

IRON SHADOW

Kheired-Din sat up again, shaking his head as the wounds across his chest shrank and disappeared. Behind him, another member of his crew was screaming in the jaws of the Synchron trap. The cruel blades threshed the man's flesh from his bones, reducing him to a quivering pile of jelly. Kheired-Din grunted at the sight and continued forward. He was the last man. The rest of the shore party had been killed.

He moved steadily through the slime-encrusted corridors of the long-dead island. Strange clockwork gears, rusted by centuries beneath the ocean, loomed above him like grotesque pillars. He felt the hum of ancient machinery beneath his feet, grinding with the decay of age. He and McCormick had raised the island from its watery grave. The Explorer had left immediately upon disembarking, off to find his long denied prize. It was time for Kheired-Din to find his.

It called to him, guiding him through the alien structure with eerie precision. He heard the voice of the Prophet in his ear, telling him which passageways to take. His blood thrilled with the closeness of it; he could feel the power in his bones. For twenty years, he had struggled for this moment—committed sins that should have damned him to Legion's flames. But now, all of that was about to change. Everything would change.

The corridor ended at a huge cracked doorway, shaped from some unknown metal. It had not tarnished from centuries of seawater, though its surface was split and cracked. It lay open at an awkward angle and Kheired-Din squeezed through it into the great space beyond. A dim light flickered as he entered... then sprang to life as he grew closer.

The chamber was large, but strangely cramped, the space seemed smaller than it actually was. Synchron controls of brass and crystal decorated the walls, some destroyed by time and water, others apparently still functional. An ornate alcove, studded with machinery, lurked in the corner. Kheired-Din ignored it all. His attention was fixated on the center of the room.

A huge arch swelled up from a central dais, dwarfing the surrounding equipment. It seemed to be composed of the same metal as the doorway, twisted in the visage of a thousand writhing faces. They seemed to move subtly, shifting like clouds just beyond the corner of his vision. The area framed by the arch glowed with a fierce light, revealing a stunning vista through its membrane. There was no Synchron machinery there, no pitted testament to an extinct civilization. It lived. It thrived. It swelled with incalculable power that surged through the archway into the floor below it. The sky could be seen, gleaming with stars the likes of which Kheired-Din had never seen. They reflected across an ocean of silvery water, which flowed and crested in some impossibly complex rhythm. He could hear the voices of the souls trapped within those waters and his mind recoiled

with the power of it. A small landmass rose from the mercurial ocean, and Kheired-Din could spot a figure seated upon its beach. The gatekeeper his visions had spoke of. The one who would help him unleash Armageddon.

"My destiny," he quivered. "The new world is at hand."

From the shadows above him, a lone form watched him carefully.

"That's what you think, dearie," Lucrezia whispered.



"The isle of Cabora has risen and all of Theah trembles in its shadow. The factions which have fought so hard among themselves now converge upon the sunken island, each hoping to seize its mystic power. Captain Reis and Bonnie McGee meet one final time amid Cabora's haunted towers, sealing their enmity in hatred and blood. The *Revensj* finds its destiny in the midst of the Mirror, while Philip Gosse faces his darkest fears aboard the Black Freighter. Across the ocean, Admiral Valoix forces a decisive showdown with the Castillian Armada, hoping to end the war once and for all. McCormick finally learns his wife's fate, as a new vessel appears from the waves of a doomed city. Within the depths of the island, Kheired-Din completes his apocalyptic destiny... and a mad fate witch changes the course of history. An iron shadow has fallen over Theah. When it rises, a new world shall be revealed."

Iron Shadow was the tenth release for the 7th Sea Collectible Card game. By far the largest release ever for the game, it was both a new expansion and a second edition core set. It updated many of the older cards to give them new playability and included two captains and ships in each starter deck. Not only that, it also introduced a new look for the card frames.

7th Sea Collectible Card Game

Actions

12-Pound Cannon Volley (C) 6Ca/- [S/d/p]

Act: Target Ship in this Sea suffers a 7 Hit Cannon Attack. Act: Target Ship in this Sea suffers a 2 Hit Cannon Attack. When playing this effect, you may tack one of your completed Adventures that provides a Cannon skill bonus of 4 or more instead of paying the skill cost.
The smoke rose and the sailors cheered as their cannons brought the other ship low.

16-Pound Cannon Volley (C) 9Ca/- [S/d/p]

Act: Target Ship in this Sea suffers an 11 Hit Cannon Attack. Act: Target Ship in this Sea suffers a 3 Hit Cannon Attack. When playing this effect, you may tack one of your completed Adventures that provides a Cannon skill bonus of 5 or more instead of paying the skill cost.
"Keep at it, boys! The ship ain't sunk 'til its timbers go under!"

20-Pound Cannon Volley (U) 12Ca/- [S/d/p]

Act: Target Ship in this Sea suffers a 15 Hit Cannon Attack. React: Play when you perform a Cannon Attack. When Crew tack to absorb hits from the Attack, they produce 2 less Swashbuckling (minimum 0). After the Cannon Attack is resolved, sink this card. When playing this effect, you may tack two of your completed Adventures that provide a Cannon skill bonus of 4 or more instead of paying the skill cost.

A Better Offer (C) 3Ad/1In [D/p/t]

Act: Target a Ship. If that Ship has more than one untacked Crew, that player must tack a Crew. Act: Target another player's Crew in this Sea without any cards attached. If that Crew is not aligned to their Captain's faction, the target Crew is discarded. If the target Crew is not unaligned, then the cancel cost of this card is increased by 4.

"The time has finally come to settle old debts." — The Kire

A Final Test (C) -/- [D/p/t]

React: Play when you are suffering Hits to reduce those Hits to 0. Until the end of the turn, any time you suffer Hits the amount of Hits suffered is increased by 3.

"Let's finish this, you and I." — "Bloody" Bonnie McGee

A Little Broadside Help (F) -/- [D/p/t]

React: Play when you are paying a Cannon cost. Tack one of your Ally cards in this Sea to produce 4 Cannon.

"Did you think we were going to leave you behind?" — Cosette to Maggie Malone

A Little Financial Help (U) -/- [S/d/p]

React: Play when you are paying an Influence cost. Tack one of your Ally cards in this Sea to produce 4 Influence.

"Would a thousand golden Senators be sufficient?"

A Little Sailing Help (U) -/- [D/p/t]

React: Play when you are paying Sailing. Tack one of your Ally cards in this Sea to produce 4 Sailing.

The tears gleamed in Celedoine's eyes as she whispered to the airy sprite. "Take us home to Avalon. Bonnie won't be coming back."

Almost Missed (R) M+2/- [D/p/t]

React: Play after you have resolved a Cannon Attack performed by one of your Gunner Crew. Target the Ship that was originally targeted by the attack and begin a Boarding with that Ship. This Boarding may not be canceled in any way. This Boarding ends after 4 rounds. You may play only one Almost Missed in reaction to a single Cannon Attack.

"The bad news is, we missed the masthead. The good news is, we hit the powder room."

Ambush Boarding (R) M+4/- [D/p/t]

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

"How the blazes did they get so close?!"

Another Betrayal (R) -/2In [D/p/t]

Act: Tack one of your Heroic Crew to target and inflict 4 Hits on a Ship in this Sea. The cancel cost of this card may not be paid if the target Ship has a Villainous Crew on board.

"Where is she? What happened to her?" "Through that door," Mumblety-Peg gestured, "and all your questions will be answered."

Away Boarders (U) 4Sw/- [S/d/p]

React: Play after you complete a Boarding Attack. You may conduct another Boarding Attack. Act: Target a Ship in this Sea to begin a Boarding with the target Ship that may not be canceled without a card effect. This Boarding ends after 2 rounds. When playing this effect, you may tack one of your completed Adventures that provides a Swashbuckling skill bonus of 1 or more instead of paying the skill cost.

"Come on, ye swingin' monkeys! We ain't finished yet!"

Becalmed (F) 3Ad/- [D/p/t]

Weather React: Play before you perform an action. Target another Ship. That Ship may not move until after that player has passed as an action.

The sun burned down on the immobile ship, as if to sear them into the deck.

Below the Waterline (F) -/- [D/p/t]

React: Play when you inflict more than 3 Hits with a Cannon Attack. The Ship targeted by the Cannon Attack has its Move Cost increased by 1 until the end of the turn.

"Do you hear something splashing?"

Betrayal (R) 6Sa/- [D/p/t]

React: Target a Ship when you are suffering Hits. Redirect those Hits to the target Ship.

Not all betrayals are planned. Some are just convenient.

Better Off Chum (F) 4Ca/- [S/d/p]

Act: 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.

Ships sink, navies rise and fall. In the end, only the sharks endure.

7th Sea Collectible Card Game

Black Heart (F) -/ [S/d/p]

Act: If you have a Villainous Captain, sink one of your non-Captain Crew to draw four cards.

Reis always said there's nothing more expendable than men.

Blocked Passages (R) -/ [S/d/p]

Unique React: Play this card when you are suffering Hits. Attach this card to your Ship as a Damage Attachment to absorb 4 Hits. While this card is attached you must tack 1 non-Captain Crew immediately after the untack phase. You may sink this Attachment by paying 3 Swashbuckling as an Action. You may not sink or discard this card with other card effects.

"Maybe we can crawl in through the bilge holes."

Bum Rush (R) -/ [D/p/t]

React: Tack one of your First Mate Crew and produce any amount of Swashbuckling to play this card instead of performing a Boarding Attack. Target the other Ship in the Boarding. Inflict an amount of hits on the other Ship in the Boarding equal to the amount of Swashbuckling produced.

Burn Their Sails (U) -/M+3 [S/d/p]

Act: Target another Ship. Reduce that Ship's total Sailing by 10 (minimum 0) for purposes of determining Initiative next turn. Act: Sink a card from your hand to target a Crew. Until the end of the turn, that Crew's Sailing skill is always zero. "Amazing how well sailcloth catches. You gentlemen should be more careful..."

Canister Shot (F) 4Ca- [D/p/t]

React: Play instead of performing a Boarding Attack. Inflict a number of Hits on the target Ship equal to the number of untacked Crew on your Ship with a Cannon skill greater than zero.

"They rip ye to pieces before ye take two steps. The gulls'll eat well tonight."

Carousing (C) -/ [D/p/t]

React: Play when you are paying a skill cost. Discard another card from your hand to produce 1 point of any skill.

A successful sea voyage can make a sailor rich enough to retire... unless he goes and blows it all in a single night.

Charge (U) -/ [S/d/p]

You may not play this card unless your Captain has at least 2 completed Adventures attached. React: Play this card instead of performing a Boarding Attack. Sink one of your Crew with an Influence cost greater than 2, to inflict 3 Hits on the other Ship in the Boarding.

"Again! Hit them again!" — Melinda Gosse

Cheap Barrels (U) 3Ad/3In [D/p/t]

Act: Target a Ship. Until the end of the turn all Crew on that Ship have -1 Adventuring (minimum 0). Act: Target a Sea. Until the end of the turn, any skill costs to complete uncompleted Adventures in that Sea are increased by 2. When playing this effect, you may tack one of your completed Adventures that provides an Adventuring skill bonus of 2 or more instead of paying the skill cost.

"Criminy! The beer weren't that stong!"

Close Range Cannon Volley (C) -/ [D/p/t]

Act: Target a Ship in this Sea. Pay 2 Sailing and 2 Cannon to inflict a 5 Hit Cannon Attack on the target Ship. React: Play when you are tacking one of your Gunner Crew. Tack one of your Topman Crew to produce Cannon equal to the Topman's Sailing skill.

"Say that again, fellas — the part about me mother..."

Cluttered Ship (U) -/4In [D/p/t]

Act: Target a Ship Attachment attached to another Ship in this Sea. Attach this card to that Attachment. Until the end of the game, target Ship Attachment counts as 1 additional Crew against that Ship's Crew Maximum regardless of other card effects. That Ship Attachment's controller may sink that Ship Attachment and this card as an action if that Attachment is not a Damage Attachment.

"Nonsense! I see a piece of empty deck right there!"

Courtly Manner (F) -/ [D/p/t]

React: Play when you are paying an Influence cost to produce 1 Influence.

"If the Queen sees a bumpkin, she treats you like a bumpkin. If she sees a lord, she treats you like a lord."

Crossing Swords (C) M+1/- [D/p/t]

Act: Target a Ship in this Sea. Play this card to begin a Boarding with that Ship that may be canceled by the target Ship sinking one of their untacked Crew and cannot be canceled in any other way. This Boarding ends after 3 rounds. "

No one ruins my party, monsieur. Not even you."

Crossing the T (R) -/ [S/d/p]

Act: Target another Ship in this Sea. Tack 6 or more Cannon and 3 or more Sailing to produce a Cannon Attack on that Ship which inflicts a number of Hits equal to the amount of Cannon and Sailing produced.

We moved in front of them, so our sides were facin' their bow. Then the Captain cried for us to open fire on those poor, helpless bastards.

Dead Men Tell No Tales (U) 2Ad/3Sa [D/p/t]

Act: Target Ship suffers a number of Hits equal to half the amount of Crew in that player's sunk pile (rounded down). React: Play after another player sinks a Crew for any reason other than absorbing Hits. That player suffers an amount of Hits equal to the sunk Crew's Influence cost plus 3. If your Captain has an Influence greater than 5, the cancel cost of this card is increased by 5.

The only reliable way to keep a secret.

Derwyddon's Schemes (U) 4In/6In [S/d/p]

Act: Target and discard a Letter of Marque or Patron Attachment. Act: Target and discard an Attachment in this Sea.

"The Sunken Eye isn't the end, your Majesty. It's merely the beginning..."

7th Sea Collectible Card Game

Desperate Wages (U) 1Ad/- [S/d/p]

Act: Discard the top 3 cards of your deck. If one of those cards is a Crew card, you may hire that Crew, paying all costs. React: Play when another player is untacking one of their Crew during the Actions Phase. Inflict 4 Hits on that player's Ship. When playing this effect, you may tack one of your completed Adventures instead of paying the skill cost.

"All right! Take it, take it all! Just please come with me."

Direct Hit! (F) -/- [S/d/p]

React: Play when tacking a Crew with a Cannon skill greater than 6 to produce Cannon. That Crew produces 3 extra Cannon.

"The cannon struck, and it seemed as if the ship swelled with the pain of it before shattering into a thousand pieces."

Divvying the Plunder (U) 1In/- [S/d/p]

React: Play after you complete an Adventure. You may immediately perform another Action. React: Play when producing Influence. Tack one of your Crew to produce Influence equal to that Crew's Adventuring. When playing this effect, you may tack one of your completed Adventures that provides an Influence skill bonus of 1 or more instead of paying this card's skill cost.

"Maybe now ye kin afford ta take a bath."

Errant Match (C) 1Sw/4Sw [D/p/t]

React: Play after another player has absorbed Hits. Target and discard one Ship Attachment on that player's Ship. React: Play when another player is untacking a Crew. That Crew remains tacked. When playing this effect, you may tack one or more of your completed Adventures to increase the cancel cost of this card by the number of completed Adventures tacked.

"I didn't do it." — Maggie Malone

Experience Has Its Rewards (R) -/- [S/d/p]

React: Play when you are pushing an Experienced Crew forward to perform a Boarding Attack. Discard all of the cards in your hand to draw 7 cards from your deck. Torvo's sword flicked out of the sheath like a razor.

"Ah, new practice targets."

Extra Watch (F) 3Sw/- [D/p/t]

Act: Untack your Ship.

Three men may notice what a single one will miss.

Eyepatch (F) -/- [D/p/t]

React: Play when you suffer Hits. Attach this card to one of your Crew without an Eye Attachment to suffer 1 fewer Hit. This Attachment has the Eye trait. A Crew may not have more than one Eye Attachment.

"I'd show ya what it looks like underneath, but yer eatin an' all..."

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

Act: Tack your Ship and one of your Ally Attachments 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.

"A single flag can deceive an entire fleet." — Jeremiah Berek.

Fancy Swordplay (C) -/- [D/p/t]

React: Play immediately before one of your Swordsman Crew is about to play a Boarding Attack card from your hand. Draw 3 cards.

"Why should I parry such a clumsy thrust when the chair can do it for me?"

Fateful Block (R) -/- [D/p/t]

React: Play immediately after you play a Boarding Attack card from your hand during a Duel. If your Crew has the Swordsman trait, you may draw a number of cards from your deck equal to 2 plus your Crew's Swordsman bonus. If your opponent's Crew has the Swordsman trait as well, they may draw a number of cards from their deck equal to their Crew's Swordsman bonus.

"What's the matter? I thought yer wee blade could cut through anything..."

Fire and Steel (U) 5Ad/- [D/p/t]

Act: If you have a Vesten Captain, target and Sink an uncompleted Adventure in this Sea. Act: Target a Ship in this Sea. Tack any one of your Crew to produce a Cannon Attack that Inflicts Hits on the target Ship equal to the tacked Crew's printed Swashbuckling. When playing this effect, you may tack one of your completed Adventures that provides an Adventuring skill bonus of 2 or more instead of paying the skill cost.

Fire Ships (U) 1Ad/M+1 [S/d/p]

Act: Pay any amount of Adventuring (minimum 1) to play this card. Target a Ship in this or an adjacent Sea. The target Ship suffers a number of Hits equal to the amount of Adventuring produced. If you have a Captain with the name "Berek" in the title, this card's cancel cost is increased by 2.

"There's nothing more distracting than a blazing sloop."

Flogging (F) -/- [S/d/p]

Act: If you have a Villainous Captain, tack one of your Crew to draw two cards.

Kill a man and you gain nothing. Stripe his back and you gain his fearful obedience.

Gold Only Buys Obedience (C) -/- [S/d/p]

React: Play when you are hiring a Crew from your Captain's faction. That Crew's Influence cost is reduced by 2 (minimum 0).

