hits on the other Ship in the Boarding. React: Discard this card instead of performing a Boarding Attack to target a Crew on the other Ship in the Boarding. That Crew's Swashbuckling is reduced by 2 until the end of the Boarding (minimum 1).

Philter of Champions (C) [C/d/s]

CREW ATTACHMENT Scry 1 Knack • Item Act: Tack this card to target a Swordsman Crew in this Sea and draw a card. Target Crew gains +3 to their Swordsman trait until the end of the turn. Discard this card at the end of the turn.

"Now all I need is someone worthy of it."

7th Sea Collectible Card Game

Rilasciare Membership (R) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Membership This Captain gains the Rilasciare affiliation. While you have 3 or more other Rilasciare Crew on board this Captain has the following ability: Act: Target a non-Captain Crew on a Ship with more Crew on board than your Ship. Tack one of your Rilasciare Crew and discard the top card of your deck. If that card is a Crew with an Influence cost greater than target Crew, the target Crew is sunk or the Crew revealed enters play on your Ship, ignoring any and all restrictions, including Crew Maximum (the choice is made by the target Crew's controller).

Rose and Cross Membership (R) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Membership This Captain gains the Rose and Cross affiliation. While you have 3 or more other Rose and Cross Crew on board this Captain has the following ability: Act: Once per turn, draw and reveal the top card of your deck, if it is not a Patron card, discard the card and draw another card. Repeat until you shuffle your deck or you draw a Patron card. Place the Patron card in your hand.

Rosenkreuz's Secret (C) [C/d/s]

CREW ATTACHMENT You must tack a Rose and Cross Crew to bring this card into play. This Crew has +2 to their highest printed skill. If there is a tie, the Crew instead gains +1 to all skills that are of the greatest value.

"Valroux never speaks of it, but the body of our founder –the body supposedly in that tomb –has been missing for some time."

Rum Flask (C) 4Ad [C/d/s]

CREW ATTACHMENT Item +1 Swashbuckling. React: Discard this card when suffering Hits during a Boarding to absorb 4 Hits. *"It's as good a place to find a backbone as any." - "Long Tall" Harry*

Safe Harbor (C) [C/d/s]

STARTING SEA ATTACHMENT Unique When you are revealing starting Crew, you may reveal and attach this card. Your Ship begins play tacked. This card may not be brought into play otherwise. Players in this Sea may not attempt a Boarding without a card effect or perform a Cannon Attack without a card effect unless they have 3 or more Crew with an Influence cost of 3 or more.

"Home again." Cosette smiled at the Carleon docks.

Scrying Bowl (R) 3In [C/d/s]

CREW ATTACHMENT Unique • Item • Scry 1 Knack Act: Tack this card to look at the top 3 cards of any deck. If the deck is your own, you may discard an Action card from your hand to take an Action card from the 3 cards, show it to the other players, and add it to your hand. If the deck belongs to another player, you may discard an Action card from your hand to reveal one of the cards to all players and sink it. Regardless, discard the remaining cards.

Sophia's Daughters Membership (F) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Membership This Captain gains the Sophia's Daughters affiliation. While you have 3 or more other Sophia's Daughters Crew on board this Captain has the following ability: React: When a Crew in this Sea tacks to produce Influence, tack one of your Sophia's Daughters Crew to reduce the amount of Influence produced by the Influence of the Sophia's Daughters Crew (minimum 0).

"Wherever there is darkness, I shall bring light..."

Stronghold of La Bucca (R) 6Ad [C/d/s]

LA BOCA ATTACHMENT Unique • Port The cost of this card is reduced by 2 if you have a Brotherhood Captain. Any player in this Sea may sink this Attachment by paying 7 Cannon as an action. Captive Crew in this sea are considered to not have the Captive and No Attachments traits. Act: Tack this card and one of your crew while in this Sea to target another Ship in this Sea. Inflict a 4 hit Cannon Attack on the target Ship.

Syrneth Dagger (C) 3Ad [C/d/s]

Artifact • Item React: Tack this Crew when he is fighting in a Boarding Attack to reverse any type of Boarding Attack played by the other player. Choose Club, Dagger, Punch, Slash, or Thrust. This Crew returns an attack of the chosen type, and inflicts 2 extra Hits if they inflict Hits during this Boarding Attack.

