

Fate's Debt

Allende and Alesio had been gone for less than fifteen minutes when the scream sounded. It pounded against Berek's temples and ground his teeth, echoing in his brain the way no normal sound could. Alesio's scream: a cry of pain and despair. In a flash, he drew his pistols and sped down the dark Castillian street.

He kicked down the door, only to face a deserted tavern. The stools were turned over and the surprised-looking bartender was polishing glasses in the corner. He fixed the man with a steely gaze and raised his pistol slowly.

"The Castillian and his companion," Berek growled. "Where?"

"I don't know what you are talking about," the man mumbled.

The gunshot shattered the mirror behind his right ear, spraying glass across the bar in a wide arc. Berek dropped the smoking pistol and aimed the second at the bartender's chest.

"Where?"

"Up... up the stairs and through the door... they told me to stay quiet..."

Berek was already bounding up the steps.

The door hung open, revealing the body of Alesio sprawled on the floor. Her clothes had been torn, and blood pooled beneath her from dozens of shallow cuts. She sobbed in horror as Berek approached, her body shuddering in pain. Besides her, the room was utterly empty; a window stood open on the far wall.

"Where's Allende?!" Berek pressed his hands against the deepest cuts.

"Gone..." Alesio moaned, "...they took him..."

"Where?" He tried to keep the worry out of his voice.

"Alesio, what happened?"

"...I gave him to them..." Her limbs shook as he tried to bind her wounds. "...Fate Witches... three of them. I... I... betrayed him... they told me I had to betray him..."

"Just stay here," Berek admonished. "I'm going to get Sean and -"

"No!" Alesio cried. "You have to find Allende! They took him... I betrayed him... you're the only one who can find him!"

Her bloody fingers seized his hand and pulled it close. Her eyes shone brightly as she fixed the Avalon with an unblinking gaze.

"Listen to me," she whispered, her tears suddenly gone. "They're going to kill the crew, Berek. They're going to burn the Hanged Man. The witches serve Vincenzo Caligari, the Vodacce prince. He wants the Brotherhood dead and Allende in chains... I don't know why. They have Allende and now they want to kill his men. The Hanged Man will burn to the waterline before midnight. They can make it happen."

"But you can stop them, Berek. You can save us and save yourself in the bargain."

Berek opened his mouth, struggling to take it all in. "What... what are you talking about...?" he stammered at last.

"All your life, you've lived on luck." Her grip on his hand intensified. "That luck ran out when Reis cut you open. You were supposed to die that day, Berek, and you spent the last of your luck to keep it from happening."

"I pulled you from the sea, I told Allende where to go, I sailed the ship to that desolate place where you would have died had we not been there. I did it so that you could undo my treachery, the treachery that fate had decreed. Fortune has abandoned you, but you're still alive and that means you can defy Her whims."

Berek nodded slowly as understanding bloomed across his face.

"Get the crew off the ship," Alesio continued. "Find Allende. Undo the threads of fate. You can do it, Berek; you're the only one who can. But you can't count on good luck to help you. You've got to start making some of your own." She coughed and blood caked her lips.

"But you..."

"...have played my part... now I need you to play yours." She loosened her hold on his hand, but her eyes remained as fierce as ever. "The Brotherhood will die by midnight. How are you going to save them?"

He stood silent for several moments, studying her face intently. Then in a flash, he turned and bolted out the door.



"Kheired-Din has put down slave revolts before, but never one led by a sorcerer. His enslaved pilot Espera is not what he seems - his blood boils with more than passion, and fire obeys his will. With a small band of fellow slaves, he blasts his way off the Strange Skies, commandeering a new boat to pursue a new destiny. Espera's heart still burns for his lost love Dalia, and he will not be denied... no matter the cost.

As fate decreed, Captain Allende has been betrayed, lured by his first mate into an inescapable trap. His crew sits unawares aboard a doomed ship while their leader is dragged off to a terrible fate. But the Brotherhood doesn't die easily and it doesn't leave its own behind. Salvation lies in the one man who can find Allende's captors: a man unbound by the rules of fate, a man who must learn to put luck behind him and forge his own destiny. A man they pulled from the sea: Jeremiah Berek."

7th Sea Collectible Card Game

Fate's Debt was the seventh release for the 7th Sea Collectible card game.

Actions

"Cut a Path!" (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 +2 Adventuring until the end of the turn.

"Fire as She Passes!" (C) 3Ca/- [D/p/t]

React: Play when a Ship in this Sea has finished resolving a Cannon Attack against your Ship to target that Ship. Inflict a 6 Hit Cannon Attack on the target Ship.

"Heave To!" (U) -/4In [D/p/t]

Target an Ally in this Sea controlled by another player. Discard the target Ally. You may immediately put an Ally into play from your hand or hire a Crew, reducing that card's skill point cost by the cost of the targeted Ally.

"My Last Bit of Luck." (U) -/3Ad [S/d/p]

React: Play when an opponent pays the Cancel cost of one of your Action Cards. Inflict 2 Hits to that player.

"She Canna Take It!" (R) -/- [S/d/p]

Target a Ship. Inflict Hits to the target equal to four times the number of Damage Attachments attached to that Ship.

"She'll Hold Together" (C) -/- [S/d/p]

React: Play when you tack your Captain or a Crew with the First Mate trait to absorb Hits. That Crew absorbs an additional amount of Hits equal to the number of Damage Attachments attached to your Ship.

A Hero at Last (C) -/- [D/p/t]

React: Play when one of your Heroic Crew tacks or sinks to absorb Hits. That Crew's Swashbuckling is increased by 2 until the end of the turn.

A Pirate's Reputation (U) -/- [S/d/p]

React: Target an opposing player when you are paying the skill cost to put a Control card into play. This card produces skill points equal to the number of Crew cards plus cards with the Ally trait in the target's sunk pile.

A Single Shot (R) -/- [S/d/p]

Unique * You may not play this card if you have a Villainous or Heroic Captain. Discard one of your Attachments which increases Influence to attach this card to your Captain. This card gives +3 Influence and the Heroic Trait.