"When McCormick was one of us, there's nothing we wouldn't do for him. The money came in, but we didn't care. Loyalty to our captain was all that mattered. It made his betrayal all the more painful." — Cosette

Guns Blazing (F) 3Ca/- [S/d/p]

React: Play when you are entering a Boarding as the Attacker. Inflict 5 Hits on the Defender in the Boarding.

The fits fall upon Gerald about once every six months: a raving madness, marked by violence and bloodshed. The Rogers whisper that it has something to do with the mask seared to his face.

7th Sea Collectible Card Game

Haunted by the Past (U) -/- [D/p/t]

React: If you have a Vesten Captain, play when you are inflicting Hits to inflict 1 extra Hit. React: Play when the opposing Captain in a Boarding (or Duel) is inflicting Hits or an Attachment attached to that Captain is inflicting Hits during a Boarding. That Captain or Attachment inflicts 3 fewer Hits.

Olafssdottir wanted only to preserve the past. In the end, it rose up and devoured her.

Headhunters (C) 2Ad/4Ad [S/d/p]

React: Play immediately after another player completes an Adventure. Inflict 4 Hits on that player's Ship. You may only play one "Headhunters" per completion of an Adventure.

"Maybe they're friendly..."

He's Mine (C) -/- [S/d/p]

React: Play before one of your Crew plays their first Boarding Attack card during a Boarding Attack or Duel. Tack that Crew to target another one of your Crew (tacked or untacked) that takes the tacked Crew's place in the Boarding Attack or Duel.

"Hello my darling," the thing with Amanda's face crooned. "We've waited so long for you..."

Hiding in the Reefs (F) M+0/- [S/d/p]

React: Play when you are entering a Boarding as the Defender. The Boarding is canceled. Inflict 3 Hits on the Attacker's Ship.

The Sea Dogs knew Avalon's shores by heart — and their small ships could skirt the treacherous waters like a ballerina.

Hired Swordsman (U) -/- [S/d/p]

React: Play when you are entering a Boarding. The Defender performs the first Boarding Attack for the first round of the Boarding. React: Play when the opposing player in the Boarding pushes a Crew forward to begin a Boarding Attack. This card acts a Crew with 3 Swashbuckling (and zeroes in all other stats) that is pushed forward to fight against the opposing Crew, if your Crew Maximum is less than 9. After the Boarding Attack is resolved this card is sunk.

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

Act: Tack one of your Holy Crew and discard two cards from your hand to draw two cards.

Kheired-Din saw angels. They guided him on his path and showed him visions of the new world to come. Whether they came from Theus or Legion, not even he could say.

Into the Fog (F) M+2/- [S/d/p]

Weather React: Play when you are suffering Hits. Reduce the Hits suffered to zero. This card may not be played during a Boarding (or Duel).

Ten years ago, a thick fog helped sink the Castillian Armada. When Orduño sought to break Montaigne's blockade, the fog decided to repay the debt.

Kiss of Death (F) -/- [D/p/t]

Act: Tack your Black Freighter Captain and Black Freighter Ship to play this card. Get a non-Loyal Crew from your deck which does not have the Black Freighter faction symbol and hire the Crew. Attach this card to the hired Crew. This card gives the Crew the Black Freighter faction symbol and the Loyal trait. Shuffle your deck. If this card is discarded or sunk, immediately discard this Crew.

The dark embrace promised everlasting damnation...

Know Your Opponent (U) -/- [I]

React: Play when you reverse a Boarding Attack during a Boarding Attack or Duel. If your Crew has more Swordsman Knacks attached than the other Crew or a higher Swashbuckling than the other Crew, the bottom Boarding Box may not be used to reverse your Boarding Attack.

"How swiftly the student becomes the master!"

Land Lubber (U) -/4In [D/p/t]

React: Play when another player hires a Crew with a Cannon skill and Sailing skill of 0. Pay an amount of Adventuring equal to that Crew's Influence cost to discard that Crew. Act: Target a Crew in this Sea with a Cannon skill of 0 and a Sailing skill of 0. Tack one of your Crew to tack the target Crew.

"Sheep...shank...??? What does livestock have to do with it?"

Last Ditch Cannon Attack (R) 3Ad/3Ad [D/p/t]

Act: Sink one of your non-Captain Gunner Crew and target a Ship in this Sea to produce a Cannon Attack equal to the sunk Crew's printed Cannon skill. If your Captain has a Cannon skill greater than 5 and you have a smaller printed Crew Maximum than the target Ship, the cost to play this card is reduced by 3 (minimum 0).

"Nobody could make the last shot count like Allende." — Sean McCorley

Last Second Escape! (F) -/M+0 [D/p/t]

React: Play when a Cannon Attack is inflicting Hits on your Ship. Target the Ship of the player producing the Cannon Attack. Cancel the Cannon Attack, then move your Ship to an adjacent Sea. React: Target a Ship that is starting a Boarding with your Ship. The Boarding attempt is canceled. Move your Ship to an adjacent Sea.

Victory belongs to the swift — for ships as well as men.

Lemons (F) -/- [D/p/t]

React: Play immediately after you have completed an Adventure. Untack one of your Crew which tacked to produce Adventuring to complete the Adventure.

Makes ya sick, doesn't it?

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

Act: Target another Ship in a Sea with a Port attached. All Crew on that Ship have their Influence reduced by one until the end of the turn (minimum 0). React: Tack one of your Pet cards when another player tacks a Crew to produce Influence. That Crew produces 3 less Influence (minimum 0).

"Yer gonna give that monkey a disease!"

7th Sea Collectible Card Game

Life Raft (C) -/ - [S/d/p]

Act: Search your discard pile for a Crew card. Place that Crew card in your hand. React: Play when one of your Crew is being discarded. Place that Crew card in your hand, instead of your discard pile. React: Play after another player performs an action (not a React) to discard one of your Crew. That Crew remains on board your Ship, tacked. Sink all cards attached to this Crew. Sink this card.

Line and Winch (F) 2Sw/- [S/d/p]

React: Play when you are paying the Sailing cost to begin a Boarding or the Sailing cost of an action that will result in a Boarding to produce 4 Sailing.

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

Log of the Black Freighter (F) -/ - [S/d/p]

Act: Tack one of your Crew with Fear 1 or more to target a player. Target player must discard one of their Crew (except a Captain) with an Influence cost equal to, or greater than, the Fear value of the Crew tacked to play this card.

A litany of the Damned is inscribed on its pages.

Look The Devil in the Eye (R) -/ - [D/p/t]

React: Play immediately after you and another player have resolved a Duel. Both players draw 5 cards from their deck. React: Play when you push your Captain forward to start a Boarding Attack. You may discard your entire hand and draw 7 cards from your deck.

"The story's over, ye butcher!" She sank the blade into his chest. "Ye cut, ye bleed, ye die..."

Major Hull Damage (R) -/ - [S/d/p]

React: Play this card when you are suffering Hits. Attach this card to your Ship as a Damage Attachment to absorb 8 Hits. This card counts as 2 Crew against your Crew Maximum. Your Ship's Move Cost is increased by 2 while this card is in play. You may sink this Attachment by tacking 6 Swashbuckling as an action. You may not sink or discard this card with other card effects.

"I'm fairly certain that hole shouldn't be there."

Mermaids (C) 6Ad/3Sa [S/d/p]

Monster Act: Target a Ship with more than 5 Crew on board. That Ship suffers a number of Hits equal to the number of Crew on board that Ship. Act: Target a Ship. Target Ship must discard a Crew or suffer 6 Hits. If your Captain has an Adventuring skill of 6 or more, the cancel cost of this card is increased by 4.

Every sailor knows their beautiful warble... and fears their shark's grin.

Mind Your P's and Q's (U) 4Ad/2In [D/p/t]

React: Target another player's Crew as it enters play. Return the target Crew to its owner's hand. React: Target another player's Crew as that Crew enters play. Push one of your Crew forward and play a card from your hand as a Boarding Attack to begin a Duel between your Crew and the target Crew. If you have a Heroic Captain, the cancel cost of this card is increased by 5.

"W-w-w-well, m-maybe it wasn't yer sister after all."

Minor Hull Damage (F) -/ - [D/p/t]

React: Play this card when you are suffering Hits. Attach this card to your Ship as a Damage Attachment to absorb 4 Hits. This card counts as 1 Crew against your Crew Maximum. Your Ship's Move Cost is increased by 1 while this card is in play. You may sink this Attachment by tacking 3 Swashbuckling as an action. You may not sink or discard this card with other card effects.

"That was close enough to shave the whiskers off me chin."

Monkey's Fist (U) -/ - [S/d/p]

Act: Discard one of your non-Captain Villainous Crew to draw 3 cards. React: Play after a Heroic Crew is sunk to draw 2 cards.

"Throw him to the sirens when he wakes up." — Riant Gaucher

Much Needed Repairs (R) 4In/- [S/d/p]

Act: Target and sink a Damage Attachment attached to your Ship (overriding any text on the Damage Attachment). Sink this card.

"Maybe I'm gettin' forgetful in me old age, but I DON'T THINK ME SHIP WAS LISTIN' LIKE THAT WHEN WE DOCKED!!!"

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

React: Play when a Ship moves into your Sea using the Ship's "Free Move." That Ship's player does not get to perform an action. Play continues to the next player.

The worst "luck" is the kind your enemies provide for you.

No Fun to Be a Captive (F) -/ - [D/p/t]

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

"I've had enough of chains and shackles to last twenty lifetimes." — Ernesto Castillius

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

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

Fire on a ship is one of the greatest threats a crew can face. Even while moored in harbor, like the Hanged Man was, a ship on fire will burn to the keel before anyone can stop it.

Piles of Skulls (U) 5Ad/2Ad [D/p/t]

React: Play when a player completes an Adventure to target that Adventure. The target Adventure is discarded without effect.

React: Play when an Attachment produces Adventuring or Influence. That Attachment produces no skill points and is discarded. When playing this effect, you may tack one of your completed Adventures that provides an Adventuring bonus of 3 or more instead of paying the skill cost.

Pistol Hand (C) 2In/- [S/d/p]

React: Play when you are suffering Hits. Attach this card to one of your Crew without a Hand attachment to absorb 2 Hits. This card has the Hand trait, and gives the attached Crew +2 Cannon. A Crew may not have more than 1 Hand attachment.

"It also has a file, a corkscrew, and a pair of tweezers."

7th Sea Collectible Card Game

Poor Jack (F) -/- [S/d/p]

React: Play when one of your Crew is sunk. You may attach all of that Crew's Item Attachments to one of your Crew which may attach them. Tack the Crew (if untacked) receiving the Items.
The navy unfailingly respects its honorable dead — it's the possessions of the dead that they're a little less formal about.

Prayer (F) -/- [D/p/t]

React: Play when one of your Holy Crew is tacking to pay a skill cost. The Crew produces 2 extra points of the skill.
The words left Alfonso's lips, and it seemed the entire crew drew strength from them.

Press Gang (C) 2Ad/- [D/p/t]

Act: Hire a Crew from your hand with an Influence cost less than 3 at no cost. React: Play when you are hiring a Crew. Tack one of your completed Adventures that provides an Adventuring bonus of 3 or more to reduce the cost of that Crew by 4 (minimum 0).
"Quit yer squealin', Yer gonna like bein' a sailor."

Purple Heaves (R) 3Ad/- [D/p/t]

React: Play when another player untacks one of their Crew during the Actions phase to target the untacked Crew. If that Crew is not a Captain, the Crew is discarded. If the Crew is a Captain, inflict 5 Hits on that player's Ship.

Queen of the Sea (U) 6Ad/2Sa [D/p/t]

Monster Act: Target a Ship. Inflict 3 Hits on that Ship. Act: Target a Ship in this or an adjacent Sea. Inflict 8 Hits on the target Ship. You may only play this effect if you have a Crew with an Adventuring skill of 7 or more. The cancel cost of this card is increased by 4 when using this effect.
Are the tales true? Is she the source of the Black Freighter's power?

Reporting Drunk (C) -/- [D/p/t]

React: Play when another player hires a Crew card to target and tack the target Crew.
"Izh not drinkin'... izh more uv a drownin', actually..."

Retribution (C) -/- [D/p/t]

React: Play when you are suffering 4 or more Hits. Target the Ship that inflicted those Hits. Inflict 2 Hits on the target Ship.
"Here — catch!"

Riposte (F) -/- [D/p/t]

Riposte can be played as a Boarding Attack, reversing any type of Boarding Attack played by your opponent. This card produces a Dagger Boarding Attack.
"I remember Dalia using a similar technique. It's as good as a shield... and shields can't cut you in two." — Ernesto Castillius

Sabotaged Sails (F) 1Ad/2Sw [D/p/t]

React: Target a Crew when it tacks to produce Sailing. The target Crew produces no Sailing.
A frayed knot, a cut line... one man with a knife can finish the battle before it begins.

Sailing Under the Jolly Roger (F) 2Sa/- [D/p/t]

Act: Search your deck and discard pile for any one Adventure card. Show it to your opponents, then place it in your hand. Shuffle your deck.
"The food's better, the pay don't stink, and ye can kill anyone ye want!"

Scurvy (C) 5Ad/2Ad [D/p/t]

Act: Target a Ship. Until the end of the turn, all Crew on that Ship have -1 Swashbuckling (minimum 1). React: Target a Crew on another player's Ship when it tacks to produce skill points. The amount of skill points produced by the target Crew is reduced to an amount equal to the Crew's Swashbuckling. When playing this effect, you may tack one of your completed Adventures that provides an Adventuring bonus of 4 or more instead of paying the skill cost.

Set Adrift (R) -/- [S/d/p]

React: Play before you perform an action. Target another player's Ship with at least one Damage Attachment attached. Move the target Ship to an adjacent Sea.
"I made a deal, Celedoine," Bonnie called as she rowed away. "Keep the crew safe. Be a good captain. Live er die, my story's done... and where I'm goin' ye can't follow."

Skull Shot (C) 2In/- [S/d/p]

React: Play when you perform a Cannon Attack. When Crew tack or sink to absorb Hits from the Attack, they may not absorb more Hits than their Swashbuckling.
The sailors screamed like gulls as the unholy cannon shot tore into their flesh.

Southern Trade Winds (U) -/- [S/d/p]

Weather Act: Until the end of the turn, your Ship's Move Cost is reduced by 2 (minimum 1) when you are paying your Ship's Move Cost for an effect that will result in moving your Ship towards The Mirror. React: Play before you perform an action. Move your Ship to an adjacent Sea towards The Mirror. You may only use this effect if your printed Move Cost is less than 3 and your Ship is not in The Mirror.

St. Roger's Day (C) 2Ad/- [D/p/t]

Act: Move your Ship to an adjacent Sea. Beginning with the player on the left and continuing clockwise, any player may pay 3 Adventuring to cancel this action. Act: Beginning with yourself and moving clockwise around the table, each player must place their Ship in a Sea adjacent to their current location.

Stand Together (C) -/- [D/p/t]

You may only play this card if you have a non-Villainous Captain. React: Play when you are suffering Hits to absorb an amount of Hits equal to the number of Loyal Crew you have on board. Sink this card. A friendly arm yanked him aside seconds before the cannonball burst through.
"Stand together or die alone, eh mi ami?"

7th Sea Collectible Card Game

Steal Their Wind (F) 1Sa/3Sa [S/d/p]

Weather Act: Target another Ship in this Sea. Until the end of this turn, any time the target Ship pays Sailing, that cost is increased by 2 Sailing.

If only our captain's curses could've filled the sails.

Stirring Speech (R) -/- [D/p/t]

Act: Tack one of your Holy or First Mate Crew to untack one of your other non-Captain Crew.

"Those who die will be remembered for all time! Those who live will have a tale to tell their grandsons... and more gold than they could ever spend in their lives!"

Syrneth Guardians (U) 9Sw/- [S/d/p]

Act: Target another player who has 2 or more uncompleted Artifact Adventures in play. Sink all of the cards in the target player's hand.

React: Play when another player completes an Artifact Adventure.

The target player must sink 2 cards from their hand or suffer 3 Hits.

Tar, Tar and More Tar (U) -/- [S/d/p]

React: Play when you are suffering Hits. If your Ship is the only Ship in this Sea, reduce the Hits suffered by 4. React: Target and untack one of your non-Captain Crew with an Adventuring skill greater than 2 when you are suffering Hits. If the target Crew is still untacked when all of the Hits have been absorbed, tack the target crew.

"Just keep the fire out of the powder room and we'll be fine." — Grimey Stubbs

The Better Part of Valor (C) 5Sa/- [D/p/t]

React: Play when an action card targets one of your cards. That action is canceled. Sink this card.

"Ragnarok is coming, Vendel scum! You cannot hide from it forever!"

The Figurehead Released (R) -/- [S/d/p]

React: Play instead of performing a Boarding Attack. Tack one of your Crew to target and discard a Ship Attachment attached to the other Ship in the Boarding. The undead figurehead moaned in horror — or was it relief? — as it slid down the prow into the sea.

"Do you think that will save you from me?!" Necros howled. "I don't know," Gosse mused. "Let's find out."

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

Act: Target another Ship in this Sea. Your Ship begins a Boarding with the target Ship.

The only thing more frightening than the Crimson Rogers was the Crimson Rogers' anger.

The General's Plan (U) -/- [D/p/t]

Act: Target a Sea Attachment in this or an adjacent Sea. Tack the target Attachment. Act: Target a Sea Attachment in this or an adjacent Sea. Tack one of your Gunner Crew with at least one Adventure attached to sink the target Attachment. "

He sailed straight up the river, dodging Castillian cannon all the way. Never seen such guts in my life."

The General's Tactics (F) 4Ad/M+0 [D/p/t]

Act: Target a Ship in an adjacent Sea. Tack one of your Crew to inflict a Cannon Attack on the target equal to that Crew's Cannon skill. The cost to play this card is reduced by 2 if you have a Montaigne Captain.