The Bonita Swordsman School (R) 5In [C/d/s]

CREW ATTACHMENT Swordsman Knack The cost of this card is reduced by 3 if being attached to an Invisible College Crew. This Crew absorbs 3 extra Hits when tacking to absorb Hits. React: Tack this card to reverse any type of Boarding Attack. This card produces a Slash Boarding Attack.

It was developed solely for defense –quite effective as long as you don't want to hit back.

The Flash Rifle (C) 7Ad [C/d/s]

CREW ATTACHMENT Item The cost of this card is reduced by 3 if being attached to a Rose and Cross Crew. +2 Swashbuckling. React: Tack instead of performing a Boarding Attack to inflict 3 Hits on the other Ship in the Boarding. Act: Tack to target and inflict 1 Hit on a Ship in this Sea.

"It's some infernal Syrneth device that the Knights use. So much for Rose and Cross ethics, eh?"

The Holy Flag of the Creseant Empire (R) M+0 [C/d/s]

CORSAIR SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Corsair Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Corsair Crew. You may only use this ability if you have 3 or more Corsair Crew on board.

The Jolly Roger of the Black Freighter (R) M+0 [C/d/s]

BLACK FREIGHTER SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Black Freighter Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Black Freighter Crew. You may only use this ability if you have 3 or more Black Freighter Crew on board.

7th Sea Collectible Card Game

The Jolly Roger of the Brotherhood of the Coast (F) M+0 [C/d/s]

BROTHERHOOD SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Brotherhood Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Brotherhood Crew. You may only use this ability if you have 3 or more Brotherhood Crew on board.

The Jolly Roger of the Crimson Rogers (R) M+0 [C/d/s]

CRIMSON ROGER SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Crimson Roger Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Crimson Roger Crew. You may only use this ability if you have 3 or more Crimson Roger Crew on board.

The Jolly Roger of the Sea Dogs (R) M+0 [C/d/s]

SEA DOG SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Sea Dog Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Sea Dog Crew. You may only use this ability if you have 3 or more Sea Dog Crew on board.

The Mask of El Vago (C) [C/d/s]

LOS VAGOS CREW ATTACHMENT Item • Face This Crew has all of their Skills increased by 2 during a Boarding while there is a Villainous Crew on board the other Ship.

Live for Castille. Bleed for her people. Die in their name.

The Noble Emblem of the Montaigne Navy (F) M+0 [C/d/s]

MONTAIGNE SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Montaigne Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Montaigne Crew. You may only use this ability if you have 3 or more Montaigne Crew on board.

The Noble Flag of the Castillian Armada (R) M+0 [C/d/s]

CASTILLIAN SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Castillian Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Castillian Crew. You may only use this ability if you have 3 or more Castillian Crew on board.

The Prized Emblem of the Explorer's Society (R) M+0 [C/d/s]

EXPLORERS SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Explorer Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Explorer Crew. You may only use this ability if you have 3 or more Explorer Crew on board.

The Proud Banner of the Vestenmannavnjar (R) M+0 [C/d/s]

VESTEN SHIP ATTACHMENT Unique • Item • Jolly Roger React: Tack after one of your Vesten Crew has been sunk when absorbing Hits inflicted by another player, to target and untack another of your non-Captain Vesten Crew. You may only use this ability if you have 3 or more Vesten Crew on board.

The Syrneth Secret (R) 9Ad [C/d/s]

TRADE SEA ATTACHMENT Unique • Control You must be in the Trade Sea to play this card. Any player in this Sea may discard this card by tacking a Heroic or Villainous Crew and paying 5 Cannon as an action. If your Ship is in this Sea during the Draw Cards phase, you may draw 2 additional cards.

"Cabora was the key to unlocking the west. The way lies open. We need only sail it."

The Vow (C) [C/d/s]

ROSE AND CROSS CREW ATTACHMENT Oath When you attach this card to a Crew, name a skill. This Crew gains +3 to the named skill while this card is attached. This card is discarded at the end of the turn.

"I will avenge your loss. I swear it on my immortal soul."

Uppmann's Coat (C) 5Ad [C/d/s]

CREW ATTACHMENT Item The cost of this card is reduced by 3 if being attached to a Rilasciare Crew (minimum 0). Act: Tack this card and discard a card from your hand to search your deck for a card with the Item trait. Reveal the card to your opponent(s), shuffle your deck, and place the card on top of your deck.

"Lockpicks in the collar, holsters in the sleeves... everything a wanted criminal could need."