A Thousand Fires Alight (R) -/- [S/d/p]

Unique * Your Captain gains +1 to all skills for each Control card you have in play. This bonus lasts until the end of this turn.

Awaiting the Signal (C) -/- [D/p/t]

You may only play this card if your Ship's Move Cost is currently less than its printed Move Cost. React: Play this card before performing an action to move to an adjacent Sea. *Orduo watched as the Grace approached. "They are honorable foes," he muttered. "How can their captain betray them like this?"*

Better off Chum (U) 4Ca/- [S/d/p]

Target a Ship in this Sea to inflict a 7 Hit Cannon Attack on that Ship. The target may cancel this attack by sinking one of their Crew.

Blasted Bulkhead (U) -/- [D/p/t]

React: Play this card when you are suffering Hits to absorb 3 Hits. This card attaches to your Ship as a Damage Attachment. This card counts as 1 Crew toward your Crew maximum. You may sink this Attachment by tacking 2 Swashbuckling as an action. You may not sink or discard this card with other card effects.

Bloody Fight (U) -/- [D/p/t]

React: Play when the other player in a Boarding plays a card instead of performing a Boarding Attack. That Player must tack or discard one of their non-Captain crew. You may not play another "Bloody Fight" during this round of the Boarding.

Broken Mast (C) -/- [D/p/t]

React: Play this card when you are suffering Hits to absorb 5 Hits. This card attaches to your Ship as a Damage Attachment. While this card is attached to your Ship all of your Crew have -2 Sailing (minimum 0). You may sink this Attachment by tacking 4 Swashbuckling as an action. You may not sink or discard this card with other card effects.

But, not in Vain (C) -/- [S/d/p]

React: Play immediately after you sink one of your Crew to absorb Hits during a Boarding. If you have no other Crew with a higher Influence cost, the Boarding is ended.

Call to Arms (C) 1Sw/- [S/d/p]

React: Play immediately after an opponent begins a Boarding with your Ship that is not canceled. Untack one of your non-Captain Crew with the Swordsman or First Mate trait.

Captured! (U) -/- [S/d/p]

Target a player with 1 or more untacked Captive Crew on their Ship. Target player must tack one of their Captive Crew.

Crackers on Demand (R) -/- [D/p/t]

Target and untack any Pet card in play.

Crossbow Bolt (C) 1Sw/2Sw [D/p/t]

React: Play when you send one of your untacked Crew out to fight against an opponent's Crew that has been pushed forward to start a Boarding Attack. Tack the opposing Crew.

Dockside Raid (U) -/- [D/p/t]

Target a Captain. Tack and Sink one of your Crew with an Influence cost of 3 or more to reduce all of the target Captain's skills by 2 (minimum 1) until the end of the turn.

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Dust to Dust (U) -/ [S/d/p]

React: Play when you are inflicting exactly 4 Hits to inflict 2 extra Hits.

Entwining Kelp (C) 2Ad/M+0 [S/d/p]

React: Play when a Ship tacks to use its "Free Move" ability. The "Free Move" is canceled.

False Colors (C) -/ [D/p/t]

Tack your Ship and one of your Attachments with the Ally trait to play this card. Move your Ship to that Ally's Sea, and move that Ally to the Sea your Ship occupied at the start of this action.

Foolish Bet (C) -/ [D/p/t]

React: Play when you send one of your own untacked Crew out to fight against an opponent's Crew that has been pushed forward to start a Boarding Attack. Hits inflicted by either Crew in this Boarding Attack may not be absorbed by tacking Crew.

Free Men Can Do Anything (C) 1Sw/- [D/p/t]

React: Play this card when you are paying a skill cost. This card produces 1 point of that skill.

Fresh Fruit (C) -/ [S/d/p]

React: Play when you are producing Adventuring. Tack one of your Crew to produce Adventuring equal to the Crew's Adventuring plus Swashbuckling.

Fresh Water (C) -/ [S/d/p]

Your cost to complete Adventures is reduced by 1 (minimum 1) until the end of the turn.

Frozen Sails (C) 3Ad/3Ad [S/d/p]

Weather * Target a Ship. That Ship must tack a Topman or suffer 4 Hits.

Hard Tack (C) -/ [S/d/p]

Discard one of your completed Adventures to move your Ship to an adjacent Sea.

Headhunters (C) 2Ad/2Ad [D/p/t]

React: Play immediately after another Player completes an Adventure. That player suffers 2 Hits.

Hidden Crew (C) -/ [S/d/p]

React: Play immediately after an opponent begins a Boarding with your Ship that you do not cancel. Immediately hire one Crew from your hand. Reduce the Crew's cost by 3 (minimum 0).

Hidden Rum (C) 2Sw/- [D/p/t]

React: Play this card when you are paying a cancel cost to produce 4 points toward the cancel cost.

Holy Vision (U) -/ [S/d/p]

Tack one of your Crew with the Holy trait to discard two cards from your hand and then draw two cards.

Honorable Surrender (U) -/ [D/p/t]

React: Play this card when you sink or discard an opponent's card with the Control or Ally trait to untack one of your Heroic Crew. *The owner of that card may place it in their hand. The robbery served as a quiet reminder that Gosse was still the gentleman pirate. The nightmares would return soon enough.*

Ice Storm (U) -/ [D/p/t]

Weather * Laerdom 1 Knack * Tack one of your Crew with Laerdom to target a Ship in this Sea. Inflict 2 Hits on that Ship, or Inflict 4 Hits if the target Ship is in the Trade Sea.

Ivory Totem (U) -/ [S/d/p]

Laerdom 1 Knack * Tack one of your Crew with Laerdom to target a Crew with a faction symbol. If that Crew's Captain does not have the same faction symbol as the target, the target is discarded.

Launching the Falcon's Roost (U) 4Ad/- [S/d/p]

Move your Ship to your Captain's Starting Sea. Sink this card. *Delaina smiled from the crowd as the merchant broke the bottle on the ship's prow.*

Lice (R) -/ [S/d/p]

Target another player's Ship. If the target Ship is in a Sea with an attached Port, all Crew on the target Ship have their Influence reduced by 1 until the end of the turn (minimum 0).