He finally learned to respect his crew... and they responded by pulling off a miracle.

The Island's Heart (R) -/- [S/d/p]

Fear 2 Knack Act: Tack one of your Crew with Fear 2 or more to play this card. Target an Ally Attachment in this Sea or another player's Ship in this Sea. Attach the target Ally, or move the target Ship, to an adjacent Sea.

Cabora's gateway led to the 7th Sea itself. As Kheired-Din looked on, he could see the silvery waters brimming with lost souls. The sight was so overwhelming that he failed to notice he was no longer alone...

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

React: Play when you push your Captain forward to start a Boarding Attack. Your Captain inflicts 3 extra Hits with this Boarding Attack. Act: Target another player's Captain with 4 or more Attachments. If your Captain is untacked, play a Boarding Attack from your hand to begin a Duel between your Captain and the target Captain. The Captain playing the final Boarding Attack inflicts no hits, but that player may sink up to 3 Attachments attached to the other Captain.

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

React: Play when you are paying the skill cost for an Item Attachment. Discard one of your completed Item or Goods Adventures to reduce the cost by 6 (minimum 0). React: Play when you are paying the Adventuring cost for an Item or Goods Adventure. If your Ship is the only Ship in this Sea, this card produces an amount of Adventuring equal to your Captain's printed Adventuring.

No one outside of Eisen had ever gained their favor... no one until Bloody Bonnie McGee.

The Price of Impatience (U) -/- [S/d/p]

React: Tack one of your First Mate Crew when you have suffered and absorbed 5 or more Hits inflicted by another player with a single action. If you are no longer suffering Hits, that player suffers the same amount of Hits. You may play only one copy of this card in reaction to the same suffering of Hits.

Each trap cost Din another crewman... and each time, he stood up again and continued on his path.

The Sacrifice (U) -/- [D/p/t]

Act: Target one of your Crew in this Sea. Discard any number of cards attached to the target Crew. Act: Discard any one of your Attachments to target a player with a Ship in this Sea. The target player must discard any one of their Attachments.

"The gods need blood, Guttormson. Take mine." — Red Thorfild's last words

7th Sea Collectible Card Game

The Sailor's Curse (U) 4Ad/4Ad [D/p/t]

Act: Target and tack a Crew with an Influence skill less than 2.
Act: Target a tacked Crew with no cards attached and an Influence cost less than 4. Discard the target Crew. You may only target a Crew on a Ship that currently has more Crew on board than your Ship. When playing this effect, the cancel cost of this card is increased by 3.

"I just had a horrible nightmare! This Jenny got me pickled and then stole all my mon... oh."

The Sole Presence (R) -/- [D/p/t]

React: Play after another player's Ship has moved from this Sea and left your Ship as the only Ship in this Sea. If no other players have Control cards in this Sea, tack your Captain or one of your First Mate Crew to attach this card to this Sea as a Control card. While this card is attached to this Sea, any player in this Sea may sink this Control card as an action by tacking their Captain or one of their First Mate Crew.

"Rulers of the waves we be! Masters of all we... was that a cannonball?"

The Wellspring (U) -/- [D/p/t]

Act: Tack your Captain or one of your First Mate Crew to play this card. Until the end of the turn, all of your Crew aligned to your Captain's faction absorb 2 extra Hits when tacking to absorb Hits. *Yngvild felt her ancestors shirek with rage. Then she saw Red standing among them — guiding them into her waiting body.*

Théah Eats the Weak (C) 8Ad/- [S/d/p]

Weather Act: Target a Ship. Inflict 3 Hits on the target Ship. Act: Target a Ship in this or an adjacent Sea. Inflict a number of hits on the target Ship equal to the Ship's Move Cost +4.

"If the sea wants you, it'll take you. Don't mean you have to like it, though." — Jacob Faust

Top Dog (U) -/- [S/d/p]

Act: Target a Ship with more than one First Mate Crew. That player must sink all but one of their First Mate Crew and tack the remaining First Mate Crew. React: Play when you Experience one of your Crew. If you do not have a First Mate Crew in play, this card attaches to the Experienced Crew and gives this Crew the First Mate trait.

Cosette learned to watch her back when Mumblety-Peg was around. That's probably why she's still alive.

Unreliable (U) -/- [D/p/t]

Act: Target and discard a Cheap card in play. React: Play when a Cheap card is used to cancel the effects of that card and discard it. React: Play when you play a Boarding Attack to reverse another Crew's Boarding Attack. Target an Attachment attached to the opposing Crew. Sink the target Attachment.

"Stay away... I've still got a hilt!"

Up and Ready (C) -/- [D/p/t]

Act: Target a non-Skeletal Crew aligned to your Captain's faction in your sunk pile. You may immediately pay that Crew's Influence cost to hire the target Crew. This card attaches to the target Crew, and gives the Crew the Skeletal trait (This Crew may not tack to absorb Hits. Place this Crew in your discard pile when it is sunk). If this card is removed from the Crew while the Crew is still in play, the Crew loses the Skeletal trait, and then is immediately sunk.

Very Minor Damage (U) -/- [S/d/p]

React: Play this card when you are inflicting Hits on another player with a Ship in this Sea. That player may not attach Damage Attachments to their Ship to absorb Hits until the end of the turn. React: Play when another player is playing a card that will become a Damage Attachment. Cancel the effects of that card. Sink the canceled card.

The Roost struck the island shore, guided by Lucrezia's hand. "Time to go," she waved cheerily.

Vestenmannavnjar Funeral (F) -/- [S/d/p]

React: Play when one of your Vesten Crew sinks to absorb Hits. This card attaches to your Captain. All of your Vesten Crew inflict 1 extra Hit during Boarding Attacks. Only one Vestenmannavnjar Funeral may be played per Crew that sinks.

No culture knows the value of honoring the dead more than Vestenmannavnjar.

Vodanken (U) 10Ad/4Sa [S/d/p]

Monster Act: Target a Ship. Inflict 6 Hits on the target Ship. Act: Target a Ship in this or an adjacent Sea. Inflict 10 Hits on the target Ship. You may only play this effect if you have a Crew with an Adventuring skill of 9 or more. The cancel cost of this card is increased by 4, when using this effect.

They call it Matushka's steed. It may be older than the Mirror itself.

Wenching (F) 3In/- [D/p/t]

Act: Untack one of your non-Captain Crew.

"You keep your hand on your mug and your sword in its sheath, or the bartender will throw you out. Believe me, he's a lot less pretty than I am."

Whatever the Cost (R) 5Ad/5Ad [S/d/p]

Any player may pay the cancel cost of this action. Act: Untack your Captain. When paying for this action, you may sink one of your Oath cards instead of paying the skill cost.

"Do you swear?" His hand bled freely. "I swear. Upon my blood, I swear."

Who Can You Trust? (U) -/2In [S/d/p]

Act: Target a Ship. Inflict a number of Hits on the target Ship equal to the number of non-Captain Villainous Crew on board the target Ship. Act: Target a Ship. Tack one of your Villainous Crew to inflict 3 Hits on the target Ship.

"I trust in Theus, me boy. You don't quite measure up."

7th Sea Collectible Card Game

Wild Party! (U) -/4In [S/d/p]

Act: If you have a Gosse Captain, the Action phase ends. Play proceeds to the Draw Phase. Sink this card. React: Play when you push a Crew forward for a Boarding Attack to give that Crew +3 Swashbuckling until the end of the Boarding Attack. When playing this effect, you may tack one of your completed Adventures that provides an Influence skill bonus of 2 or more instead of paying the skill cost.

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

React: Play when you are producing Adventuring. Suffer 3 Hits to produce 2 Adventuring. React: Target another player's non-Captain Crew in this Sea after it has tacked to produce Adventuring. Untack the target Crew. Push one of your Crew forward and play a Boarding Attack from your hand to begin a Duel between your Crew and the targeted Crew.
"Um... does anyone have some tar?"

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

React: Play when you are producing Cannon. Suffer 3 Hits to produce 2 Cannon. React: Target another player's non-Captain Crew in this Sea after it has tacked to produce Cannon. Untack the target Crew. Push one of your Crew forward and play a Boarding Attack from your hand to begin a Duel between your Crew and the targeted Crew.
"Would someone please tell them they're pointing at their own mast?"

Would-Be Traders (C) -/ [D/p/t]

React: Play when you are producing Influence. Suffer 3 Hits to produce 2 Influence. React: Target another player's non-Captain Crew in this Sea after it has tacked to produce Influence. Untack the target Crew. Push one of your Crew forward and play a Boarding Attack from your hand to begin a Duel between your Crew and the targeted Crew.
"Say what you like about Fox, but the man could sell snow to a Vesten." — Celedoine

Your Word is Your Bond (R) -/ [D/p/t]

Act: Target a Captain controlled by a player with an Oath card in play. Tack one of your Crew to tack the target Captain. Act: If you have an Oath card in play, all of your Captain's skills are increased by 1 until the end of the turn.
"We swore an oath, my friend. You will uphold it, or I'll send you to St. Rose's grave."

"Beat You To It!" (U) -/ [D/p/t]

Act: Target another player's uncompleted Adventure. If you have a copy of that Adventure in your hand, place that Adventure in the target's Sea and discard the target. React: Play after you put an Adventure into play. Attach this card to that Adventure. The Adventuring cost to complete that Adventure is reduced by 3. When the Adventure is completed, discard this card. If another Ship moves into the same Sea as this card, discard this card and the Adventure.

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

React: Play when a Ship in this Sea has finished resolving a Cannon Attack against your Ship. Target that Ship to inflict a 6 Hit Cannon Attack on the target Ship.
"I love it when they scream." — Red Thorfeld

"Fire the Chase Guns!" (F) -/ [S/d/p]

React: Play after you finish resolving a Cannon Attack for which you produced 7 or more Cannon. You may immediately perform another Cannon Attack.
"Again!" he shouted. "That ship still has too much fight in it fer my liking."

"It's A Trap." (F) 3In/- [D/p/t]

React: Play when another player is performing an action to discard or sink one of your Sea Attachments. That action is canceled. Inflict 3 Hits on that player's Ship.
"Hey, I was going to share. Really!"

"Prepare for Boarding!" (C) -/ [D/p/t]

React: Play instead of performing a Boarding Attack. Until the end of the Boarding, all of your Crew inflict 1 extra Hit during Boarding Attacks.

"Ramming Speed!" (F) 3Sa/5Sa [S/d/p]

Act: Target a Ship in this Sea. Inflict Hits on the target Ship equal to your Ship's Move Cost +4. Then inflict Hits on your Ship equal to the opposing Ship's Move Cost +1.
"You heard me bosun. Let 'em say we fought to the end — or better yet, let's take them to St. Rose with us."

"Repel Boarders!" (C) 2Sw/6Sw [S/d/p]

React: Play immediately after you suffer Hits during a Boarding. Target the other Ship in the Boarding. This Boarding is ended.
As one, the crew charged screaming across the breach, blades gleaming, eyes filled with hate. The sharks would eat well tonight.

"Take It Like a Man!" (F) 3Ad/- [S/d/p]

React: Play when a player plays an Action card in reaction to suffering Hits. That card is canceled.
"Hans once took a volley twice that big and you don't see him crying! Of course, he never was that bright..." — Dupre

"There's More Where They Came From" (F) -/ [D/p/t]

React: Play when one of your Captive cards is discarded from your Ship or sunk to immediately hire a Captive Crew from your hand. The Crew's Influence cost is reduced by 3 (minimum 0). You must continue to pay any remaining Influence cost.
"I never tire of hurting you..." — Edahgo

"Will Do You No Good!" (C) 4Ad/- [S/d/p]

React: Play when a player performs a React. That React is canceled.
Not every piece of dracheneisen is proudly displayed. Some serve a far more covert purpose.

7th Sea Collectible Card Game

“X” Almost Marks the Spot (U) 1Ad/5Sa [D/p/t]

Act: Target another player’s uncompleted non-Artifact Adventure. Place the target Adventure in any other Sea. React: Play after another player has paid a completion cost for an Adventure to target that Adventure. The target Adventure is still considered uncompleted. Place the target Adventure in a Sea adjacent to its current Sea.

Pirates get lost, maps are poorly drawn... countless priceless treasures have been swallowed up by the wrong hiding place.

Crew

Adeeb Al-Amid (C) Corsairs 3I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]

Captive You must discard 1 card from your hand before this Crew tacks to produce skill points, unless you have a Corsairs First Mate in play.

Kheired-Din needed a historian, so he enslaved the best he could find.

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

Rower • Loyal • Captive React: Discard this Crew after you tack a Crew to produce Sailing to produce an additional 2 Sailing.

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

Aimon Riché du Pourisse (C) Montaigne 3I

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

Topman When this Crew tacks to absorb Hits, she absorbs 2 extra Hits, except during Boarding.

“Considering what happened to the General, I’m glad I jumped ship when I did.”

Alec Mercer (C) Crimson Rogers 4I C:1 S:4 A:0 I:0 Sw:3 [P/c/t]

Villainous • This Crew is considered to have a Face Attachment. When this Crew is performing a Cannon Attack targeting a ship with more Crew than its printed Crew Maximum, the Cannon Attack inflicts 4 extra Hits.

He’s not as charming as some, but he has his own means of persuasion.

Aleen Van Ostrand (F) Vesten *Invisible College* 4I

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

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

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

Alister McGurk (C) Sea Dogs 3I C:2 S:0 A:0 I:0 Sw:1 [P/c/t]

Gunner React: Tack this Crew when you are paying the Sailing cost to begin a Boarding. This Crew produces Sailing equal to your Ship’s Move Cost.

“McGurk! McGurk! It’s Highland, ye wine-slurpin’ chum monkey!”

Andre Braudel (R) Gosse 8I C:3 S:3 A:3 I:2 Sw:3 [P/c/t]

Unique • Loyal • Heroic First Mate • Swordsman +1 React: When your Ship is suffering 7 or more Hits from a single action, reduce the Hits you are suffering by 4. You may only use this ability once each time you suffer Hits.

“Just stay calm. Here’s what we’re gonna do...”

Andrei Levovich (C) Crimson Rogers *Ussura* 3I

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

React: Untack Andrei after another Ship begins a Boarding against your Ship and you do not cancel it.

Only a man without fear can give Andrei orders and expect them to be obeyed.

Andres Donovich (F) Corsairs 3I C:0 S:2 A:0 I:1 Sw:1 [P/c/t]

Loyal • Rower This Crew gains +1 to all of his skills for every Face, Eye, Hand, or Leg card currently attached to your Captain.

“They kidnapped him and chained him to an oar, but he followed their orders like a little dog. I’m glad I killed him.” — Mike Fitzpatrick

Andrew Littlejohn (F) Sea Dogs 3I C:0 S:3 A:0 I:0 Sw:1 [P/c/t]

Topman When this Crew tacks to absorb Hits, he absorbs 2 extra Hits, except during Boarding.

*“Pssst! Hey, up here! Smile...” *BLAM!**

Angus McCloud (U) Sea Dogs 6I C:2 S:1 A:2 I:1 Sw:3 [P/c/t]

Heroic This Crew’s Boarding Attacks inflict 3 extra Hits when the other Ship in the Boarding has a Villainous Captain.

“McLeod! FER THE LAST BLOODY TIME, YE SPELL IT McLEOD!!!”

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

Swordsman +1

“Ex-barmaids like Annie are tougher than most sailors. Ever try cutting off a drunken Inishman?” — “Long Tall” Harry

Antonio Aldonez (R) Castille 8I C:1 S:4 A:2 I:2 Sw:4 [P/c/t]

Experienced • Unique • Loyal First Mate • Heroic • Swordsman +1

Act: Once per turn, discard a card from your hand to target another Ship in this Sea and begin a Boarding with that Ship. This Boarding may not be canceled (even with card effects). This Boarding ends after 3 rounds.

Augusto de Augustin (R) Castille 6I C:0 S:0 A:0 I:1 Sw:4 [P/c/t]

Loyal • Villainous • Swordsman +2 You may draw two cards immediately before you push this Crew forward to start a Boarding Attack.

“Slowly and quietly, take your sword out of your sheath. That’s a marvelous shirt; I’d hate to stain it.”

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

Unique • Glamour 1 This Crew’s Influence and Swashbuckling may not be increased. While this Crew 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.”

7th Sea Collectible Card Game

Benoit “The Buccaneer” Racine (U) Brotherhood 6I
C:2 S:0 A:4 I:0 Sw:3 [P/c/t]
Experienced • Unique • Loyal The title of this card is “Buccaneer” for Experienced purposes. React: Discard one of your Crew cards with the title “Buccaneer” when you are producing Adventuring to produce 3 Adventuring.
“Actually, I’ve never done any pirating in my life. Not until the Brotherhood found me.”

Berserkers (C) Corsairs 3I C:0 S:0 A:3 I:0 Sw:2 [P/c/t]
Captive • No Attachments React: Tack and sink this Crew instead of performing a Boarding Attack. If you are the Attacker, the Defender suffers 4 Hits.
For some reason, Ernesto did not trust them enough to free them during his escape.

Billy “Bilge Rat” Bones (R) Unaligned 3I
C:0 S:0 A:2 I:0 Sw:1 [P/c/t]
Unique • No Attachments This Crew does not count against your Crew Maximum. Sink all cards attached to your Ship with the title “Billy Bones” when this card enters play. You may put this card into play at no cost if you have one or more “Billy Bones” cards attached to your Ship.
“Not a speck of dirt, boy. I want that deck gleaming.”

Brawny Rowers (F) Vesten 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]
Rower • No Attachments When this Crew tack to absorb Hits, it absorbs 1 extra Hit.
“It’s a good thing they can’t see how close those cannon shells are coming.” — Rognvald Brandson

Brennan (U) Explorers *Rilascarie* 5I
C:0 S:0 A:3 I:2 Sw:1 [P/c/t]
Loyal Act: Tack this Crew and discard a card from your hand to draw a card.
“Brennan is always prepared for every situation... as if he’d been planning for years.” — Guy McCormick

Brutes (C) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
No Attachments When the this Crew tacks to absorb Hits, it absorbs 2 extra Hits.
“What are you lookin’ at?”