Vipera ex Morsi Swordsman School (R) 5In [C/d/s]

CREW ATTACHMENT Swordsman Knack The cost of this Attachment is reduced by 3 if being attached to a Rilasciare Crew. React: Tack this Crew instead of performing a Boarding Attack to target a non-Captain Crew on the other Ship with an Influence cost less than this Crew's Influence cost. Inflict Hits on the other Ship equal to the target Crew's Swashbuckling plus 3.

The key is knowing when to strike.

Chanteys

Gentlemen's Club (C) 3In/ [I]

All Captains have the following ability: Act: Tack a Crew with one or more Memberships to tack all non-Captain Crew in this Sea with one or more of the same Memberships.

"Members only, my boy. Sorry."

Jorund's Warning (C) 3In/4Ad [I]

All Captains have the following ability: Act: Tack one of your completed Adventures and a Port in this Sea to untack one of your non-Captain Crew.

"She has drawn upon some form of Vesten magic, Master Mokka. She's more powerful than she's ever been." "Jorund, she's a little girl, and you let her beat us."

Matushka's Gate (C) 3Ad/ [I]

Any player may sink this Chantey as an action by paying 5 Adventuring while in the Mirror. Players suffering Hits in The Mirror may not tack to absorb Hits.

Ussura's Little Grandmother wants to keep the curious away from Cabora. Apparently, the risen isle frightens even her.

7th Sea Collectible Card Game

Reis' Legacy (C) /0Sw [/]

Any player who cancels this Chantey must discard 1 random card from their hand (if they have any in their hand). The Influence cost of all Crew being Hired is reduced to 0.

"The man may be gone, but we still have the legend. And true evil never really dies..." –Riant Gaucher

The Montaigne Revolution (C) /4In [/]

Any player may sink this Chantey by tacking any 3 of their Crew as an action. All Crew are considered to have the No Attachments trait (cards currently attached to Crew are not discarded).

"For Montaigne! For the people!"

The Sinking of the Hurricane (C) / [/]

Any player may sink this card by paying 3 Adventuring as an Action. All Crew inflict an additional amount of Hits equal to their Cannon skill during a Duel.

The Rogers caught up to their nemesis while Bonnie and Reis battled on the nearby island. They would have sunk the crew for good had an old friend not made a last-minute rescue.

Things to Come (C) / [/]

All Captains have the following ability and may use it once per turn: Act: Target a deck and look at the top card of that deck.

Faust watched the spinning globe with awestruck wonder. "The gate is lowered," he whispered. "We can sail west."

Valoix's Crime (C) / [/]

Any player may sink this Chantey by paying 3 Influence as an Action. All Captains have the following trait: While you are in your starting Sea, opponents may not begin a Boarding with your Ship without a card effect.

Ships

La Venganza (F) Unaligned 7 CM / 2 MC

Crew Maximum: 7 React: When you are attaching a Ship Attachment to this Ship discard a card from your hand to reduce the skill cost by 3 (minimum 0). You may only use this ability if your Captain and this Ship are untacked. React: Tack before performing an action, to move to an adjacent Sea.

The Ram (R) Unaligned 11 CM / 4 MC

Crew Maximum: 11 Your Captain has the trait: Glamour 1 (or +1 to their Glamour if your Captain already has the Glamour trait). React: Tack before performing an action, to move to an adjacent Sea.

The Stalward Raider (R) Unaligned 7 CM / 2 MC

Crew Maximum: 7 Act: Tack to sink a Sea Attachment attached to this Sea. React: Tack before performing an action, to move to an adjacent Sea.

The Wayward Swan (F) Unaligned 10 CM / 4 MC

Crew Maximum: 10 React: Tack one of your Ally cards in this Sea instead of paying your move cost to begin a Boarding. React: Tack before performing an action to move to an adjacent Sea.

Captains

"Reis" (R) Crimson Rogers W9 C:3 S:2 A:3 I:2 Sw:4

Start: The Mirror Villainous • Swordsman +2 You may not have Riant Gaucher on board. If you have 3 or more other Crimson Rogers Crew on board this Captain has the following abilities: Act: Once per turn, sink one of your Crew to give this Captain +3 Influence. Act: Once per turn, sink one of your Crimson Rogers Crew to target another Ship in this Sea. Target Ship suffers a Cannon Attack equal to the sunk Crew's Cannon skill.