Loot and Pillage (U) -/ [S/d/p]

Until the end of the turn, all Crew with the Villainous trait have +1 Influence while they are in a Sea with a Port attached.

Mad Martin's Tattoos (C) -/ [D/p/t]

React: Play immediately after you tack one of your Crew to produce Adventuring to complete an Adventure. This card attaches to that Crew and gives a +1 Swashbuckling.

Nasty Bit 'o Luck (C) -/ [S/d/p]

React: Play when a player moves into your Sea by using their Ship's "Free Move." That player does not take their Action and play continues to the next player.

Espera used his privileged status to sabotage every part of the Strange Skies. They wouldn't be following him, even with Kheired-Din's magic.

Next of Kin (U) -/ [D/p/t]

React: Play immediately after you sink a Crew as a result of absorbing hits. You may immediately hire a Crew from your hand. If that Crew belongs to your Captain's Faction, reduce the Crew's Influence cost by 2 (minimum 0).

No Fun to be a Captive (C) -/ [D/p/t]

Sink one of your Captive Crew to give +2 Cannon, Sailing and Adventuring to another Captive Crew until the end of the turn.

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No Space For Luxuries (U) -/ [D/p/t]

Target a Ship Attachment on a Ship which is currently exceeding its Crew Maximum. Sink the target Attachment and inflict 3 Hits on that Ship.

No one knew how the fire started, but it spread with unnatural speed. In moments, the Hanged Man's lower decks were completely engulfed.

Not Quite Dead (C) 2Ad/- [D/p/t]

React: Play when one of your non-Captain Crew is being sunk. Place that Crew in your hand. Attachments on that Crew are discarded. Sink this card.

Orduno's Honor (C) -/4In [D/p/t]

Target another player's Ship which is in a Sea to which you have a Control card attached. Move the target Ship to a Sea adjacent to its current Sea.

Powering Through (R) M+4/M+4 [S/d/p]

Target a Ship in this Sea. Inflict Hits equal to your Ship's Move Cost +6 on that Ship. Then inflict Hits equal to the opposing Ship's Move Cost +2 on your Ship.

Quarantened Port (C) -/M+0 [D/p/t]

Any player may pay this card's Cancel Cost. Target a Sea. Until the end of the turn, players with Ships in the target Sea may not hire Crew.

Sails Don't Bleed (C) -/ [D/p/t]

React: Play when one of your Crew with the Topman trait tacks to absorb Hits. The Topman absorbs 4 extra Hits. You may not play this card during a Boarding.

Second Chance (C) -/ [D/p/t]

React: Play when you are paying an Adventuring cost. If you are in a Sea to which you have a Port attached, Second Chance produces 3 Adventuring.

Shining Example (R) -/ [D/p/t]

React: Play when tacking a Crew with the First Mate trait to produce skill points. That Crew produces 3 extra skill points.

Steady Leak (R) -/ [S/d/p]

React: Play this card when you are suffering Hits to absorb 9 Hits. This card attaches to your Ship as a Damage Attachment. While this card is attached to your Ship you suffer 1 extra Hit each time you suffer Hits. You may sink this Attachment by tacking 7 Swashbuckling as an action. You may not sink or discard this card with other card effects.

The Betrayal of Allende (C) -/ [D/p/t]

React: Play before performing an action. Target a Crew on another Ship in this Sea. Tack All Attachments attached to that Crew.

The Destruction of the Spear (U) 2Ca/M+0 [S/d/p]

All non-Gosse Ships currently in the Trade Sea have their Move Cost increased by 1 until the end of the turn. Any player in the Trade Sea may cancel this action.

The Fury of the Rogers (C) 3Ad/4In [S/d/p]

Target another Ship in this Sea to begin a Boarding with target Ship.

The Futility of It All (U) -/ [S/d/p]

React: Play instead of a Boarding Attack. Until the end of the Boarding, non-Captain Crew may not inflict more Hits than their printed Influence cost during a Boarding Attack.

The Next Chapter (C) -/ [S/d/p]

React: Play this card when you push your Captain forward to start a Boarding Attack. Your Captain inflicts 3 extra Hits in this Boarding Attack.

Somewhere in the faerie kingdom of Bryn Bresail, Queen Eleanor added another chapter to her book.

The Nibelungen's Price (R) -/ [D/p/t]

React: Play when you are paying the cost for an Item Attachment. Discard one of your completed Item or Goods Adventures to reduce the cost by 6.

The Sinking of the Hanged Man (U) 6Ca/2Sa [S/d/p]

Target a Ship in this Sea. Attach this card to that Ship as a Damage Attachment. While attached, the Ship may not hire Crew or move to another Sea. Any player in the same Sea may sink this card by tacking 5 Swashbuckling as an Action. This card may not be sunk or discarded with other card effects.

Berek's warning had saved them from the flames. Now they needed another ship.

The Spear of the West Wind (U) -/ [D/p/t]

Weather * Laerdom 1 Knack * React: Tack one of your Crew with Laerdom to target another Ship when it enters this Sea. Inflict 4 Hits on the target Ship.

The Stake (U) -/ [S/d/p]

Target a Sea. The Adventuring cost to complete Adventures in the target Sea is increased by 2 until the end of the turn.

Too Strong to Die (U) -/2Sw [D/p/t]

React: Play when an opponent is suffering more than 5 Hits. The Hits are reduced to zero. That player must sink 3 random cards from their Hand.

Undead Ambush (C) -/ [D/p/t]

React: Play when you are inflicting exactly 2 Hits to inflict 2 extra Hits.

Vengeance of the Damned (R) 1Ad/- [S/d/p]

Target a Ship in the same Sea as an uncompleted Artifact Adventure. Inflict 3 Hits on that Ship.

Whites of Their Eyes (C) 4Ca/- [S/d/p]

React: Play when an opponent attempts a Boarding with your Ship. The Boarding is canceled.

Worthless Trinket (U) -/ [D/p/t]

You may not play this card if you have a Villainous Captain. Discard one of your Item or Goods Attachments to draw 2 cards.

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Would-Be Adventurers (U) -/ [S/d/p]

React: Play when you are paying an Adventuring cost to produce 2 Adventuring. Your Ship suffers 3 Hits.