Buccaneers (F) Brotherhood 3I C:1 S:0 A:3 I:0 Sw:2 [P/c/t]
Loyal • No Attachments
“Oh blast. There goes two month’s wages. Hey, Cap’n, ya lookin’ for a rigger?”

Captive Thugs (F) Corsairs 3I C:1 S:3 A:0 I:0 Sw:1 [P/c/t]
Captive • Rower • Loyal No Attachments
Those the Corairs captured in their raids were forced to row. The strong ones lasted almost a year.

Carlos Altenar (F) Castille 3I C:1 S:2 A:0 I:1 Sw:2 [P/c/t]
Villainous
Carlos never liked Avalons. Or Vendel. Or Montaigne. Or Ussurans...

Cathwulf Vogt (F) Montaigne 5I C:3 S:0 A:1 I:0 Sw:3 [P/c/t]
Unique • Gunner React: Tack this Crew instead of performing a Boarding Attack to inflict 3 Hits on the other Ship in the Boarding.
“Kirk mathematicians are the best in the world. Would you like a practical demonstration?”

Celeoine (R) Sea Dogs 6I C:0 S:0 A:0 I:2 Sw:1 [P/c/t]
Unique • Loyal • Glamour 1 When this Crew tacks to produce Influence, you may discard a card from your hand to produce 2 extra Influence.
“I’ve lost a lover and I’ve lost a friend. I don’t intend to lose anything else.”

Cornelius van Brock (F) Crimson Rogers 3I
C:0 S:4 A:0 I:0 Sw:1 [P/c/t]
Topman This Crew is considered to have 2 Leg Attachments.
“Up here, I can almost imagine I still have my legs.”

Cutthroats (F) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
No Attachments When this Crew sinks to absorb Hits, it absorbs 5 extra Hits.
“Look on the bright side — ye got a great story to tell yer missus!”

Daniel (F) Gosse 4I C:2 S:0 A:2 I:0 Sw:1 [P/c/t]
Heroic • Gunner
“He’s never been off the island before. Gosse didn’t want him to go, but he snuck aboard anyway. So we had him run ammo for us — and cut me open if he isn’t a natural at it.” — Andre Braudel

Delaina Darling (F) 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).
All it takes to be a good spy is a watchful eye and a mind for details.

Delaina Darling (F) Brotherhood 3I C:0 S:3 A:1 I:0 Sw:1 [P/c/t]
Topman Other players may not play cards with the same title as the top card of their discard pile.
“She remembers everything she sees, and she sees more than you can believe.” — Allende

Denny La Bree (F) Brotherhood 3I C:0 S:3 A:2 I:0 Sw:1 [P/c/t]
Topman
“He had the heart of a lion. I don’t care what the tales say: no man that brave could end up on the Freighter.” — Velik Galecatcher

Denny La Bree (F) Black Freighter 6I C:0 S:4 A:2 I:1 Sw:2 [P/c/t]
Experienced • Unique • Loyal Topman React: Tack this Crew when one of your Crew is tacking to produce Cannon. That Crew produces extra Cannon equal to this Crew’s Sailing skill.
His eyes betray the horror that has engulfed him. Some things, it seems, are worse than la Bucca.

Domingo Marten de Avila (F) Castille 5I
C:2 S:2 A:0 I:1 Sw:3 [P/c/t]
Topman • No Attachments Domingo has +2 Sailing if his Captain is Castillian.
“If it’s not the Montaigne, it’s those thrice-cursed Sea Dogs. Theus forgive us for the blood we must shed.”

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Dorf Klinderhoff (F) Sea Dogs 4I C:1 S:2 A:1 I:0 Sw:2 [P/c/t]
Unique • Loyal This Crew does not count against your Crew Maximum.

“Don’t call me the Beast. Berek called me the Beast; he was the only one allowed.”

Dorf Klinderhoff (R) Sea Dogs 6I C:1 S:3 A:1 I:0 Sw:2 [P/c/t]
Experienced • Unique • Loyal This Crew does not count against your Crew Maximum. Act: Tack this Crew to sink a Damage Attachment attached to your Ship (ignoring the card effects restrictions).

“My mother was Castillian, my father was Eisen. I’m still not sure why they raised me in Avalon.”

Dr. Carel Voorhees (U) Explorers *Invisible College* 6I C:0 S:4 A:3 I:2 Sw:2 [P/c/t]
Experienced • Unique • Loyal The title of this card is “Archæologists” for Experienced purposes. All of your other Crew cards with the title “Archæologists” have +2 Sailing and +1 Adventuring.

“I need a volunteer to take this to Castille.”

Dupre & Hans (F) Gosse 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]
Heroic • Topman When this Crew tacks to absorb Hits from a Cannon Attack, it absorbs 1 extra Hit.

“This one doesn’t like us, Hans.” “Perhaps he’ll find the sharks more agreeable...”

Dupre & Hans (F) Gosse 6I C:0 S:4 A:2 I:0 Sw:3 [P/c/t]
Experienced • Unique • Loyal Topman • Heroic React: Once per turn, immediately after all of the Hits inflicted by this Crew during a Boarding Attack are absorbed, discard a card from your hand to inflict 2 Hits on the other Ship in the Boarding.

“Gotcha!” Dupre snagged his friend’s wrist as Hans plummeted helplessly to the street below.

Edahgo (R) Corsairs 9I C:3 S:4 A:2 I:3 Sw:4 [P/c/t]
Unique • Loyal • Villainous First Mate While this Crew is on your Ship, your Captive Crew have a +1 to all skills.
Hate personified. Spite on legs. Kheired-Din’s taskmaster rules through fear and pain, the only emotions he understands.

Edahgo (F) 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 all of your Captive Crews +2 to each of their skills which are currently greater than zero, until the end of the turn.

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

Edouard du Chevalier (R) Montaigne *Knights of the Rose and Cross* 6I C:0 S:0 A:2 I:3 Sw:3 [P/c/t]
Experienced • Unique • Loyal Swordsman +1 • The title of this card is “Montaigne Musketeers” for Experienced purposes. React: Tack or sink one of your Crew cards with the title “Montaigne Musketeers” when you are suffering Hits to absorb 4 Hits.
He serves two orders... and prays he never has to choose between them.

Egil Bergljot Larrson (F) Vesten 5I C:3 S:0 A:0 I:0 Sw:2 [P/c/t]
When this Crew is producing Cannon, you may pay your Ship’s Move Cost in Sailing to produce 3 extra Cannon.

He’s the voice of an angry ship. Even in the fiercest storms, his howls still rise above the din.

Ellena Hawksflight (U) Vesten 6I C:3 S:0 A:3 I:0 Sw:2 [P/c/t]
Experienced • Unique • Loyal The title of this card is “Vestenmannavnjar Archers” for Experienced purposes. Act: Tack this Crew or one of your cards with the title “Vestenmannavnjar Archers” to target a Ship in this Sea. Inflict a 4 Hit Cannon Attack on the target Ship.

“Ragnarok wasn’t supposed to look like this.”

Entertainers (F) Gosse 3I C:0 S:0 A:0 I:2 Sw:2 [P/c/t]
Loyal • No Attachments React: When you are paying a cost to cancel an action, tack this Crew to produce 3 skill points toward the cancel cost.

“Just keep playing. Eventually they’ll all pass out.”

Fancy Dans (C) Unaligned 2I C:0 S:0 A:0 I:2 Sw:1 [P/c/t]
No Attachments

“After you, Alfonse!” “Oh no! After you, I insist!”

Feeny Bonegnawer (U) Black Freighter 6I C:1 S:0 A:3 I:1 Sw:4 [P/c/t]
Experienced • Unique • Loyal Skeletal The title of this card is “Undead Boarders” for Experienced purposes. This Crew may tack to absorb Hits. React: Tack one of your Crew with the title “Undead Boarders” when you are suffering Hits, to absorb 3 Hits.

Felipe Jose de Granjero (F) Castille 5I C:0 S:1 A:0 I:2 Sw:3 [P/c/t]
Unique • Swordsman +2 React: Tack and sink this Crew when you are suffering Hits and you have either a Captain or Crew in play with the name “Margaretta Orduño” in the title. All of the Hits are absorbed.

He was aboard the General’s ship when it entered the Porté hole — a sacrifice for his favorite student.

Fierbas Desaix du Paix (U) Montaigne 6I C:2 S:1 A:0 I:2 Sw:2 [P/c/t]
Gunner • Porté 0 When this Crew tacks to produce Cannon, you may discard a card from your hand to produce 2 extra Cannon.
“Fierbas!” I shouted. “We’re out of shot!” I heard a rip and a scream, then he shouted back, “Not any more, my friend!”

Figaro “Lightfinger” Falisci (U) Unaligned 3I C:0 S:0 A:0 I:1 Sw:2 [P/c/t]
Swordsman +1 React: Target another player’s non-Captain Crew in this Sea when you are tacking this Crew to produce Influence. This Crew produces an additional amount of Influence equal to the targeted Crew’s Influence. You may only use this ability once per turn.

“Don’t worry, my darling. I paid for it.”

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Fortunado (U) Sea Dogs 6I C:2 S:0 A:3 I:2 Sw:3 [P/c/t]
Experienced • Unique • Loyal The title of this card is “Daring Fools” for Experienced purposes. React: Tack this Crew when you are entering a Boarding to untack all of your Crew cards with the title “Daring Fools,” then untack this Crew.
“Just make sure he lands on someone soft.”

François Gaulle du Motte (C) Montaigne 5I
C:4 S:0 A:0 I:1 Sw:2 [P/c/t]
Gunner • Swordsman +1
“At the end of the day, I do what any good Montaigne would do: salute smartly and defend my honor.”

Frieda Kesler (U) Montaigne *Eisen* 3I
C:1 S:0 A:2 I:1 Sw:1 [P/c/t]
No Attachments This Crew’s Boarding Attacks that finish with a Punch inflict 2 extra Hits.
“Call him the General or call him Von Stutzen. He is still my lord, no matter what his title.”

Galafré Flaubert du Doré (U) Montaigne 5I
C:3 S:2 A:1 I:0 Sw:2 [P/c/t]
When this Crew tacks to absorb Hits, he absorbs 1 extra Hit.
“But you have only a single scar,” Babette said. “Jean-Claude has four.” Galafré looked at the departing ship and nodded. “Then I shall go and earn five more.”

Galley Captives (F) Corsairs 4I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]
Rower • Captive • No Attachments This Crew may only be placed on a Corsairs Ship.
“Pull, you worthless dogs! Or maybe I’m being too gentle with you...” —Edahgo

Gaspar (R) Gosse 4I C:0 S:3 A:0 I:1 Sw:1 [P/c/t]
Unique This Crew is considered to have a Leg Attachment. Your Ship Attachments with the title: “Fine Galley” provide 2 extra skill points instead of 1.
“A well-fed crew is a happy crew.”

Gaspar (F) Gosse 7I C:0 S:3 A:1 I:2 Sw:1 [P/c/t]
Experienced • Unique • Loyal This Crew is considered to have a Leg Attachment. Your Ship Attachments with the title “Fine Galleys” provide 2 extra skill points instead of 1. Act: Tack this Crew to search your deck for a card with the title “Fine Galley” and attach it to your Ship (without cost). Shuffle your deck.
“Eat up. I didn’t spend six hours in the kitchen for you to nibble on hardtack.”

Gearalt Gilbertine (R) Gosse 8I C:2 S:4 A:0 I:2 Sw:3 [P/c/t]
The cost to hire this Crew is reduced by 1 for each Crew in this Sea controlled by another player with an Influence cost less than 3 (minimum 0). This Crew inflicts 3 extra Hits during Boarding Attacks (and Duels) if the other Ship in the Boarding has 3 or more Crew with an Influence cost less than 3.

Geno (F) Brotherhood 5I C:4 S:0 A:0 I:1 Sw:2 [P/c/t]
Loyal • Gunner When this Crew tacks to produce Cannon for a Cannon Attack targeting a Ship with a higher Crew Maximum, his attack inflicts 2 extra Hits.
“He mans the cannons on la Bucca. As long as he’s there, the Brotherhood is safe.” — Allende

Gerard Rois et Reines (R) Montaigne 10I
C:2 S:2 A:4 I:4 Sw:4 [P/c/t]
Experienced • Unique • Loyal Heroic • First Mate • Swordsman +3
While this Crew is untacked, your Montaigne Crew that sink to absorb Hits absorb an additional amount of Hits equal to half of their printed Influence cost (rounded up).
“Your days of burning peasants at the stake are over, mon ami.”

Gilles Allais du Crioux (F) Montaigne 5I
C:2 S:0 A:2 I:2 Sw:3 [P/c/t]
Villainous
The one the Avalons called “Snowbeard” died as he had lived—bloody and mean.

Gillian the Razor (F) Brotherhood 3I C:0 S:3 A:0 I:0 Sw:3 [P/c/t]
Topman • Villainous This Crew’s Influence cost is 5 as a starting Crew if you have another Topman in your starting Crew. You must pay 2 extra Influence to hire this Crew if you have another Topman in play.
She cut her husband into fishbait during his weekly shave. If I were you, I’d grow a beard.

Grendel Thorton (F) Brotherhood 4I C:0 S:0 A:2 I:3 Sw:1 [P/c/t]
When this Crew sinks to absorb Hits he absorbs 2 extra Hits. Act: Discard this Crew to search your deck for a card with the Port trait, reveal it to the other players and place it in your hand. Shuffle your deck.
“My dear signore, why on Théah would the Brotherhood be here on your island? After all, it’s not as if you have anything we want...”

Gris Hallisdottir (R) Vesten 4I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]
Loyal • Lærdom 1
“I owe Yngvild so much more than she has taken from me. I would gladly give all that I am to see her finally live in peace.”

Gus Heimfather (U) Explorers 5I C:3 S:0 A:1 I:1 Sw:3 [P/c/t]
Loyal • Gunner React: After you have absorbed all of the Hits from a Cannon Attack inflicted by another player, this Crew gains a bonus to his Cannon skill until the end of the turn equal to the number of Crew that were sunk to absorb those Hits. You may use this ability once per turn.

Gustolph Hirsch (U) Corsairs 3I C:0 S:0 A:0 I:1 Sw:2 [P/c/t]
Villainous This Crew inflicts 1 extra Hit during Boarding Attacks. Act: Tack this Crew to untack one of your Captive or Rower cards.
“Every slave I sell is more gold in the Corsairs’ coffers.”

Gwendolyn Buckminster (C) Sea Dogs *Sophia’s Daughters* 4I
C:2 S:3 A:0 I:0 Sw:2 [P/c/t]
Topman • Fate 0
“Just think of them as a gigantic pair of pants.”

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Hauptmann von Lichen (C) Unaligned *Eisen* 3I

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

Heroic • Swordsman +1 Act: Tack this Crew to target a Ship Attachment on another Ship in this Sea. Discard this Crew and the target Attachment.

"In Eisen, we make do with what we have, and so shall you!"

Hector Beauchamp du Charouse (F) Corsairs 5I

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

Captive • Porté 0

"Kheired-Din kept me alive, and he didn't make me row. It seems strange, because I have Porté and the Corsairs hate sorcerers. But he said he needed me. He wanted me to tell the world what I had seen..."

Henderson (R) Gosse 7I C:1 S:2 A:2 I:2 Sw:4 [P/c/t]

Experienced • Unique • Loyal First Mate • Heroic When this Crew tacks or sinks to absorb Hits during a Boarding, he absorbs 3 extra Hits. React: Once per turn, immediately before one of your Crew enters a Boarding Attack or Duel, replace that Crew with this Crew.

Henderson (F) Gosse 3I C:1 S:0 A:1 I:1 Sw:2 [P/c/t]

Unique • Loyal • Heroic React: Tack this Crew when one of your other Crew tacks to absorb Hits during Boarding. That Crew absorbs 6 extra Hits.

"Back to the Uncharted Course, my good man. I fear we've worn out our welcome here."

Hernando Ochoa (C) Gosse *Rilascarie* 3I

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

This Crew does not untack during the Untack phase. You may discard a card from your hand to untack this Crew during the Draw phase.

"No, my child, I'm not all right. But seeing the world again was worth it."

Ian O'Toole (F) Vesten 4I C:0 S:0 A:0 I:3 Sw:3 [P/c/t]

Villainous When this Crew produces Swashbuckling to sink or discard a Damage Attachment, he produces additional Swashbuckling equal to his Influence.

"The O'Tooles are more than happy to assist our Vendel allies. When the time comes, we know that they'll return the favor."

Inil (F) Corsairs 3I C:0 S:0 A:3 I:0 Sw:1 [P/c/t]

Loyal React: Tack this Crew when the other player in a Boarding performs a React instead of performing a Boarding Attack. Cancel the effects of that React.

The men consider him a sorcerer for what he can do with his crossbow... maybe he is.

Inquisitor Carlino (U) Castille 6I C:0 S:1 A:2 I:3 Sw:2 [P/c/t]

Villainous • Holy All Crew aboard Ships in this Sea that do not have a Holy Crew on board have one fewer Influence (minimum zero).

"Find Orduño, Carlino. Find him and ensure that he faces Theus' justice." — Cardinal Esteban Verdugo

Isabeau Dubois du Arrent (F) Montaigne 4I

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

Loyal Act: Tack to target and inflict 1 Hit on another Ship in this Sea.

Isabeau served the General without question; she knew honor when she saw it, even if he did not. In the end, her marksmanship allowed them to save Orduño... and her loyalty led her straight into Legion's Maw.

Jack Tars (F) Sea Dogs 4I C:1 S:2 A:0 I:0 Sw:2 [P/c/t]

Loyal This Crew has +2 Swashbuckling during a Boarding with a Ship that you have targeted with a Cannon Attack this turn.