Captain Flanagan (R) Explorers W8 C:3 S:2 A:4 I:4 Sw:4

Start: Frothing Sea Swordsman +2 While you have 3 or more other Explorers Crew on board, your completed Adventures that provide an Influence bonus provide 1 extra Influence and your Captain has the following ability: React: Tack one of your Ally cards in this Sea when you are paying an Adventuring cost to produce 2 Adventuring.

"Something lies out beyond the Midnight Archipelago. I intend to be the first one to find it."

Captain Upham (R) Black Freighter W9 C:2 S:3 A:5 I:3 Sw:3

Start: The Mirror Villainous • Fear 1 • Swordsman +2 When you hire non-Black Freighter Crew, the Influence cost of that Crew is increased by 3 (and may not be reduced). React: After you have played a card with the Monster trait or put a card into play with the Monster or Skeletal trait, you may draw one card from your deck. You may only use this ability if you have 3 or more other non-Skeletal Black Freighter Crew on board and only once per card being played or entering play.

Inquisitor Figueroa (R) Castille W8 C:1 S:3 A:2 I:4 Sw:3

Start: Forbidden Sea Villainous • Holy • Swordsman +2 While you have 4 or more other Castillian Crew on board you may use the following abilities: React: Once per turn, tack one of your Holy Crew when another player in this Sea plays an Action card as an action. That player must tack or sink one of their Crew or the action is canceled. Act: Once per turn, target Crew gains the Villainous trait until the end of the turn.

Joaquin Orduño (F) Brotherhood *Los Vagos* W9

C:2 S:2 A:5 I:3 Sw:4

Start: La Boca Swordsman +3 React: When you are paying an Influence cost you may tack one of your completed Adventures to produce 1 Influence. You may only use this ability if you have 3 or more other Brotherhood Crew on board.

The family black sheep, a smuggler, pirate, and scoundrel. If only they knew his true allegiance.

Kheired-Din, the Reborn (R) Corsairs W8 C:3 S:3 A:3 I:2 Sw:5

Start: Forbidden Sea Villainous • Holy • Swordsman +2 While you have 4 or more other Corsair Crew on board you may use the following abilities: React: Once per turn, sink one of your Corsair Crew to untack this Captain. React: Once per turn, instead of performing a Boarding Attack, tack and sink one of your Corsair Crew to untack this Captain.

He survived Cabora, and now plots a destiny of his own choosing.

7th Sea Collectible Card Game

Maria Aloise (F) Unaligned *Vodacce, Rilasciare* W8 C:0 S:2 A:4 I:4 Sw:2

Start: Frothing Sea Fate 1 • Swordsman +1 While you have 4 or more unaligned Crew with an Influence cost of 3 or more this Captain's Fate is increased by 1 and you may use the following ability: Act: Tack this Captain to draw 4 cards from your deck. You may only use this ability once per turn and only if you have no cards in your hand.

Scar (R) Vestenmannavnjar W8 C:0 S:2 A:5 I:3 Sw:4

Start: Trade Sea Heroic • Villainous • Lærdom 1 • Swordsman +2 While you have 4 or more other Vesten Crew on board, your Loyal Crew have +1 Adventuring and you may use the following ability: React: When you push one of your Crew forward to start a Boarding Attack, you may draw one card and then play that card as the Boarding Attack for that Crew. You may use this ability once per Crew pushed forward.

Tyler Jones (R) Sea Dogs W9 C:3 S:4 A:2 I:4 Sw:4

Start: Trade Sea Heroic • Swordsman +2 While you have 4 or more other Sea Dog Crew on board you may use the following abilities: React: After you have resolved a Boarding as the attacker and at least one opposing Crew was sunk, you may tack one of your Crew to untack one of your Crew with a Cannon skill of 6 or more. React: After you have resolved a Cannon Attack against another player and at least one opposing Crew was sunk, you may tack one of your Crew to untack one of your Crew with a Sailing skill of 5 or more.

Ysabelle du Montaigne (F) Montaigne *Sophia's Daughters* W9 C:1 S:4 A:3 I:4 Sw:3

Start: La Boca Scry 1 • Swordsman +2 Act: Once per turn, discard a card from your hand to look at the top five cards of your deck. You may either discard those five cards or return them to the top of your deck in any order. You may only use this ability if you have 4 or more other Montaigne Crew on board.

"I'd rather be a pirate than a princess. You're allowed to dress yourself, for starters."



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