Crew

“Lyin” John Fox (R) Sea Dogs 6I C:2 S:3 A:3 I:1 Sw:2 [P/c/t]

Experienced * Unique * All of your completed Adventures which increase Influence provide one extra Influence.

While his charm remained unchanged, something darker had crept into Fox’s demeanor. His smile began to curdle around the edges, and tension had seeped into his casual lies.

“Niklaas Wynkoop” (C) Vesten 3I C:0 S:0 A:2 I:1 Sw:2 [P/c/t]

Niklaas gains +1 to all Skills while you are in a Sea that has another player’s Port attached.

Yngvild knew of “Niklaas”, a Vesten mole among the Vendel merchants. If anyone knew where to find the traitor, it would be him.

Ahmed Khalid (U) Corsairs 3I C:0 S:2 A:0 I:0 Sw:1 [P/c/t]

Rower * Captive * Loyal * React: Discard Ahmed when you are tacking a Crew to produce Sailing. That Crew produces 2 extra Sailing.

“Ernesto freed me from that madman’s hold. I’ll follow him to the ends of Theah.”

Alec Mercer (C) Crimson Rogers 4I C:1 S:4 A:0 I:0 Sw:3 [P/c/t]
Villainous * Alec is considered to have a Face Attachment. * When Alec is performing a Cannon Attack targeting a ship with more Crew than its printed Crew Maximum, the Cannon Attack inflicts 4 extra Hits.

“If you don’t tell me where the Hurricane is, I’ll give you a scar even prettier than mine.”

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

Discard Alix at the end of the Action phase if she is untacked.

“Strong-willed and easily bored, she does things her own way, or not at all.” - Espera

Benny Gimble (U) Sea Dogs 4I C:0 S:0 A:2 I:1 Sw:1 [P/c/t]

Unique * Glamour 1 * Benny’s Influence and Swashbuckling may not be increased. While Benny is untacked, you suffer 1 fewer Hit from each Boarding Attack during a Boarding (minimum 0).

“I heard his mother was a Sidhe,” Harry whispered, “an’ that he’s got a donkey’s tail hidden in his trousers”

Delaina Darling (U) Brotherhood 5I C:0 S:3 A:2 I:1 Sw:2 [P/c/t]

Experienced * Unique * Topman * The Adventuring cost to play your Action cards is reduced by 2 (minimum 1).

“If he was taken by Fate Witches, he must be in Vodacce. But what would the Vodacce want with Allende? And more importantly, how can we find him without Alesio?”

Donna (U) Brotherhood 6I C:2 S:0 A:3 I:1 Sw:5 [P/c/t]

Experienced * Unique * Loyal * Act: Once per turn you may discard 1 card from your hand and target another Ship in this Sea to begin a Boarding with that Ship. The player controlling the Ship targeted by the Boarding may cancel this action by paying their Ship’s move cost in Sailing.

“We need your uniforms. Nothin’ personal.”

Dunti (F) Corsairs 7I C:2 S:2 A:3 I:2 Sw:3 [P/c/t]

Experienced * Unique * Holy * If Ernesto Castillus is your Captain, Dunti has the trait: First Mate. React: Tack and sink one of your Crew aligned to your Captain’s faction when a player plays an Action card as a React to Suffering Hits. That Action card is canceled.

“My destiny never lay with ‘Din. It lay with Espera.”

Edahgo (R) Corsairs 10I C:3 S:4 A:3 I:4 Sw:4 [P/c/t]

Experienced * Unique * Loyal * First Mate * Villainous * Act: Once per turn, sink one of your Captive Crew to give your Captive Crews +2 to each of their skills which are currently greater than one.

He never speaks of the burns Espera gave him, or the way they were inflicted.

Emily de Gallegos (U) Unaligned 4I C:0 S:0 A:1 I:0 Sw:1 [P/c/t]

Glamour 1 * React: Instead of performing a Boarding Attack, tack Emily to tack all non-Captain Crew on board the Ships in the Boarding with a printed Influence cost less than 2.

“I married a Castillian, renounced my heritage, and tried to be a good Vaticine. But if you want trouble, I’ll show you what I learned before Theus saved me.”

Fierbas Desaix du Paix (R) Montaigne 9I

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

Experienced * Unique * Gunner * Port, 1 * Act: Target an Attachment attached to another player’s Captain or Ship. Tack Fierbas to discard that card. The controller of that card may cancel this action by paying 3 Swashbuckling.

“I came to fight Castille, not bomb churches. Perhaps my decision to leave the General was premature.”

Frieda Kesler (U) Montaigne 3I C:1 S:0 A:2 I:1 Sw:1 [P/c/t]

No Attachments * Frieda’s Boarding Attacks that finish with a Punch inflict 2 extra Hits.

“Do they still call you ‘The General’, my lord? Ah. No matter. Whatever name they use, you have my loyalty. I swore an oath to a man, not a title.”

Fyodor Zastienchivy (R) Brotherhood 7I

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

Experienced * Unique * Loyal * Holy * Act: Once per turn, discard one card with the word “Prayer” in the title from your hand to untack Fyodor.

“Theus’ hand plucked us from the Hanged Man, my brothers. Now we must pluck Allende from whatever Abyss he has been cast into.”

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Hamish (U) Corsairs 6I C:0 S:0 A:2 I:0 Sw:4 [P/c/t]
Experienced * Unique * No Attachments * If Hamish inflicts Hits during a Boarding Attack, sink all Crew on either Ship involved in the Boarding with an Influence cost less than 2.
Espera drugged him before the escape. When he awoke, his rage consumed the surviving captives.

Hauptmann von Lichen (C) Unaligned 3I
C:0 S:0 A:1 I:0 Sw:3 [P/c/t]
Heroic * Swordsman +1 (von Lichen inflicts 1 extra Hit during Boarding Attacks) Act: Tack von Lichen to target a Ship Attachment on another Ship in this Sea. Discard von Lichen and the target Attachment.
"In Eisen, we make due with what we have, and so shall you."