"No sir. No problem. Just a wee storm, that's all. Remember when Harry o'er there got himself struck by lightning? Now that was a storm!"

Jacob Faust (F) Explorers 5I C:1 S:0 A:3 I:2 Sw:2 [P/c/t]

Loyal • Heroic React: Once per turn, when your Ship enters a Sea containing one of your Artifact Adventures, you may immediately perform an action to complete it.

"McCormick was lucky I never found him. I've been through too much to just walk away from his sort of treachery."

Jacques Renault (R) Unaligned *Die Kreuzritter* 7I

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

Experienced • Unique • First Mate Holy • Heroic • Swordsman +2 Act: Tack this Crew to target another player's Villainous, non-Captain Crew in this Sea. Play a card from your hand as a Boarding Attack to begin a Duel between this Crew and the target Crew.

"Just like old times, eh my friend?"

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

Unique React: Tack this Crew after you have completed a Boarding with another player. The other player must discard their hand and draw 7 new cards.

No one ever said a Vago had to be sensible...

Jason the Troubadour (U) Gosse 6I C:0 S:0 A:2 I:3 Sw:3 [P/c/t]

Experienced • Unique • Loyal The title of this card is "Entertainers" for Experienced purposes. React: Tack or discard one of your Crew cards with the title "Entertainers" when you are paying a cancel cost to produce 4 points towards the cancel cost.

"If you like, I can arrange for a private performance..."

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

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

"Sorry. Wrong festering pit."

Jemy (C) Crimson Rogers 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]

Topman • Heroic Jemy may not start a Boarding Attack. Jemy has +1 Swashbuckling when defending against a Boarding Attack.

"He hasn't said a word since we found him, but Jemy's as strong as three men. The mangy cur just refuses to fight." — Riant Gaucher

7th Sea Collectible Card Game

Jensson Cloudmaster (R) Vesten 6I C:0 S:3 A:2 I:0 Sw:2 [P/c/t]
Lærdom 1 Act: Discard a card from your hand with the Weather trait to target a Ship in this Sea. Increase or decrease that Ship's Move Cost by 1 (minimum 1) until the end of the turn. Any player may tack one of their Crew with the Lærdom trait to cancel this action.

Jibril Al-Khadeem (C) Corsairs 3I C:0 S:2 A:0 I:0 Sw:1 [P/c/t]
No Attachments • Villainous Act: Once per turn, discard one of your Captive Crew to give both your Captain and this Crew +3 Influence until the end of the turn.
"Tell Kheired-Din I will wait no longer. He isn't the only one interested in slaves."

Jillison Brown (F) Brotherhood 3I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]
React: Tack this Crew when you are paying the cancel cost of an action to produce 3 points toward its cost.
Jillison is here to watch, listen and remember, so that others will not forget.

Jimmy Bass (R) Sea Dogs 7I C:4 S:3 A:1 I:2 Sw:2 [P/c/t]
Experienced • Unique • Loyal Gunner • First Mate When your Sea Dogs Crew tack to produce Cannon, they produce an additional amount of Cannon equal to the number of completed Adventures they have attached.
"It's a high-pitched whistle. Only Dogs can hear it, heh-heh."

Joern Keitelsson (R) Crimson Rogers 7I
C:2 S:2 A:3 I:2 Sw:3 [P/c/t]
Unique • Loyal • First Mate Your hand size is increased by 1.
I shoved the knife deep into the Vestenmannavjar's stomach. He didn't even blink. Just smiled. "My turn," he said and raised his sword...

Johnny Terwilliger (C) Unaligned 7I C:4 S:0 A:0 I:2 Sw:2 [P/c/t]
Gunner • No Attachments Other players may not play or perform Reacts in reaction to suffering the Hits inflicted by a Cannon Attack performed by this Crew.
"Ya melted the bloomin' barrel! Where'd the captain buy this piecea junk?!"

Joseph Gallegos de Avila (F) Castille *Invisible College* 4I C:0 S:2 A:3 I:0 Sw:2 [P/c/t]
Act: Tack a card attached to this Crew with the word "Musket" in the title to inflict 2 Hits on another Ship in this Sea.
"We have been fighting to keep this land for a thousand years. What loyalty or devotion can match that?"

Josette Quadros (C) Castille 3I C:0 S:2 A:0 I:0 Sw:2 [P/c/t]
Holy • Swordsman +2 Your Captain absorbs 1 extra Hit when tacking to absorb Hits.
"Though I did not wish it, Theus has taken me from the front and placed me on board ship. I shall endeavor to perform His will from here."

Juliet Jones (C) Unaligned 4I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]
Topman • No Attachments Your Captain has +1 Sailing while this Crew is on Board.
"A ship's sail is a living thing. You must watch it carefully, sense its moods and dispositions. It will turn on you when angry — but treat it properly, and it will lay the seven seas at your feet."

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

Julius Caligari (F) Crimson Rogers *Vodacce* 5I C:1 S:0 A:0 I:3 Sw:3 [P/c/t]
Villainous
"In light of... recent developments in my homeland, I think it prudent to remain on the Roger for the time being."

Kerry Delancy (C) Montaigne 4I C:0 S:2 A:2 I:0 Sw:2 [P/c/t]
React: Once per turn, before you perform an Action, sink any number of cards from your hand to target one of this Crew's Skills. Until the end of the turn, this Crew has a bonus to the targeted Skill equal to the number of cards sunk.
"Biggest mistake of their lives, letting the General get away. Would that I were with him now."

Ketty Tappan (C) Vesten 5I C:0 S:4 A:1 I:1 Sw:2 [P/c/t]
Act: Tack this Crew to attach one of your Ally Attachments in play to this Sea.
"Best ship's wheel I've ever made. 500 Guilders and it's yours."

Kirstov Throat-Mangler (U) Corsairs 6I C:2 S:4 A:0 I:0 Sw:3 [P/c/t]
Experienced • Unique • Loyal The title of this card is "Captive Thugs" for Experienced purposes. All of your other Crew cards with the title "Captive Thugs" have +2 Sailing and +1 Cannon. Trust me. It's not just a nickname.

Kitka Moritova (C) Gosse *Ussura* 4I C:0 S:2 A:0 I:1 Sw:3 [P/c/t]
Pyeryem 1 Act: Tack to discard an Ally card attached to this Sea.
"Do not depend upon animals to protect you from me. My ties to them extend far deeper than yours."

Korintine Nicolovich (R) Explorers *Ussura* 5I C:1 S:2 A:2 I:1 Sw:3 [P/c/t]
Unique • Pyeryem 1 React: When this Crew is about to be sunk, discard the top card of your deck. If the Boarding Attack on the discard is a Dagger, then Korintine is placed on the top of your deck instead of in the sunk pile.
"I'll take the Ussuran. He's unarmed... Oh no." — Llew Babel's last words

7th Sea Collectible Card Game

Kurt Weinberg (F) Sea Dogs *Die Kreuzritter/Eisen* 4I
C:0 S:1 A:2 I:0 Sw:3 [P/c/t]
Heroic • When this Crew tacks or sinks to absorb Hits he absorbs 1 extra Hit. Act: If this Crew does not have a card with the title: “Cutlass” attached, attach a “Cutlass” to this Crew from your hand without cost.
“Eisen won’t remain divided forever. When it rises again, it will need allies, and we could do a lot worse than the Sea Dogs.”

Li’l Jim (F) Unaligned 3I C:0 S:3 A:1 I:0 Sw:1 [P/c/t]
Topman
He signed on the ship as a swabber, but when we got into the thick of it, we learned he could do much more than just push a mop.

Lord Windamshire (F) Explorers 4I C:0 S:1 A:3 I:2 Sw:1 [P/c/t]
When you complete an Adventure which increases a Crew’s Influence, you must attach it to this Crew, if able. Act: Discard 2 cards from your hand to move an Influence – increasing Attachment from this Crew to another of your Crew.
“He was always too... intense for my tastes. I for one will not miss him.” — Rose Calloway

Louis Sices du Sices (F) Montaigne 5I
C:3 S:0 A:0 I:2 Sw:3 [P/c/t]
Gunner • Heroic
“Methodical is one word. Meticulous is another. I wouldn’t use either to describe Louis. I’d call him an artist before I’d call him a gunner.” — Gerard

Lowly Captives (C) Corsairs 3I C:0 S:2 A:0 I:0 Sw:1 [P/c/t]
Rower • Captive • No Attachments This Crew may not be placed on a Heroic Captain’s Ship, unless that Captain is a Corsair. When this Crew tacks or sinks to absorb Hits, it absorbs 2 extra Hits.
“You’re all going to die. It’s up to you to decide how painful your last days will be.” — Edahgo

Lt. Juan Rodriguez de Soldano (C) Brotherhood 4I
C:1 S:3 A:1 I:0 Sw:2 [P/c/t]
Captive When Hiring this Crew, you may tac your Captain to reduce this Crew’s Influence cost to 0.
The Brotherhood used him to escape San Felipe. All he got for his trouble was a rowboat home.

Lucrezia (F) Unaligned *Vodacce* 3I C:0 S:0 A:1 I:0 Sw:1 [P/c/t]
Fate 1
Rodriguez sighed. “I think she wants to find her lover. A man named Gioseppe. She talks mostly about him, when she can’t remember that he’s died and left her.” “How’d he die?” “Easy question, boy. He died when she killed him.”

Lucrezia (R) Brotherhood *Vodacce* 5I
C:0 S:0 A:2 I:0 Sw:2 [P/c/t]
Experienced • Unique • Loyal Fate 1 React: Sink a Knack attached to this Crew when paying a cancel cost to reduce the cancel cost by 3 (minimum 0).
“Gioseppe’s waiting for me. On the other side. All I have to do is bring him here...”

Mabela (F) Gosse 4I C:0 S:1 A:2 I:0 Sw:2 [P/c/t]
Holy When this Crew tacks to absorb Hits, he absorbs 2 extra Hits. This Crew’s Boarding Attacks that finish with a Thrust inflict 2 extra Hits.
“I don’t understand a word he says, but how can you hate a man who enjoys himself that much?” — Philip Gosse

Maggie Malone (R) Explorers 5I C:0 S:4 A:2 I:0 Sw:2 [P/c/t]
Experienced • Unique • Heroic • Topman Maggie absorbs 2 extra hits when tacking or sinking to absorb Hits. Act: Tack or discard this Crew to target a Ship in this Sea. That Ship’s controller must move their Ship to an adjacent Sea of their choosing.
“Who am I, Cosette? Who am I, really?”

Maggie Malone (C) Explorers 3I C:0 S:3 A:1 I:0 Sw:1 [P/c/t]
Topman When this Crew tacks to absorb Hits, she absorbs 1 extra Hit, except during Boarding.
“I don’t remember anything before McCormick found me on that island. I may not even be human!” She hid her face in her hands and sobbed. Cosette smiled gently. “Human or not, you’re still an Explorer — and no one is better at answering riddles than we are.”

Manuel Dejavez (U) Castille 4I C:1 S:4 A:0 I:0 Sw:2 [P/c/t]
Topman When Manuel tacks to absorb Hits, he absorbs 2 extra Hits, except during a Boarding.
“He used to be a dancer. Before you laugh, try balancing on a swaying mast without holding onto anything.”

Marcel Entour (F) Montaigne 3I C:0 S:3 A:0 I:0 Sw:1 [P/c/t]
Topman When this Crew tacks to absorb Hits, he absorbs 3 extra Hits, except during Boarding.
“I see in the dark. Better that than drop a lamp and light the whole sail, oui?”

Maria Forlani (U) Gosse 5I C:0 S:0 A:2 I:2 Sw:2 [P/c/t]
Loyal The completion cost of your Adventures is reduced by 1 (minimum 1).
“I LOVE this job!”

Marianna the Cleaner (C) Crimson Rogers 4I
C:0 S:0 A:2 I:0 Sw:2 [P/c/t]
Villainous Act: Once per turn, sink one of your Crew to give your Captain +3 Influence until the end of the turn.
“Is the reward dead or alive? Drat. Well, ‘really badly hurt’ counts as alive, doesn’t it?”

Marketeers (C) Unaligned 1I C:0 S:0 A:0 I:1 Sw:1 [P/c/t]
No Attachments
“Right here, Cap’n! Ya lookin’ for a crew! Here’s the best crew ya’ll ever find on the Seven Seas! Hey, where ya goin’?”

Master Allen Trel (R) Vesten 6I C:0 S:0 A:0 I:4 Sw:2 [P/c/t]
Unique • No Attachments • Villainous Your Ship Attachments with the title “Treasure Hold” do not count against your Crew Maximum. Your Captain has 2 less Influence (minimum 1) while this Crew is in play. If this Crew is sunk or discarded, all of your Treasure Holds in play are discarded.
The head of the Sailors’ Guild. He supposedly hand-picked Guttormson for the job.

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Maureen Leveque (U) Montaigne 5I C:2 S:1 A:0 I:1 Sw:2 [P/c/t]
React: When a Ship enters this Sea, this Crew may immediately tack to perform a Cannon Attack against that Ship.
She just makes everything on the ship run a little smoother.

Michél Rois et Reines (F) Montaigne 6I
C:0 S:3 A:0 I:3 Sw:3 [P/c/t]
Experienced • Unique Act: Tack this Crew to untack up to two of your Ally cards.
His navigational skills finally paid off — with a promotion to le Prédateur des Mers.

Mohdest Mercanto (U) Sea Dogs 3I C:0 S:0 A:2 I:0 Sw:2 [P/c/t]
Unique • Heroic • Loyal No Attachments When you sink this Crew to absorb Hits, you may untack one of your non-Captain Heroic Crew.
"I was a Vodacce Objectivist. You might say I moved to Avalon for health reasons."

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

Montaigne Marines (F) Montaigne 3I 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 this Crew to cancel the action.
As Valoix's campaign continued, they became the terror of the Castillian coast.

Morgause Mercuri (C) Unaligned *Sophia's Daughters* 5I
C:3 S:0 A:2 I:0 Sw:2 [P/c/t]
Gunner When hiring this Crew you may pay 3 Cannon to reduce this Crew's Influence cost to 0.
"My parents tried to make me marry a man like you. Do you want to know what I did, or shall I just shoot you?"

Mumblety Peg (R) Explorers 9I C:2 S:3 A:3 I:2 Sw:3 [P/c/t]
Experienced • Unique • Loyal First Mate • Villainous Swordsman +2 React: When you are suffering Hits, reduce your hand size by one until the end of the game to suffer 3 fewer Hits. You may only use this ability if Mumblety Peg is untacked and your hand size is at least 2.

Natalia Ivanova (F) Crimson Rogers 4I
C:1 S:0 A:2 I:0 Sw:3 [P/c/t]
Villainous
"You think Reis scares me? I once tied Aleksi Novgorov to a tree by his tail. Funniest thing you ever saw."

Naughty Dan (U) Brotherhood 3I C:0 S:0 A:0 I:0 Sw:3 [P/c/t]
Heroic React: Sink this Crew when you are suffering 3 or less Hits. Redirect those Hits to another Ship in this Sea.
"Dan's the signal man on la Bucca. He likes to send dirty limericks to the Castillian Navy." — Delaina Darling

Needle Nose Nye (F) Sea Dogs 3I C:1 S:3 A:0 I:1 Sw:1 [P/c/t]
This Crew may not tack to absorb Hits during Boarding.
"We calls him that because nobody could pronounce his name 'cept Berek. I dinna think he ever figgered out wha' it meant, even after 'e learned 'ow ta speak Avalon.." — Phelan Cole

No-Leg William (U) Black Freighter 7I
C:2 S:4 A:2 I:1 Sw:2 [P/c/t]
Experienced • Unique • Loyal Topman This Crew is considered to have two Leg attachments. Act: If this Crew is untacked, pay 2 Sailing to attempt a Boarding with another Ship in this Sea (this attempt may be canceled normally).

Noah the Toady King (R) Brotherhood 4I
C:0 S:0 A:0 I:0 Sw:3 [P/c/t]
Villainous This Crew has +2 Adventuring and +3 Influence while in the same Sea as one or more of your Ally or Control cards. Act: Once per turn, target a tacked Ally card or tacked Control card in this Sea to untack that card.
He used to fawn over the guards at la Bucca like that.

Nodar the Falcon (F) Explorers *Ussura* 5I
C:1 S:1 A:2 I:0 Sw:2 [P/c/t]
Unique • Pyeryem 1 React: Tack this Crew immediately after the Untack Phase to target a Sorcerer in this Sea. Tack that Crew and all Sorcery Knacks attached to that Crew.
"Nothing compares to a sunrise from the highest tower in Pavtlow."

Orm Greybeard (F) Vesten 5I C:0 S:0 A:2 I:1 Sw:4 [P/c/t]
Swordsman +1 When this Crew tacks or sinks to absorb Hits, he absorbs 1 extra Hit.
"I watched my daughter die before my eyes, and could do nothing to stop it. Do not ask me again why I am here."

Padre Alfonso (F) Castille 4I C:0 S:0 A:1 I:3 Sw:2 [P/c/t]
Unique • Loyal • Holy • Villainous React: Tack after a Crew tacks to absorb Hits. That Crew absorbs zero Hits.
"Goodbye, my son. May Theus receive you and hold you near," the priest intoned, then plunged his knife into the wounded man's eye.

Padre Esteban (F) Castille 3I C:2 S:1 A:0 I:0 Sw:2 [P/c/t]
Gunner • Holy
"Let us give thanks to Theus for the lead you are about to receive..."

Pepin (R) Montaigne 9I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]
Experienced • Unique • Loyal React: Tack this Crew, before performing an Action, to untack any card in play.
"His heart is as noble as ever. If only his Admiral were worthy of that nobility." — The General

Percis d'Casell (F) Montaigne 5I C:0 S:0 A:0 I:3 Sw:1 [P/c/t]
Act: Tack this Crew to target one of your Ally cards up to 2 Seas away. Move your Ship to the same Sea as the Ally card.
"San Cristobal, eh? I might be able to make its harbor a little less perilous for you..."