Hull Rot Bill (C) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
Act: Target and discard one Ship Attachment attached to your Ship to give Bill +1 Adventuring or +1 Influence until the end of the turn.
"I don't understand the noises he makes either, but I'm pretty sure he's not choking." - Red the Adventurer

Imshi (U) Corsairs 6I C:4 S:0 A:0 I:2 Sw:2 [P/c/t]
Experienced * Unique * Gunner * Act: Tack Imshi to target an uncompleted Artifact Adventure. The cost to complete that Artifact Adventure is reduced by 4 until the end of the turn (minimum 1).
"Fear not, Master. With the Prophet's blessing, we will destroy those who defied your will."

Joseph Gallegos de Avila (C) Castille 4I
C:0 S:2 A:3 I:0 Sw:2 [P/c/t]
Act: Tack a card attached to Joseph with the word "Musket" in the title to inflict 2 Hits on another Ship in this Sea.
"If Admiral Volix wishes to fight a war of attrition, I will be happy to show him how many of his sailors I can kill."

Julius Caligari (R) Crimson Rogers 6I
C:1 S:0 A:2 I:3 Sw:3 [P/c/t]
Experienced * Unique * Villainous Julius is considered to have an Eye Attachment. * Act: Once per turn, you may discard an Attachment card attached to Julius to target a Ship in this Sea. You inflict 2 Hits on that ship.

Kirsten Blumfeld (U) Explorers 6I C:0 S:0 A:4 I:2 Sw:3 [P/c/t]
Experienced * Unique * React: Tack Kirsten when you are completing an Artifact Adventure to name one of the Seas. The Adventure may be completed as if it were in the named Sea.
"I know you love your wife, McCormick. The question is, how far are you willing to go to find her?"

Kurt Weinberg (C) Sea Dogs 4I C:0 S:1 A:2 I:0 Sw:3 [P/c/t]
Heroic * When Kurt tacks or sinks to absorb Hits he absorbs 1 extra Hit. Act: If Kurt does not have a card with the title: "Cutlass" attached, attach a "Cutlass" to Kurt from your hand without cost.
"Welcome to Eisen, Cap'n McGee. I've done some sniffing around, and I think I've found a way to reach those smiths you were talking about."

Lieutenant Novak (C) Unaligned 3I C:0 S:0 A:0 I:1 Sw:1 [P/c/t]
Unique * Act: Sink Lieutenant Novak when there are no other Ships in this Sea. Until the end of the turn, you may not perform, or be targeted by, Cannon Attacks or Boarding attempts. You may not put another copy of Lt. Novak into play this game.
"I am an Eisen, Colonel. Do not question my honor or my resolve."

Lt. Juan Rodriguez de Soldano (C) Brotherhood 4I
C:1 S:3 A:1 I:0 Sw:2 [P/c/t]
Captive * You may tack your Captain to put Juan into play without cost.
"Keep smilin', Senor Harbor Master. Let those warships think we're takin' the Roost out for a wee stroll." - Sean McCorley

Luis de Rioja (R) Castille 5I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]
Experienced * Unique * React: Tack Rioja when you are entering a Boarding as the Defender. Any of your Crew that are sunk during this boarding as a result of absorbing Hits, may be placed in your discard pile instead of your sunk pile.
"Try to rest now. I have many more patients to look at, ubt I'll come back to change your bandages."

Mabela (R) Gosse 6I C:0 S:2 A:3 I:1 Sw:2 [P/c/t]
Experienced * Unique * Holy * React: Discard a card with a Thrust Boarding Attack as Mabela is being pushed forward to start a Boarding Attack to give Mabela +1 Swashbuckling until the end of the Boarding.
The skeletons swarmed from their hiding place. Mabela just smiled.

Maximillian (C) Gosse 4I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]
Villainous * Act: Tack and discard Maximillian. Until the end of the turn, your Boarding Attacks against a Ship with a Villainous Captain, inflict 1 extra Hit and your Cannon Attacks targeting a Ship with a Villainous Captain inflict 1 extra Hit.
"There's more than one way to find the Spear. Have you ever heard of the Eyes of Reason?"

Mike Fitzpatrick (C) Montaigne 6I C:2 S:4 A:1 I:1 Sw:2 [P/c/t]
Experienced * Unique * Heroic * Mike may not be placed on a Villainous Captain's Ship. React: Tack Mike instead of performing a Boarding Attack. If the opposing player has any Captive Crew in play, that player must discard one Captive Crew of their choosing.
"Ye saved me life, Ms. Kesler. I figure I can stick around a bit, an' help this 'General' o'yers."

Moldy Morris (R) Black Freighter 7I C:2 S:0 A:0 I:1 Sw:3 [P/c/t]
Experienced * Unique * Loyal * Morris inflicts 3 extra Hits during Boarding Attacks. If one or more Crew during a Boarding Attack are sunk to absorb hits inflicted by Morris, you may immediately hire 1 Skeletal Crew from your hand with an Influence cost of 2 or less, without cost.

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Montaigne Marines (C) Montaigne 31

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

No Attachments * React: When another player performs an Action that discards or sinks one of your Ally or Control cards, discard the Marines to cancel the action.

"We must break the Castillians' will to fight. Burn the town, Kill all who resist." - Admiral Valoix

Petro Angelina (C) Corsairs 41 C:0 S:2 A:0 I:1 Sw:2 [P/c/t]

Captive * Holy * Rower * Act: Tack Petro to give all of your other Rower cards +1 Sailing until the end of the turn.

Petro was one of Kheired-Din's captive rowers, anonymous and abused, until Espera's escape gave him the chance to show his loyalty.

Piotr the Badger (C) Explorers 31 C:0 S:0 A:3 I:0 Sw:1 [P/c/t]

Pyeryem 1 * React: Discard Piotr when paying Adventuring to produce 3 Adventuring.

The inscriptions told him how to activate the Switch - just before sealing the room shut behind him.

Red Thorild (R) Vesten 91 C:1 S:3 A:4 I:2 Sw:4 [P/c/t]

Experienced * Unique * Villainous * Loyal * First Mate * Swordsman +2 * Red has a Hand attachment * React: Once per turn, instead of performing a Boarding Attack, reduce Red's Swashbuckling by 3 to add +6 to Red's Swordsman Bonus until the end of the Boarding.