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Pertruccio Garibaldi (U) Explorers 6I

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

React: Once per turn, after you have completed an Artifact Adventure, you may untack this Crew.

He has an instinctive sense for Synchron artifacts. He's found treasures in the unlikeliest places.

Pete "Gang" Greene (F) Black Freighter 2I

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

Loyal • No Attachments • Skeletal This Crew may tack to absorb Hits.

Just don't ask him to tie any knots.

Peter Silver (F) Gosse 5I C:2 S:3 A:0 I:1 Sw:2 [P/c/t]

Swordsman +1

"I've spent all my life around muskets and weapons, but nothing I have can destroy that unholy Freighter."

Petro Angelina (F) Corsairs 4I C:0 S:2 A:0 I:1 Sw:2 [P/c/t]

Captive • Holy • Rower Act: Tack this Crew 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.

Phelan Cole (R) Sea Dogs 7I C:2 S:3 A:1 I:2 Sw:3 [P/c/t]

Experienced • Unique • Loyal Topman React: Tack this Crew instead of performing a Boarding Attack to end the Boarding. Then inflict a 3 Hit Cannon Attack on the other Ship that was in the Boarding.

"I wish he wouldn't do that. It's hard on the sails." — "Lyn" John Fox

Phelan Cole (F) Sea Dogs 5I C:2 S:3 A:0 I:1 Sw:2 [P/c/t]

Topman React: Tack this Crew after you suffer Hits in a Boarding to end the Boarding. The other player in the Boarding may pay 4 Swashbuckling to cancel this effect.

"He's a good man to have when havin' one's the only thing that will save yer neck." — "Bloody" Bonnie McGee

Phineas Flynn (F) Unaligned 3I C:0 S:0 A:0 I:0 Sw:2 [P/c/t]

Glamour 1

I've already been a robber on the road. Time to try being a robber on the waves.

Piotr the Badger (C) Explorers *Ussura* 3I

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

Pyeryem 1 React: Discard this Crew when paying Adventuring to produce 3 Adventuring.

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

Ramford Riddick (U) Crimson Rogers 6I

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

Experienced • Unique • Loyal The title of this card is "Red Scarves" for Experienced purposes. All of your other Crew cards with the title "Red Scarves" have +2 Cannon and +1 Adventuring.

"Better my red scarf than your red guts, little man."

Red Thorild (F) Vesten 8I C:1 S:3 A:3 I:2 Sw:3 [P/c/t]

Unique • Loyal • Villainous First Mate • Swordsman +2 After this Crew tacks to absorb Hits during Boarding, the other Ship in the Boarding suffers 3 Hits.

Red was a fanatic, willing to die to destroy the Vendel. Hatred never burned so brightly as it did in his eyes.

Reinheart the Ripper (F) Black Freighter 7I

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

Unique • Loyal • Topman • Fear 1 Act: Tack this Crew and your Ship to move your Ship to a Sea that contains another Ship.

He had strangled on his own sail line and his crew let him hang there for three days before throwing him to the sharks. He's a trifle upset about it.

Reynaldo Pasado (F) Crimson Rogers 4I

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

Unique • Villainous This Crew may not be placed on a Heroic Captain's Ship, unless that Captain is a Crimson Rogers Captain. Your hand size is increased by 1 while there is a Heroic Captain in play.

"I used to belong to the Inquisition, Captian Reis. I assure you, I have the stomach for this kind of work."

Riant Gaucher (R) Crimson Rogers 6I

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

Unique • Loyal • Villainous React: When you are paying an Influence cost, tack this Crew and sink another of your Crew to produce 5 Influence.

"There's nothing so lovely as the red and white of a man's back flayed open to the bone."

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

No Attachments When this Crew tacks to absorb Hits, it absorbs 1 extra Hit, unless your Ship is in a Boarding.

"You take his legs and I'll take his arms." "Blast it, I always get the legs!"

Rita Del Zepeda (F) Castille *Invisible College* 3I

C:0 S:0 A:1 I:0 Sw:2

Act: Tack to attach a card with the title "Musket" to this Crew from your hand (without cost) if she does not have a Musket attached.

"I don't belong on board a ship. Castille is in my blood and I cannot live unless I feel her beneath my toes."

Rosa Maria de Barcino (F) Castille 4I

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

Rosa has +1 Influence while in La Boca.

"Come, come, gentlemen. I am armed, but then again, what could a woman know about using a sword?"

Rosamonde du Montaigne (F) Montaigne 3I

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

Loyal • No Attachments React: Tack this Crew when you tack another of your Crew to produce Influence. That Crew produces 3 extra Influence.

"I may not be a sailor, but I know a few things about the navy... and I don't care for your condescending tone."

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Samuel Sanderson (F) Explorers 3I C:0 S:0 A:1 I:1 Sw:2 [P/c/t]
When this Crew tacks to absorb Hits, he absorbs 2 extra Hits.
"It never hurts to improvise a bit during a fight."

Samuel Smitts (F) Crimson Rogers 4I C:3 S:0 A:0 I:0 Sw:2 [P/c/t]
Gunner This Crew uses his Cannon skill instead of his Swashbuckling when inflicting Hits during a Boarding Attack.
"He stole a pearl from the Captain's trove, and Reis put out his eye with it. The Black Dawn got away, and he paid the price for the whole crew. I think it's safe to say that Reis never cared for the man." — Joern Keitelsson

Samuel Smitts (F) Black Freighter 5I C:4 S:0 A:0 I:0 Sw:2 [P/c/t]
Experienced • Unique • Loyal Gunner This Crew inflicts 3 extra Hits during Boarding Attacks.
"No one ever faced Reis an' lived, but plenty of us faced 'im an' died. Very soon, he's gonna find out how many..."

Santos de los Puentes (U) Castille 6I C:1 S:2 A:2 I:0 Sw:3 [P/c/t]
Experienced • Unique • Loyal The title of this card is "Sandoval's Guard" for Experienced purposes. React: Discard one of your Crew cards with the title "Sandoval's Guard" instead of performing a Boarding Attack to inflict 3 Hits on the other Ship in the Boarding.
"Run, my child. Tell them that Legion has come for San Cristobal."

Scurvy Dogs (F) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
No Attachments This Crew counts as two Crew against your Crew Maximum. This Crew tacks to absorb Hits, it absorbs 5 extra Hits.
"Hey you! C'mere, you gotta see this! Harvey does the greatest thing with his knife..."

Sean McCorley (F) Brotherhood 8I C:2 S:0 A:3 I:1 Sw:3 [P/c/t]
Experienced • Unique • Loyal Heroic • Swordsman +2 If this Crew inflicts Hits with a Boarding Attack, all of your Crew inflict 2 extra Hits during their Boarding Attacks until the end of the Boarding.
"Not everyone's a leader... but I'm the best damn follower ye'll ever see."

Sergeant Benitez (U) Black Freighter 7I
C:1 S:0 A:0 I:2 Sw:2 [P/c/t]
Loyal • No Attachments React: Tack one of your Skeletal Crew when suffering Hits to reduce the number of Hits by 1.
"I think he lost it in the war, but it's not like we can ask him."

Sergei Nyasvy (U) Gosse *Ussura* 4I C:1 S:0 A:1 I:1 Sw:3 [P/c/t]
Heroic If a Crew is not pushed forward to oppose this Crew when he is pushed forward to start a Boarding Attack, he inflicts 3 extra Hits with the Boarding Attack.
"But where are you going? Come, let us wrestle, and then I shall feast on your bones!"

Shellbacks (C) Unaligned 2I C:0 S:0 A:2 I:0 Sw:1 [P/c/t]
No Attachments
"Soft me lads! This cove has claimed better men than us."

Sidney (F) Unaligned 3I C:0 S:1 A:0 I:0 Sw:1 [P/c/t]
Porté 1
"Half-breed," Timothy sneered at him. Sidney smiled. "Sometimes, a little is just enough."

Skeletal Brutes (F) Black Freighter 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
Loyal • No Attachments • Skeletal When this Crew sink to absorb Hits, it absorbs 2 extra Hits.
"What are you lookin' at?"

Skeletal Cannon Crew (F) Black Freighter 3I
C:2 S:0 A:0 I:0 Sw:2 [P/c/t]
Loyal • No Attachments • Skeletal
The crews that fail have their skulls added to the ammunition pile.

Skeletal Dans (F) Black Freighter 2I C:0 S:0 A:0 I:2 Sw:1 [P/c/t]
Loyal • No Attachments • Skeletal
"Look alive there, boys! Uh... I mean... uh... well... you know what I mean!"

Skeletal Saboteurs (F) Black Freighter 3I
C:0 S:0 A:1 I:0 Sw:1 [P/c/t]
Loyal • No Attachments • Skeletal Act: Tack this Crew to target a Ship Attachment on another Ship in this Sea. Discard this Crew and the Attachment.
Chiseling knives in bony fists marked another ship the Black Freighter had sent to the bottom.

Skeletal Sail Crew (F) Black Freighter 3I
C:0 S:4 A:0 I:0 Sw:1 [P/c/t]
Loyal • No Attachments • Skeletal
On the up side, it doesn't matter if they fall.

Solomon Sails (U) Unaligned 3I C:0 S:3 A:0 I:0 Sw:1 [P/c/t]
When this Crew sinks to absorb Hits, it absorbs 4 extra Hits.
"Ay, it's me real name. Me grandfather's name in fact. Ain't it funny how fate works out?"

Stench (F) Black Freighter 4I C:0 S:0 A:3 I:0 Sw:2 [P/c/t]
Loyal When this Crew is pushed forward in a Boarding Attack or an opposing Crew is pushed forward to oppose this Crew, the opposing Crew has its Swashbuckling reduced by 3 until the end of the Boarding Attack (minimum 1).
The only thing they could hear was a hideous wet tearing sound as he slowly scraped himself across the deck.

Svein Hegge Hjermstad (U) Vesten 5I
C:0 S:4 A:0 I:1 Sw:1 [P/c/t]
Unique • Lærdom 1 Act: Tack this Crew to target a Ship in this Sea. Sink the top card of your deck and the top card of the target's deck.
Another Vesten turncoat, he cannot leave Kirk except under heavy guard.

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Tarsis the Mad (R) Corsairs 5I C:0 S:0 A:3 I:0 Sw:1 [P/c/t]
Unique • Loyal React: Tack this Crew when you are attaching the card: “Kheired-Din’s Secret”, instead of paying the Adventuring cost of Kheired-Din’s Secret. React: Tack this Crew when you are about to suffer Hits from Kheired-Din’s Secret. Reduce the Hits suffered by three (minimum 0).

“Bear left, and throw the meat overboard now!”

Ten Barrels Bob (F) Explorers 5I C:0 S:4 A:2 I:0 Sw:1 [P/c/t]
Villainous React: Tack this Crew instead of performing a Boarding Attack to target a Crew on the other Ship in the Boarding with an Influence cost equal to or less than the number of completed Adventures attached to this Crew. Target Crew is discarded.

The Bloat (C) Black Freighter 4I C:0 S:0 A:0 I:1 Sw:3 [P/c/t]
Loyal • No Attachments Act: Sink this Crew to target a Ship in this Sea. Inflict 3 Hits on that Ship.

Two years on the bottom filled him with water. It’s only a matter of time before he bursts.

The Navigator (U) Black Freighter 3I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]
Loyal • Topman • No Attachments React: After you have moved into a Sea you may tack this Crew and another of your Crew to move your Ship to an adjacent Sea (without cost).

The Raven (R) Unaligned 5I C: S:0 A:4 I:2 Sw:2 [P/c/t]
Unique • Heroic React: Tack the Raven after another player has completed an Adventure in this or an adjacent Sea. That player must pay an additional 3 Adventuring or the completed Adventure is placed in that player’s hand without being completed.
“They can’t hang him. I haven’t robbed him blind yet!”

Thom Brunner (F) Brotherhood *Eisen* 4I
C:3 S:0 A:1 I:0 Sw:2 [P/c/t]
Gunner
“I’ve seen Death, mein Freund. Der Feind rises whenever I fire this piece of iron. Someday... someday I will have Him in my sights. Then we will see if Death can die.”

Thordis Bjerregaard (U) Vesten 6I C:0 S:3 A:1 I:0 Sw:2 [P/c/t]
Topman • Rower React: Untack this Crew after your Ship enters a Boarding that is not canceled. This Crew may use this ability once per turn.
“How can I steer a course away from the end of the world?”

Timothy le Beau (F) Montaigne 7I C:0 S:0 A:0 I:2 Sw:2 [P/c/t]
Unique • Loyal • Porté 1 Act: Tack this Crew and target a Ship to inflict 1 Hit on that Ship.
He was the best Porté mage Montaigne had ever seen — and pulled off the biggest disappearing act in Théan history.

Torvo Espada (R) Gosse 6I C:0 S:0 A:1 I:1 Sw:4 [P/c/t]
Heroic • Swordsman +3 If you play a Club, Dagger, Punch, Slash, and Thrust during a Boarding Attack that this Crew is fighting in, the other player may not play any more Boarding Attack cards during this Boarding Attack.
“Don Aldana took credit for my father’s swordsman school. I have not forgotten... and he will not escape.”

Ulf Karlssen (R) Explorers 4I C:0 S:4 A:0 I:1 Sw:1 [P/c/t]
Loyal • Lærdom 1 This Crew has –1 Sailing for every Lærdom Knack attached. You may not attach a Lærdom Knack to this Crew if his Sailing is less than 1.

“As I once followed McCormick, now I follow the crew he left behind.”

Ulfgar Jor Brønsen (C) Explorers 4I C:0 S:0 A:4 I:0 Sw:2 [P/c/t]
Heroic • Lærdom 0
“If you have a question, I’ll ask my ancestors. It is not I who leads you to your prize, it is they.”

Ulfied Jansson (C) Sea Dogs 4I C:0 S:3 A:1 I:1 Sw:2 [P/c/t]
Lærdom 1 Act: Tack this Crew to inflict 2 Hits on a Ship in this Sea. If you are in the Trade Sea, Reacts may not be played in reaction to suffering these Hits.
“We’re not all obsessed with vengeance. I live my life as I choose, and neither Vendel nor Vestenmannavnjar can tell me otherwise.”

Ulrich the Unholy (F) Black Freighter 5I
C:0 S:0 A:2 I:1 Sw:1 [P/c/t]
Loyal • Villainous • Holy • Fear 1 Act: Tack this Crew to target and tack a Holy Crew in this Sea.
“Shall I show you Legion’s true face? Could you resist it more than I did?”

Undead Adventurers (C) Black Freighter 4I
C:0 S:2 A:3 I:0 Sw:2 [P/c/t]
Loyal React: When you are suffering Hits you may discard a completed Adventure attached to this Crew to suffer 3 fewer Hits.
Necros wanted Cabora... but he wouldn’t dare set foot on it until a scouting party had explored it first.

Undead Boarders (F) Black Freighter 3I
C:0 S:0 A:2 I:1 Sw:3 [P/c/t]
Loyal • No Attachments • Skeletal During a Boarding, this Crew may tack to absorb Hits.
The crew hacked madly at the advancing horrors. For every ghost that fell, two more rose to take its place.

Velda Conklin (F) Explorers 3I C:0 S:3 A:0 I:0 Sw:1 [P/c/t]
Heroic When this Crew tacks to absorb Hits, she absorbs 2 extra Hits, except during Boarding.
“The Vendel aren’t thieves or butchers, despite what the Vestenmannavnjar think. All the same, a long trip far away from them sounds perfect to me.”

Velik (F) Brotherhood *Rilascarie* 7I C:2 S:3 A:4 I:2 Sw:3 [P/c/t]
Experienced • Unique • Loyal Heroic • Lærdom 1 React: If this Crew 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 this Crew’s Adventuring by 3 until the end of the turn.

Victor of Luthon (R) Black Freighter 8I
C:2 S:4 A:3 I:3 Sw:4 [P/c/t]
Unique • Loyal • First Mate • Fear 2 All Cannon Attacks and Boarding Attacks inflict 1 extra Hit.
He was the most notorious killer in Avalon’s history: The Unseelie would have claimed him if the noose hadn’t first.

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Vincenzo de Tonelli (U) Crimson Rogers *Vodacce* 5I
C:1 S:4 A:0 I:1 Sw:1 [P/c/t]
Villainous • Topman Act: Once per turn, tack one of your Patron Attachments to untack this Crew.
“I’m an old friend of Julius’s, captain. His uncle thought it prudent to have someone looking out for him — so you don’t have to, of course.”

Vivianne Étalon du Toille (F) Montaigne *Die Kreuzritter* 4I
C:0 S:3 A:0 I:0 Sw:2 [P/c/t]
Holy • Swordsman +2 If this Crew’s opponent in a Boarding Attack is Holy, this Crew’s Boarding Attack inflicts 2 extra Hits.
“L’Empereur isn’t the only master I serve...”

Volta (R) Crimson Rogers 6I C:2 S:0 A:3 I:1 Sw:4 [P/c/t]
Villainous • Swordsman +1 This Crew’s Boarding Attacks that finish with a Slash inflict 2 extra Hits.
Even though his tongue’s been cut out, the crew swears he talks in his sleep.

Whalers (F) Unaligned 5I C:1 S:4 A:1 I:0 Sw:2 [P/c/t]
Rower • No Attachments When this Crew pays Cannon or Swashbuckling to discard a Sea Attachment, that Sea Attachment is sunk instead.
“You lot ever killed a leviathan before?”

William Fodd (U) Brotherhood 4I C:0 S:3 A:2 I:0 Sw:1 [P/c/t]
Topman When William tacks to absorb Hits from a Cannon Attack, he absorbs 2 extra Hits.
“I ne’er seen anything like it. The cannon shot flies by his head and he just don’t seem to notice.”