Reggie Wilcox (F) Brotherhood 81 C:3 S:3 A:4 I:2 Sw:4 [P/c/t]

Experienced * Unique * Loyal First Mate * Act: Tack Reggie and pay 2 Adventuring to target a player with a Ship in this Sea. That player must discard one of their non-Captain Crew.

"Since when does stealin' a ship mean climbin' a wall an' kidnappin' a bloody harbor master?"

Reynaldo Pasado (U) Crimson Rogers 41

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

Unique * Villainous * Reynaldo may not be placed on a Heroic Captain's Ship. * Your hand size is increased by 1 while there is a Heroic Captain in play.

Roger Gaffrin (R) Sea Dogs 61 C:0 S:3 A:0 I:3 Sw:2 [P/c/t]

Experienced * Unique * Loyal * All of your Sea Dog Crew inflict 1 extra Hit during Boarding Attacks.

"One day, not far from now, another shantyman will be singing about the voyage we're taking now."

Rosamaria Falisci (U) Unaligned 41 C:0 S:0 A:0 I:1 Sw:1 [P/c/t]

Unique * Fate 1 * React: Tack Rosamaria immediately after another player draws cards during the Actions phase other than during a Boarding, to end the Actions phase.

"Sometimes, rushing your fate is the best way to make it not happen."

Scott Preston (U) Unaligned 31 C:0 S:0 A:0 I:0 Sw:3 [P/c/t]

Unique * No Attachments * Act: Tack Scott. Until the end of the turn, other Ships have their Move Costs increased by 2 when attempting to start a Boarding against your ship.

"Red found him in some wharf-side dive. He's crazy in love with her, so he does whatever she says." - Arturo Rodriguez

Shala (R) Corsairs 81 C:2 S:4 A:3 I:3 Sw:3 [P/c/t]

Experienced * Unique * Loyal * Villainous * React: Once per turn, when you are producing Influence, you may sink one of your Corsairs Crew to produce 2 Influence.

Kheired-Din could barely be contained after the escape. Only Shala's gentle words kept him from butchering the entire crew.

Skeletal Dregs (U) Black Freighter 11 C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Loyal * No Attachments * Skeletal * React: When the Dregs sink to absorb Hits, discard a card from your hand to place the Dregs in your hand instead of the discard pile.

The Calloways (R) Explorers 71 C:0 S:3 A:2 I:3 Sw:3 [P/c/t]

Experienced * Unique * Loyal * Swordsman +1 * The Calloways have +2 Swashbuckling while you are the Defender in a Boarding.

"Pull, Piotr! On the count of three..."

Uriah the Dribbler (U) Black Freighter 41

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

Loyal * Gunner * Skeletal

A former associate of Foul Weather Jack, it was Uriah who first told his master about the Spear of the West Wind, and what they could do once they harnessed it.

Ursula von Stahl (R) Unaligned 51 C:0 S:0 A:1 I:1 Sw:2 [P/c/t]

Unique * Villainous * Act: Pay 3 Influence and tack Ursula to target another player's Ship in this Sea. That player must discard one of their non-Captain Crew. If that player does not have a non-Captain Crew with an Influence cost less than 3, this ability has no effect.

Velik (U) Brotherhood 71 C:2 S:3 A:4 I:2 Sw:3 [P/c/t]

Experienced * Unique * Loyal * Heroic * Lærdom 1 * React: If Velik is untacked and his Adventuring skill is greater than 2, you may discard 1 card from your hand when you are paying an Adventuring cost to produce 2 Adventuring. Reduce Velik's Adventuring by 3 until the end of the turn.

Whalers (U) Unaligned 51 C:1 S:4 A:1 I:0 Sw:2 [P/c/t]

Rower * No Attachments * When Whalers pay Cannon or Swashbuckling to discard a Sea Attachment, that Sea Attachment is sunk instead.

"You lot ever killed a leviathan before?"

William Highport (U) Gosse 61 C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Heroic * Swordsman +1 * William may not be placed on a Villainous Captain's Ship. * Act: Once per turn, target one of William's skills. William gains +3 to that skill for the remainder of the turn.

"Captain Gosse, on behalf of the Rose and Cross, I have come to make you an offer..."

Yr Hagin Bronsson (U) Vesten 41 C:0 S:1 A:0 I:1 Sw:2 [P/c/t]

Laerdom 1 * React: Once per turn, target a player drawing cards during the Actions phase other than during a Boarding. Inflict a number of Hits to that player equal to the number of cards drawn.

"Beware the path you tread, Olafssdottir. I see your quest for vengeance opening the gates of damnation"

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Adventures

Foul Weather Jack's Map, Part I (R) [T/c/s]

Unique * 1 Sea Away * To complete: Pay 5 Adventuring (minus 1 for each completed "Foul Weather Jack's Map" adventure you have in play) * Item * Captain Attachment: React: Tack this card when paying a Cannon cost to produce 1 Cannon for each completed Foul Weather Jack's Map card you have in play.

Foul Weather Jack's Map, Part II (R) [T/c/s]

Unique * 1 Sea Away * To complete: Pay 5 Adventuring (minus 1 for each "Foul Weather Jack's Map" adventure you have completed and in play) * Item * Captain Attachment: React: Tack this card when paying an Influence cost to produce 1 Influence for each completed Foul Weather Jack's Map card you have in play.

Foul Weather Jack's Map, Part III (R) [T/c/s]

Unique * 2 Sea Away * To complete: Pay 3 Adventuring (minus 1 for each "Foul Weather Jack's Map" adventure you have completed and in play) * Item * Captain Attachment: React: Tack this card when paying a Sailing cost to produce 1 Sailing for each completed Foul Weather Jack's Map card you have in play.

Foul Weather Jack's Map, Part IV (R) [T/c/s]

Unique * 2 Sea Away * To complete: Pay 3 Adventuring (minus 1 for each "Foul Weather Jack's Map" adventure you have completed and in play) * Item * Captain Attachment: React: Tack this card when paying a Swashbuckling cost to produce 1 Swashbuckling for each completed Foul Weather Jack's Map card you have in play.