William Highport (U) Gosse *Rose and Cross* 6I
C:0 S:0 A:0 I:0 Sw:1 [P/c/t]
Heroic • Swordsman +1 This Crew may not be placed on a Villainous Captain’s Ship, unless that Captain is a Gosse Captain.
Act: Once per turn, target one of this Crew’s skills. This Crew gains +3 to that skill for the remainder of the turn.
“Righteous men don’t need a seal to proclaim their worth. Gosse was never a Knight, after all.”

William Toss (F) Sea Dogs 4I C:0 S:1 A:1 I:2 Sw:3 [P/c/t]
The late William Toss could never resist a bet — and he won far too often for anyone’s comfort. Even Berek’s outrageous good luck couldn’t match Toss’s streak. Unfortunately, Toss’s luck ended at the same time as his captain’s... and no one came to pull him from the sea.

Willie Wilcox (R) Brotherhood 7I C:3 S:2 A:2 I:1 Sw:4 [P/c/t]
Experienced • Unique • Loyal Swordsman +1 This Crew is considered to have a Hand Attachment. Act: Tack and sink one of your Crew to untack this Crew.
“The Scarlet Hook hides us from Caligari’s fate witches... and Willie has the strength to fight its screaming ghosts.” — Lucrezia

Yr Hägin Brønsson (F) Vesten 4I C:0 S:1 A:0 I:1 Sw:2 [P/c/t]
Lærdom 1 React: Once per turn, target a player drawing one or more cards during the Actions phase other than during a Boarding. Inflict a number of Hits on that player equal to the number of cards drawn.
“The serpent feeds upon itself, the circle continues on. Endings and beginnings are often one and the same.”

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

“Brother” Mattias Brewer (F) Sea Dogs 4I
C:0 S:0 A:3 I:1 Sw:2 [P/c/t]
Heroic This Crew produces 2 extra Adventuring when tacking to produce Adventuring to complete an Artifact Adventure.
“As the first Book of the Prophet says, ‘Beer is Good.’ Well, it doesn’t say that, but it really should. Perhaps the text can be amended...”

“Butcher” Pinchot (U) Crimson Rogers 4I
C:1 S:0 A:0 I:1 Sw:1 [P/c/t]
Unique • Loyal • Villainous This Crew does not count against your Crew Maximum. Act: Once per turn, you may tack this Crew to untack one of your Crew with the No Attachments trait.
“You know, I’ve never actually ‘butchered’ anyone. I’ll have to give it a try sometime.”

“Lucky” Vandrads Hallvardson (C) Vesten 3I
C:0 S:3 A:0 I:0 Sw:1 [P/c/t]
Topman When this Crew tacks to absorb Hits, he absorbs 2 extra Hits.
He’s never fallen from the rigging. Not once. Not ever.

“Lyn” John Fox (F) Sea Dogs 4I C:2 S:2 A:2 I:0 Sw:2 [P/c/t]
React: Tack this Crew after completing a Goods Adventure. You may immediately perform an additional action.
Loyalty and trust aren’t the same thing. A liar like Fox could be loyal as a pit bull, but he never trusted anyone, not even the Sea Dogs. In the end, he fled the only friends he ever had... and his stories were useless against Reis’s wrath.

“Magpie” Muscov (F) Explorers *Ussura* 3I
C:0 S:4 A:0 I:0 Sw:1 [P/c/t]
Unique • Loyal When hiring this Crew, you may pay an additional 3 Influence to give him the trait: Pyeryem 1, +2 Adventuring and +2 Swashbuckling until the end of the game.
“The Society doesn’t know he’s on the payroll. We thought it best for all concerned.” — Cosette

“Pincushion” Paolo (C) Brotherhood 3I
C:0 S:2 A:0 I:0 Sw:3 [P/c/t]
Item Crew Attachments being attached to this Crew with the word “Earring” in the title have their skill cost reduced by 4 (minimum 0).
“Yes. They hurt.”

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“Rigger” Mortis (F) Black Freighter 41

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

Loyal • Topman Act: Sink this Crew to move your Ship to an adjacent Sea.

He never moves, save only to bellow a warning. Necros found a perfect job for him.

Adventures

Across the Mirror (F) [T/c/s]

1 Sea Away To complete: Pay 3 Adventuring (2 if completed in The Mirror). Crew Attachment: +3 Adventuring

A vast empty expanse of water, the Mirror held plenty of secrets beneath its glassy surface.

Ancient Training Techniques (F) [T/c/s]

2 Seas Away To complete: Pay 6 Adventuring (4 if completed in La Boca). Crew Attachment: +2 Swashbuckling. This Crew inflicts 3 extra Hits during Boarding Attacks.

Experience is always the best training tool. Assuming you survive, of course.

Artifact Cannon (F) [T/c/s]

3 Seas Away • Artifact • Unique To complete: Pay 20 Adventuring (13 if completed in Trade Sea). Corsairs Ship Attachment: Act: Tack this card and discard any number of cards from your hand to target another Ship in this Sea. Inflict a Cannon Attack on the target Ship with Hits equal to twice the number of cards discarded. *The Synchron device spits lightning from the prow.*

Avalon Noble (F) [T/c/s]

1 Sea Away • Patron To complete: Pay 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +3 Adventuring *“I need you to take this to the Empeuror of Montaigne, and the Queen mustn’t hear one word of it.”*

Back Alley Rum (F) [T/c/s]

2 Seas Away • Illegal • Goods To complete: Pay 2 Adventuring (1 if completed in La Boca). Crew Attachment: +3 Influence *“Aye, it’s a good vintage, me boys. Best rum I ever... that’s not a rat tail in there, is it?”*

Battle of San Felipe (C) [T/c/s]

1 Sea Away To complete: Pay 9 Adventuring (6 if completed in Forbidden Sea). Crew Attachment: +5 Cannon *Quintus 23, 1668 — Admiral Orduño thwarts the Montaigne attack on Gallegos peninsula.*

Björnsson’s Horn (R) [T/c/s]

3 Seas Away • Artifact • Unique To complete: Pay 17 Adventuring (10 if completed in Trade Sea). Captain Attachment: React: Tack your Captain and discard this card instead of performing a Boarding Attack to untack all of your Crew (including your Captain).

Boatload of Jennys (F) [T/c/s]

1 Sea Away • Illegal • Goods To complete: Pay 4 Adventuring (2 if completed in Trade Sea). Crew Attachment: +3 Influence *“Stop gigglin’, girls! The captain’s gonna have a seizure if he catches us out here!”*

Castillian Merchant Ship (F) [T/c/s]

1 Sea Away To complete: Pay 3 Adventuring (2 if completed in Forbidden Sea). Crew Attachment: +3 Cannon

“Let’s have us a toast in memory of them fine men... and the fine wine they left behind!”

Castillian Swordmaster (U) [T/c/s]

1 Sea Away • Henchman To complete: Pay 4 Adventuring (3 if completed in La Boca). Crew Attachment: +1 Swashbuckling. This Crew inflicts 2 extra Hits during Boarding Attacks.

“Aldana relies on the rhythm of music to guide your sword. Master the song and you will master the blade.”

Dangerous Cargo (F) [T/c/s]

1 Sea Away • Illegal • Goods To complete: Pay 4 Adventuring (2 if completed in The Mirror). Crew Attachment: +3 Influence

“We got him from an Ussuran. Gentlest thing I ever seen. Say, is that blood on its...” CRUNCH!

Dead Man’s Cave (R) [T/c/s]

2 Seas Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: Pay 2 Adventuring and then suffer 2 Hits. Captain Attachment: The Adventuring and Influence costs of all of your Item Crew Attachments and the Adventuring costs of all of your uncompleted Item Adventures are reduced by 2 (minimum 1).

Doing Time (U) [T/c/s]

2 Seas Away To complete: Pay 2 Adventuring and then pay 2 Influence. Crew Attachment: This Crew gains +1 to all skills. *“I learned all kinds of things when I was on the street,” Delaina told Faust. He grinned. “Then why did you get caught?”*

Eisen Cannons (F) [T/c/s]

1 Sea Away • Item To complete: Pay 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +3 Cannon *“She ain’t made o’ that Eisen steel, but she’s Eisen design from stem to stern and that’s good enough for me.”*

Escorting the MacDuff (C) [T/c/s]

1 Sea Away • Patron To complete: Pay 2 Adventuring (1 if completed in Frothing Sea). Crew Attachment: +1 Influence *“I’ve urgent business in Vendel, and Queen Elaine has assured me that you can keep quiet about it.” — High King James MacDuff II*

Eye of the Storm (F) [T/c/s]

2 Seas Away • Artifact • Unique To complete: Pay 8 Adventuring (5 if completed in Trade Sea). Captain Attachment: Your Ship’s Move Cost is reduced by 1 (minimum 1).

“Control the weather? No. But it can make Mother Nature a little more agreeable.”

Faerie Path (F) [T/c/s]

1 Sea Away To complete: Tack one of your Sorcerers with Glamour 1 or more. Crew Attachment • Glamour 1 Knack: Act: Tack this card to target another Ship. The target Ship’s player must move their Ship to an adjacent Sea (without cost).

“The Sidhe are watching,” Celedoine murmured. “They don’t want us to lose our way...”

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Fine Rigging (F) [T/c/s]

1 Sea Away • Item To complete: Pay 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +3 Sailing

“Get those sails up right, boys. Arggh, those ropes look as pretty as a spiderweb on a spring morning.”

Fine Rope and Tackle (F) [T/c/s]

1 Sea Away • Goods To complete: Pay 2 Adventuring (1 if completed in Trade Sea). Crew Attachment: +2 Sailing

A strong line can hold an enemy vessel in your grip... or keep it from destroying your ability to move.

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

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

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

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

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

2 Seas Away • Item • Unique To complete: Pay 3 Adventuring (minus 1 for each “Foul Weather Jack’s Map” adventure you have completed and in play). Captain Attachment: React: Tack this card when you are paying a Sailing cost to produce 1 Sailing for each completed Foul Weather Jack’s Map Adventure you have in play.

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

2 Seas Away • Item • Unique To complete: Pay 3 Adventuring (minus 1 for each “Foul Weather Jack’s Map” adventure you have completed and in play). Captain Attachment: React: Tack this card when you are paying a Swashbuckling cost to produce 1 Swashbuckling for each completed Foul Weather Jack’s Map Adventure you have in play.

Franzini’s Lost Notebooks (F) [T/c/s]

1 Sea Away • Item To complete: Pay 3 Adventuring (2 if completed in La Boca). Crew Attachment: +3 Adventuring

She painted to ease her loneliness, but she invented to ease her guilt.

Fresh Powder (F) [T/c/s]

1 Sea Away • Goods To complete: Pay 2 Adventuring (1 if completed in La Boca). Crew Attachment: +2 Cannon

“Don’t leave home without it.”

From The Depths! (R) [T/c/s]

2 Seas Away To complete: Pay 7 Adventuring (5 if completed in Trade Sea). Crew Attachment: +5 Cannon

“Take that, ya varmint!”

Gold Coins (F) [T/c/s]

1 Sea Away To complete: Discard a card from your hand. Crew Attachment: React: Discard this card when you are paying an Influence cost to produce 2 Influence.

“So much fuss over such tiny lumps of metal.”

Lady Katerina (C) [T/c/s]

1 Sea Away • Patron To complete: Pay 3 Adventuring (2 if completed in The Mirror). Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

“Take this to the general Montegue. And don’t let anyone see you leave.”

Learning the Controls (U) [T/c/s]

2 Seas Away To complete: Pay 4 Adventuring. Crew Attachment: +4 Sailing and this Crew gains the Topman trait. You may not attach this card to your Captain.

“Look, I don’t care if you built the damn thing, we’re going to skid straight into that reef!”

Lucrezia’s Prophecy (F) [T/c/s]

1 Sea Away To complete: Tack one of your Sorcerers with Fate 1 or more. Crew Attachment • Fate 1 Knack: React: Tack this card instead of performing a Boarding Attack. Target the other Ship in the Boarding. The target Ship’s player must tack one of their Crew. *The crazed Fate Witch had her own agenda... and the Brotherhood had no choice but to listen.*

Mark of the Grumfather (F) [T/c/s]

1 Sea Away To complete: Tack one of your Sorcerers with Lærdom 1 or more. Crew Attachment • Lærdom 1 Knack: React: Tack this card instead of performing a Boarding Attack. The other player in the Boarding must target one of your tacked Crew. Untack the target Crew.

Lærdom touches those who believe in its power. The stronger the belief, the more potent the magic.

Navigational Tools (C) [T/c/s]

1 Sea Away • Item To complete: Pay 2 Adventuring (1 if completed in Frothing Sea). Crew Attachment: +2 Adventuring

“I had to pass through the Castillian front to get these — the best in all of Théah.”

Passionate Duel (F) [T/c/s]

1 Sea Away To complete: Pay 6 Adventuring (4 if completed in Forbidden Sea). Crew Attachment: +2 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

“Your tongue is as sharp as your blade, good sir. Shall I teach you how a lady uses such tools?”

Rose & Cross Apprentice (C) [T/c/s]

1 Sea Away • Henchman To complete: Pay 3 Adventuring (2 if completed in Frothing Sea). Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

“The Order holds Secrets, my boy. Are you willing to die to protect them?”

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Save the Princess (F) [T/c/s]

1 Sea Away • To complete: Pay 3 Adventuring (2 if completed in Trade Sea). Crew Attachment: +3 Adventuring

"They think her father has money. We have to find her and bring her back before they realize their error."

Scarlet Gem of Death (F) [T/c/s]

2 Seas Away • Artifact • Unique To complete: Pay 9 Adventuring (6 if completed in The Mirror). Captain Attachment: Your Skeletal Crew gain +1 Swashbuckling.

The gate to Legion has more than one key.

Seizing La Boca (R) [T/c/s]

1 Sea Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: May only be completed in La Boca. Pay 7 Cannon then suffer 2 Hits. La Boca Attachment • Control: Your Captain has +4 Sailing while in La Boca. Any player in La Boca may discard this Attachment by paying 8 Sailing as an action.

Seizing the Forbidden Sea (R) [T/c/s]

1 Sea Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: May only be completed in Forbidden Sea. Pay 7 Swashbuckling then suffer 2 Hits. Forbidden Sea Attachment • Control: Your Captain has +4 Influence while in Forbidden Sea. Any player in the Forbidden Sea may discard this Attachment by paying 8 Influence as an action.

Seizing the Frothing Sea (R) [T/c/s]

1 Sea Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: May only be completed in Frothing Sea. Pay 7 Influence then suffer 2 Hits. Frothing Sea Attachment • Control: Your Captain has +4 Swashbuckling while in The Mirror. Any player in the Frothing Sea may discard this Attachment by paying 8 Swashbuckling as an action.

Seizing the Mirror (R) [T/c/s]

1 Sea Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: May only be completed in The Mirror. Pay 7 Sailing then suffer 2 Hits. The Mirror Attachment • Control: Your Captain has +4 Adventuring while in the Mirror. Any player in The Mirror may discard this Attachment by paying 8 Adventuring as an action.

Seizing the Trade Sea (R) [T/c/s]

1 Sea Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: May only be completed in Trade Sea. Pay 7 Adventuring then suffer 2 Hits. Trade Sea Attachment • Control: Your Captain has +4 Cannon while in the Trade Sea. Any player in the Trade Sea may discard this Attachment by paying 8 Cannon as an action.

Sidhe Sails (F) [T/c/s]

1 Sea Away • Item To complete: Pay 6 Adventuring (4 if completed in Trade Sea). Crew Attachment: +4 Sailing

"The Grey Queen herself sewed them. Don't ask the captain how he got them from her. You don't want to know."

Sinking of the Swan (F) [T/c/s]

1 Sea Away To complete: Pay 3 Adventuring (2 if completed in La Boca). Crew Attachment: +3 Cannon

"YOU tell the Empereur the ship cannot sail if it is made of gold. I already upset him this morning, and I haven't even talked to him yet."

Stolen Guns (U) [T/c/s]

2 Seas Away • Illegal • Goods To complete: Pay 4 Adventuring (3 if completed in Frothing Sea). Crew Attachment: +3 Influence

"Stolen' is an ugly word. Let's just say the owners don't need them anymore."

Strength of Destiny (C) [T/c/s]

1 Sea Away To complete: Pay 4 Adventuring (3 if completed in Forbidden Sea) Crew Attachment: React: Tack this Crew after another player has targeted your Ship with an action that resulted in a Cannon Attack to cancel that action and inflict 2 Hits on that Ship.

"If you just look at it right, you can reach out and seize the sun itself."

Syrneth Barometer (R) [T/c/s]

1 Sea Away • Artifact • Unique To complete: Pay 7 Adventuring (4 if completed in Frothing Sea) Ship Attachment: React: Tack this card when you are paying for a Weather card to produce 3 skill points towards the cost of that card.

"I'd trust Galecatcher's nose before that whirlygig." — Sean McCorley

Syrneth Powder (F) [T/c/s]

2 Seas Away • Artifact • Unique To complete: Pay 10 Adventuring (7 if completed in La Boca). Ship Attachment: All of your Cannon Attacks inflict 2 extra Hits

"Purty, ain't it?"

Syrneth Tiller (F) [T/c/s]

1 Sea Away • Artifact To complete: Pay 3 Adventuring (2 if completed in La Boca). Ship Attachment: Act: Sink this card to move your Ship to an adjacent Sea.

"No ship on Théah has ever moved so fast. Just don't tack — we've haven't figured out how to stop yet."

Taking El Toro Rojo (U) [T/c/s]

2 Seas Away • Prize • Unique (While this Adventure is uncompleted, any player in this Sea may discard this card by paying the completion cost as an Action.) To complete: Pay 2 Adventuring and then suffer 2 Hits. Captain Attachment: +1 Swashbuckling. Your Loyal Crew have +1 Swashbuckling.