Nibelungen Forge (R) [T/c/s]

2 Seas Away * To complete: Pay 5 Adventuring (3 if completed in Frothing Sea). * Unique * Artifact * Captain Attachment: All of your Crew Attachments which tack to inflict Hits inflict 1 extra Hit.

The Fourth Switch (R) [T/c/s]

Unique * 2 Seas Away * To complete: Pay 8 Adventuring (4 if completed in Frothing Sea). * Captain Attachment: Act: Sink this card. All Ships not in this Sea must pay their Ship's Move Cost +2 or suffer 5 Hits.

The Lure of Gold (R) [T/c/s]

Unique * 1 Sea Away * To complete: Pay 4 Adventuring and Sink two of your untacked Crew. * Captain Attachment: You draw 1 extra card during the Draw phase.

Attachments

"Have at um' Boys!" (C) - [C/d/s]

Captain Attachment * React: Sink this card and tack one of your Crew instead of performing a Boarding Attack. Until after the end of this Boarding, players may not play Action cards instead of performing a Boarding Attack.

As Reis' frustration grew, so did the bloodshed.

"I've Seen Worse" (U) - [C/d/s]

Crew Attachment * Adventuring 3 Knack (May only be attached to a Crew with 3 or more Adventuring) React: Discard this card when this Crew tacks to produce skill points. The Crew produces 2 extra points of the skill.

"The Fourth Switch is somewhere on this island. We're going to find it, hostile natives or no."

Alesio's Fate (U) - [C/d/s]

Crew Attachment * Fate 1 Knack (May only be played on a Crew with Fate 1 or more). Act: Tack Alesio's Fate to target a Crew with more than 2 attachments. That Ship suffers 1 Hit for each Knack attached to the target Crew.

"You defied destiny's plan, you impudent girl. Now your precious captain will pay the price..."

Arisent (R) 12In [C/d/s]

Frothing Sea Attachment * Unique * Control * Port * You must be in the Frothing Sea to play this card. Any player in the Frothing Sea may discard Arisent by tacking one of their Crew with Swashbuckling greater than 6, as an action. When you are in an adjacent Sea, and tacking to pay for a Control card, your Captain produces 3 extra skill points.

The heart of Montaigne's war against Castille.

Bad Surgeon (R) - [C/d/s]

Opponent's Ship Attachment * You must discard one of your Ship or Captain Attachments to put this card into play. Any player in this Sea may, as an action, pay 3 Influence to discard Bad Surgeon. Crew on this ship absorb 1 less Hit (minimum 1) when tacking to absorb Hits.

My advice: don't get sick.

Caligari's Island (R) 12Sw [C/d/s]

Forbidden Sea Attachment * Unique * Control * Port * You must be in the Forbidden Sea to play this card. Any player in the Forbidden Sea may discard Caligari's Island by tacking one of their Crew with Swashbuckling greater than 6, as an action. When you are in an adjacent Sea, and tacking to pay for a Control card, your Captain produces 3 extra skill points.

Somewhere within its twisted towers lies a cell for Allende.

Carleon (R) 12Ad [C/d/s]

Trade Sea Attachment * Unique * Control * Port * You must be in the Trade Sea to play this card. Any player in the Trade Sea may discard Carleon by tacking one of their Crew with Cannon greater than 6, as an action. When you are in an adjacent Sea, and tacking to pay for a Control card, your Captain produces 3 extra skill points.

The capital of Avalon, a faerie tale come to life.

Demon Eyes (R) 3Ad [C/d/s]

Crew Attachment * Eye * Fear 1 Knack (May only be attached to a Crew with Fear of 1 or more) (A Crew may not have more than 1 Eye Attachment) * React: Tack this card when a Crew tacks to absorb Hits inflicted by this Crew during a Boarding Attack. The number of Hits absorbed by that Crew is reduced to zero.

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Eyes of Reason (U) 3Ad [C/d/s]

Captain Attachment * Eye (A Crew may not have more than one Eye Attachment) React: Tack the Eye of Reason and target a Crew on another player's Ship instead of performing a Boarding Attack. All Attachments on the target are tacked. The Attachments are considered to be blank until after the Boarding ends.

"The eye can locate the Spear, Gosse. All you need do is find it."
- Maximillian

Fool's Errand (C) 3Ad [C/d/s]

This Sea Attachment * Unique * Any player in this Sea may sink Fool's Errand by tacking one of their Crew as an action. Heroic Captains may not tack to produce Cannon or Adventuring while this card is in play.

"It may be a fool's errand, Mabela, but if we can't find the Eye, then Necros has already won." - Philip Gosse

le Beau's Compass (R) - [C/d/s]

Crew Attachment * Unique * Item * Port, 1 Knack (May only be attached to a Crew with Port, of 1 or more) Act: Tack and sink this card to target an Adventure in your Discard or Sunk Pile. Put that Adventure into play as if it were played normally.

"He left it on the General's ship when he disembarked. Do you think he'll return to claim it?"

Overstocked (U) - [C/d/s]

Captain Attachment * Act: Tack this card and target a Ship which is exceeding its Crew Maximum to inflict 3 Hits on that Ship. McCormick packed the hold to bursting, even taking up some of the sleeping bunks. The island was dangerous and he knew he'd be returning with fewer crewmen that he started with...

Preparing for a Long Voyage (U) 2Ad [C/d/s]

Ship Attachment * You may only attach this card if your Ship's Crew Maximum is 8 or less. This card counts as 1 Crew toward your Crew Maximum. React: Tack this card when paying a Sailing cost to produce 3 Sailing. React: Discard this card when paying Adventuring to produce 2 Adventuring.

"It's in the heart of the Mirror... the Island of the Sunken Eye..."

Reis' Brides (R) 2Ad [C/d/s]

Ship Attachment * Unique * Pet The cost of Reis' Brides is zero if you have a Crimson Roger Captain. React: Tack Reis' Brides when a Crew is discarded or sunk in this Sea to give your Captain +2 Influence, until the end of the turn.

The sirens followed the Roger on its course, feeding on their "bridegroom's" victims.

Responsive Helm (R) - [C/d/s]

Ship Attachment * Unique * This card may only be attached to a Ship with a printed Move Cost of 2 or less. React: Tack when you suffer Hits, except during Boarding. You suffer 2 fewer Hits.

"Don't touch it. You'll break it." - Long "Tall" Harry

Salted Meat (C) 3Ad [C/d/s]

Crew Attachment * Item * Cheap * Act: Discard this card to increase this Crew's Swashbuckling by 2 until the end of the turn.

"Don't worry. The blood helps keep it fresh."

San Cristobal (R) 12Ca [C/d/s]

La Boca Attachment * Unique * Control * Port * You must be in La Boca to play this card. Any player in La Boca may discard San Cristobal by tacking one of their Crew with Sailing greater than 6, as an action. When you are in an adjacent Sea, and tacking to pay for a Control card, your Captain produces 3 extra skill points.

The ancient seaside capital of Castille.

Scatter Pistol (U) 3Ad [C/d/s]

Crew Attachment * Item * React: Tack and discard the Scatter Pistol immediately before the first round of Boarding. If you are the Defender, inflict 2 Hits on the other ship in the Boarding.

"I got it in Freiburg. Best money I ever spent"

Senor Ladron (R) - [C/d/s]

Brotherhood Captain Attachment * Unique * Pet * React: Tack Ladron when you are paying a skill cost for an Item Adventure or Item Attachment to reduce the cost by 3 (minimum 0).

Allende's pet monkey found little joy without his master.

Sousdal (R) 12Sa [C/d/s]

The Mirror Attachment * Unique * Control * Port * You must be in the Mirror to play this card. Any player in the Mirror may discard Sousdal by tacking one of their Crew with Adventuring greater than 6, as an action. When you are in an adjacent Sea, and tacking to pay for a Control card, your Captain produces 3 extra skill points.

The biggest port on the Mirror and home to the Ussuran Orthodox Church.

St. Roger's Spyglass (R) - [C/d/s]

Crew Attachment * Unique * Item * Glamour 2 Knack (May only be attached to a Crew with Glamour of 2 or more) Your Adventures may be placed 1 Sea closer or farther when brought into play (minimum 1 Sea Away).

"It helps you to see, but you have to know what to look for." - Jeremiah Berek

Stealing the Falcon's Roost (R) 6Ad [C/d/s]

Ship Attachment * Unique * When this card enters play, sink all Ship Attachments attached to your Ship, including all Damage Attachments. Your crew maximum is modified to a 9 and your Ship's Move Cost is modified to a 3 while this card is attached.

"Forgive me, senor, but we have need of your ship." - Jeremiah Berek

Swivel Gun (C) 5Ca [C/d/s]

Ship Attachment * Act: Tack Swivel Gun and target another Ship in this Sea to inflict a 1 Hit Cannon Attack on that Ship. React: Tack Swivel Gun when paying a Cannon cost to produce 1 Cannon.

"Castille's cannons have bloodied us far too long. Time to silence them." - Admiral Valoix

The Guiding Gem of Hierro (R) - [C/d/s]

Ship Attachment * Unique * You must tack your Captain to bring this card into play. Act: Tack this card when you are paying a Sailing cost to produce 2 Sailing.

"For two years, I kept it hidden from Kheired-Din. The time has come to use it again." - Ernesto Castillus

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The Setine Key (R) 2Ad [C/d/s]

Captain Attachment * Unique * The cost of The Setine Key is zero if you have a Crimson Roger Captain React: Tack the Setine Key when one of your Crew aligned to your Captain's Faction tacks for a skill. That Crew produces 1 extra skill point.

"The last piece of the puzzle... the key to immortality" - Javier de Bejarano

The Witches' Shears (R) - [C/d/s]

Crew Attachment * Fate 2 Knack (May only be attached to a Crew with Fate of 2 or more) Act: Tack and discard this Crew to sink a non-Captain Crew in play with a lower Influence.

The blades flashed in the Witches' hands, cutting Allende's fate threads like a puppet's strings. "You have no future, Pirate King... save with us..."

Val Mokka (R) 4In [C/d/s]

Trade Sea Attachment * Unique * Patron * React: Tack Val when you are paying the cost to discard another player's Control Card. That cost is reduced by 3 (minimum 0).

"You've done well enough, Mr. Guttormson, but the Revensj is still afloat. I'm giving you one more chance to sink her for good..."

Ships

Die Seevogel (R) Unaligned 6 CM / 2 MC

Act: Tack Die Seevogel and one of your Crew to untack another one of your non-Captain Crew. React: Tack before performing an action, to move to an adjacent Sea.

Freedom's Key (F) Corsairs 7 CM / 2 MC

Up to 2 Captive Crew on your ship do not count against your Crew Maximum. React: Tack before performing an action, to move to an adjacent Sea.

The Dolphin (R) Unaligned 9 CM / 3 MC

You may draw one card immediately before one of your Crew with the Swordsman trait starts a Boarding Attack. React: Tack before performing an action, to move to an adjacent Sea.

The Falcon's Roost (F) Brotherhood 9 CM / 3 MC

React: Tack one Topman and this Ship when you are being targeted with a Cannon Attack to cancel that Cannon Attack and move your Ship to an Adjacent Sea. React: Tack before performing an action, to move to an adjacent Sea.

The Invictus (R) Unaligned 10 CM / 4 MC

Cannon Attacks targeting The Invictus inflict 1 less Hit (minimum 1). React: Tack before performing an action, to move to an adjacent Sea.

Captains

Ernesto Castillus (F) Corsairs W9

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

Start: Forbidden Sea * Heroic * Swordsman +2 * You may not have Espera on board. Your Captive Crew do not have the No Attachments trait. Act: Once per turn, if you have three or more Captive Crew on your Ship, move your Ship to an adjacent Sea. *"My name is not Espera; not anymore."*

Jeremiah Berek (F) Brotherhood W9

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

Start: Forbidden Sea * Heroic * Swordsman +2 (Berek inflicts 2 extra Hits during Boarding Attacks) React: When you are suffering Hits, tack one of your completed Adventures to reduce the Hits suffered by 1 (minimum 0) if you have three or more other Brotherhood Crew on your Ship.



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