"It's a lovely ship. I promise to bring it right back."

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The Battle of San Cristobal (U) [T/c/s]

2 Seas Away To complete: Pay 3 Adventuring. Crew Attachment: +3 Cannon and this Crew gains the Gunner Trait. You may not attach this card to your Captain.

“Not for the Church, my love,” Margaretta whispered, “but for the people of San Cristobal... “Open fire on the Prédateur! This battle ends now!”

The Finest Cannons... (F) [T/c/s]

1 Sea Away • Item To complete: Pay 2 Adventuring (1 if completed in The Mirror). Crew Attachment: +2 Cannon

“These are the finest cannons Vendel money can buy. I don’t think your pirate problems will continue much longer.”

The Firebird (R) [T/c/s]

2 Seas Away • Unique To complete: Pay 8 Adventuring. Crew Attachment: +4 Swashbuckling. This Crew inflicts 4 extra Hits during Boarding Attacks.

Ernesto called it the Guiding Gem of Hierro. In truth, it was the egg of the lost firebird, a being of infinite majesty and power. Few things on Théah could stand against the Freighter. The firebird, it seemed, was one of them.

The General’s Armor (F) [T/c/s]

1 Sea Away • Item To complete: Pay 4 Adventuring (3 if completed in Trade Sea). Crew Attachment: +1 Swashbuckling. This Crew absorbs 1 extra Hit when tacking to absorb Hits.

“I left this behind along with my honor,” he said. “I used to think they were both a curse. Now I know better.”

The Last Shot (R) [T/c/s]

2 Seas Away • Unique To complete: Pay 8 Adventuring. Crew Attachment: +8 Cannon Margaretta watched impassively as Valoix’s cannon reduced the cathedral to rubble.

“Do something!” the Inquisitor screamed. “Why?” she asked. “Will it bring my husband back?”

The Lost Swordsman Knack (R) [T/c/s]

1 Sea Away To complete: Tack one of your Swordsman Crew. Crew Attachment • Swordsman Knack: React: Tack this card when you are suffering Hits during a Boarding to absorb Hits equal to this Crew’s Swordsman Bonus.

The panel slid aside, revealing the gleaming blade. “Whatever happens, don’t tell the Swordsman’s Guild we were here.”

The Ocean’s Teeth (R) [T/c/s]

2 Seas Away To complete: Pay 7 Adventuring (5 if completed in Trade Sea). Crew Attachment: +5 Adventuring

The northern islands of the Vestenmannavnjar hold more dangers than just mermaids.

The Porté Escape (F) [T/c/s]

2 Seas Away To complete: Tack one of your Sorcerer Crew. Sorcerer Attachment: This Crew gains +2 to their Sorcery trait(s), and may not attach another copy of this card.

The climax of Orduño’s rescue — an escape through the largest Porté hole ever created.

The Siren’s Jaw (F) [T/c/s]

2 Seas Away • Artifact • Unique To complete: Pay 6 Adventuring (4 if you have a Corsairs Captain). Captain Attachment: React: Tack and sink this card when your Captain is inflicting Hits with a Boarding Attack. Your Captain inflicts an additional number of Hits equal to the number of cards currently in your hand.

“I hear he bought it from Kheired-Din himself.”

Their Captain’s Will (F) [T/c/s]

1 Sea Away To complete: Pay 2 Adventuring (1 if completed in Forbidden Sea). Crew Attachment: +2 Sailing

As fearsome as he was, no captain commanded more respect from his men than Kheired-Din. One look from him, and they would move the stars themselves to do his bidding.

Trinkets and Baubles (F) [T/c/s]

1 Sea Away • Illegal • Goods To complete: Pay 4 Adventuring (2 if completed in Forbidden Sea). Crew Attachment: +3 Influence

“You like it? Keep it. There’s a chest full of them back at home.” — Philip Gosse

True Faith (U) [T/c/s]

1 Sea Away To complete: Pay 4 Adventuring (3 if completed in La Boca). Crew Attachment: +1 Swashbuckling and this Crew gains the Holy trait.

Margaretta landed in a pile of sailors. “You’ve had your fun, señores, but San Cristobal will not fall today.”

Valor’s Cove (C) [T/c/s]

1 Sea Away • Unique To complete: Pay 3 Adventuring. Ship Attachment: Act: Tack your Captain and sink this card. Search your discard pile or sunk pile for any one card. Place that card in your hand.

A lot more than bodies wash up on that beach.

Vodacce Valuables (F) [T/c/s]

2 Seas Away To complete: Pay 4 Adventuring (3 if completed in Forbidden Sea). Crew Attachment: +3 Influence

Caligari’s island had sunk to the bottom of the sea — with a wealth of treasure hidden within its halls.

We Needs Us An Ussuran Gunner (F) [T/c/s]

2 Seas Away • Henchman To complete: Pay 4 Adventuring (3 if completed in The Mirror). Crew Attachment: +4 Cannon

“He drinks a bottle of vodka every night. He says it improves his aim.”

Winds of Fate (F) [T/c/s]

1 Sea Away To complete: Pay 3 Adventuring (2 if completed in La Boca). Crew Attachment: +3 Sailing

“We ran across the Hanged Man once, about a year ago. Allende’s pet fate witch sent us straight to the bottom...”

Wreckers (R) [T/c/s]

2 Seas Away To complete: Pay 7 Adventuring (5 if completed in Forbidden Sea). Crew Attachment: +5 Sailing

“They lure ships onto the rocks and then steal the cargo. If you ever meet one, you cut their cowardly guts into haggis.” — Angus McLeod

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Attachments

A Blooded Coin (F) 1In [C/d/s]

CREW ATTACHMENT Item • Porté 1 Knack React: Tack this card when you are inflicting 4 or less Hits with a Cannon Attack. The player suffering the Hits may not play any cards in reaction to suffering these Hits.

Fired by a sniper from the Grâce, the coin allowed the General to penetrate the most heavily-guarded fortress in Théah.

A Sailor's First Skill (C) - [C/d/s]

CREW ATTACHMENT Item This Crew's Boarding Attacks that finish with a Punch inflict 2 extra Hits. React: Tack this card when this Crew reverses a Club Boarding Attack with a Punch to draw a card from your deck.

"First thing ya need ta learn is how ta take a punch..."

Advanced Gunnery (R) 4Ca [C/d/s]

GUNNER ATTACHMENT A Crew may not have more than one copy of this card attached. React: Tack this card when this Crew produces 4 or more Cannon to draw 1 card.

You light them all at once, they all go off at once. Seems easy, doesn't it?"

Advanced Swordsmanship (R) - [C/d/s]

SWORDSMAN ATTACHMENT +2 Swordsman

Margaretta devoured knowledge like a starving man devours food. Swordsmanship was only the latest passion she had mastered.

Advanced Topmanship (R) 7Sa [C/d/s]

TOPMAN ATTACHMENT A Crew may not have more than one copy of this card attached. React: Discard this card when this Crew tacks to pay the Sailing cost to begin a Boarding or pay the Sailing cost of an action that will result in a Boarding. That Action may not be canceled with card effects.

"This would be much easier if I had a tail."

Adventuring Galley (U) 4In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player in this Sea may discard this card by paying 3 Swashbuckling or Cannon as an action. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card to complete one of your Adventures in this Sea with a completion cost of 3 or less Adventuring.

Every Explorer expedition packs extra supplies. "Preparedness" is their watchword.

Arisent (R) - [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 this card 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.

Armed Brig (F) 6In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player in this Sea may discard this card by paying 5 Swashbuckling or Cannon as an action. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card and target a Ship in this Sea to inflict a 4 Hit Cannon Attack on the target Ship.

The Montaigne navy emphasizes fast ships and quick strikes — devastatingly effective to those unprepared.

Armed Frigate (F) 8In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player in this Sea may discard this card by paying 7 Swashbuckling or Cannon as an action. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card and target a Ship in this Sea to inflict a 5 Hit Cannon Attack on the target Ship.

The Castillian Armada has lost its leader — but it still carries a fearsome punch.

Armed Sloop (F) 6In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player in this Sea may discard this card by paying 3 Swashbuckling or Cannon as an action. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card to attach it to an adjacent Sea. Target a Ship in this Sea. Inflict a 3 Hit Cannon Attack on the target Ship.

The Vendel Merchant Marines have found ways to hide their cannon. You never know the pigeon has fangs until you're right on top of it.

Asprey (F) 2In [C/d/s]

CAPTAIN ATTACHMENT Unique • Pet React: Discard this card instead of performing a Boarding Attack to inflict 3 Hits on the other Ship in the Boarding.

Belit flew hissing at the shocked sailor. "What in Theus'...?! Ahh!! AAAAHHH!!! Get it off!!!"

Avoid Fate (F) - [C/d/s]

CREW ATTACHMENT Fate 1 Knack React: Tack this card when you are suffering Hits to reduce the number of Hits you are suffering by this Crew's Fate (minimum 0).

"That fate witch wasn't lying... remind me to thank her when we get back to shore."

Belaying Pin (C) - [C/d/s]

CREW ATTACHMENT Item This Crew's Boarding Attacks that finish with a Club inflict 2 extra Hits. React: Tack this card when this Crew reverses a Dagger Boarding Attack with a Club to draw a card from your deck.

"I love that 'thok' sound. Means they're ripe."

Belit (F) 2In [C/d/s]

GOSSE CAPTAIN ATTACHMENT Unique • Pet React: Tack Belit instead of performing a Boarding Attack. Inflict 2 Hits on the other Ship in the Boarding.

"She's really quite harmless. Except when she's not." — Melinda Gosse

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Berek's Pistols (F) 6Sw [C/d/s]

BROTHERHOOD CAPTAIN attachment Unique • Signature Item
Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Brotherhood Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying an Adventuring cost for an action to play, discard or sink a Control card to give your Captain +4 Adventuring until after the action.

Berserker School (F) 2In [C/d/s]

CREW ATTACHMENT Swordsman Knack A Crew may not have more than one copy of this card attached. +1 Swashbuckling. If a Crew is not pushed forward to fight this Crew when this Crew starts a Boarding Attack, this Crew inflicts 4 extra Hits.
No one's gotten close enough to ask him its name.

Between Heaven and Earth (R) 2Ad [C/d/s]

TOPMAN ATTACHMENT Unique • Sailing 7 Knack This Crew counts one less against your Crew Maximum.

"Send me up a bottle o' wine, an' I'd call this paradise."

Bite the Bullet (U) 3Ad [C/d/s]

HEROIC CREW ATTACHMENT Face (A Crew not have more than one Face Attachment.) React: Tack this card when you are suffering Hits to absorb 1 Hit, or 2 Hits if you have a Heroic Captain.

*"I'm going to take the arm now, señor. Your job is to stay alive."
— Luis de Rioja*

Black Heart of the Sea (F) - [C/d/s]

BLACK FREIGHTER CAPTAIN ATTACHMENT Unique • Item
Act: Tack this card to untack one of your Skeletal Crew. Discard that Crew at the end of this turn.
Necros held his hand out, displaying the putrid organ for all to see. As they watched in horror, it began to pulse...

Black Siren (F) - [C/d/s]

BLACK FREIGHTER CAPTAIN ATTACHMENT Unique • Patron To bring this card into play, another player must have 1 or more Crew in their sunk pile. Any player in the Trade Sea may sink this card by paying 5 Swashbuckling as an action. Other players must pay 1 extra Influence when hiring Crew.

Blockade (F) 3Ad [C/d/s]

SEA ATTACHMENT Any player in this Sea may discard this card by paying 6 Cannon or Swashbuckling as an action. Act: Tack this card to target a Ship in this Sea. Unless that Ship's controller pays 3 Influence, this card inflicts 4 Hits on that player's Ship.
There's more to winning a war than guns.

Bonnie's Knives (F) 6Sw [C/d/s]

SEA DOG CAPTAIN ATTACHMENT Unique • Signature Item
Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Sea Dog Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying a Swashbuckling cost for an action to play, discard or sink a Control card to give your Captain +4 Swashbuckling until after the action.

Braiding the Strands (F) - [C/d/s]

CREW ATTACHMENT Fate 1 Knack Act: Tack this card and target a player with a Ship in this Sea. Look at the top card of that player's deck. You may place that card in the target player's discard pile or return the card to the top of that player's deck.
There's more to winning a war than guns.

Brenden Stafford (F) - [C/d/s]

EXPLORER CAPTAIN ATTACHMENT Unique • Patron React: Tack this card when you pay the skill cost to bring an Ally card into play. Reduce the Ally card's cost by 3 (minimum 1).
Under his watchful eye, the Explorers' fleet grew from five vessels to nearly twenty.

Broken Compass Inn (C) 2Ad [C/d/s]

THIS SEA ATTACHMENT Any player in this Sea may sink this card by paying 3 Adventuring as an action. Act: Tack this card when you are in this Sea and paying an Influence cost to produce 1 Influence. React: When you are paying an Influence cost to hire a Crew aligned to your Captain's faction, tack this card and discard a card from your hand to produce 2 Influence.
"Did ye DIE?"

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 this card by tacking one of their Crew with Influence 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.
It looked so peaceful in the days before the end.

Cargo Hook (C) - [C/d/s]

CREW ATTACHMENT Item This Crew's Boarding Attacks that finish with a Slash inflict 2 extra Hits. React: Tack this card when this Crew reverses a Punch Boarding Attack with a Slash to draw a card from your deck.
"You and yer fancy fencin' school can say hello to St. Rose for me."

Cat O' Nine Tails (F) - [C/d/s]

VILLAINOUS CREW ATTACHMENT Item React: Tack this card when another of your non-Captain Crew is tacking to produce skill points. That Crew produces 3 extra skill points, and then the Crew is discarded. Only one Cat O' Nine Tails can be used per Crew that tacks.
"I don't think you men are trying very hard." — Riant Gaucher

Cheap Sails (F) 3In [C/d/s]

SHIP ATTACHMENT Item • Cheap React: Discard this card when you are paying a Sailing cost to produce Sailing equal to your Ship's Move Cost.
"The wind is not your friend."

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Cleaners (R) 3In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player may sink this card by paying 6 Adventuring as an action. Control cards may not be discarded or sunk from this Sea. Control cards may not be attached to this Sea. Act: Tack this card to attach it to an adjacent Sea. Act: Discard a card from your hand to target a Ship in this Sea which has more Crew on board than their printed Crew Maximum. Inflict 3 Hits on the target Ship.

“Just make sure the crabs don’t find him.”

Cross of Virtue (U) 6Ad [C/d/s]

HOLY CREW ATTACHMENT This Crew gains +1 Cannon, +1 Sailing, +2 Adventuring, +2 Influence and +1 Swashbuckling. React: Tack this card when another player pays the cancel cost of one of your Action cards to draw 3 cards from your deck.

The Castillians found it, the Rogers plundered it, Berek stole it... and none of them knew its true power.

Crystal Earring (C) 3Ad [C/d/s]

CREW ATTACHMENT Item +1 Sailing React: Discard this card when you are paying a Sailing cost to produce 1 Sailing.

“I don’t know how it works, but I’ve never fallen once while wearing it. Plus it’s shiny.”

Deck Cannons (U) 3Ca [C/d/s]

SHIP ATTACHMENT This card comes into play tacked. This card does not untack during the untack phase. Act: Tack to target a Ship in this Sea. Inflict 3 Hits on the target Ship. Act: Once per turn, tack one of your Crew to untack this card.

“Small they be, but they clear the decks like a broom.”

Defense of the Motherland (R) - [C/d/s]

THIS SEA ATTACHMENT Oath While this card is a Sea Attachment it is Unique and your Captain’s Influence skill is reduced by 1 (minimum 0). React: When another Ship enters this Sea, this card becomes a Captain Attachment, attaches to your Captain, and gives a +2 Swashbuckling bonus.

Castille knows a thing or two about repelling invaders.

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

CREW ATTACHMENT Fear 1 Knack • Eye (A Crew may not have more than 1 Eye Attachment) React: When a Crew tacks to absorb Hits inflicted by this Crew during a Boarding Attack, tack this card to reduce the number of Hits absorbed by that Crew to 0. *Syrneth technology is closer to Legion than you suspect.*

Drusilla Gallegos de Aldana (C) 3Ad [C/d/s]

SEA ATTACHMENT Patron React: Tack and discard this card after another player has untacked a non-Captain Crew during the Actions phase to discard the untacked Crew. React: Tack or discard this card after another player has untacked one of their Crew to inflict 4 Hits on that player’s Ship.

“I know certain saboteurs in the shipyards who can make your job much easier.”

El Vago (F) 3In [C/d/s]

SEA ATTACHMENT Unique • Patron You must be in La Boca and have a Brotherhood Captain to play this card. Act: Tack this card to target a Ship in this Sea. Inflict 2 Hits on the target Ship. Act: Tack this card to attach it to another Sea.

Ernesto’s Power (R) 7In [C/d/s]

CAPTAIN ATTACHMENT Unique • If “Ernesto Castillius” is your Captain, you may attach this card to your Captain (at no cost) when starting Crew are revealed. This Captain is considered a Sorcerer. Act: Sink a Sorcery Knack and discard another card (both from your hand) to target a Ship in this Sea. Inflict 2 Hits on the target Ship. You may not use this ability while this Captain is tacked.

“Forgive me for interrupting, señor Necros...”

Fate’s Binding (R) - [C/d/s]

CREW ATTACHMENT Unique • Fate 1 Knack React: Tack this card after you have moved into a Sea to immediately hire a Crew from your hand. Reduce the Crew’s Influence cost by this Crew’s Fate.

“You’ll find him,” Lucrezia hissed through the gateway. “You’ll find him and bring him back.” “No!” Alesio struggled as she felt the threads beginning to warp. “You can’t bring back the dead! You’ll destroy us all!”

Fate’s Blessing (R) - [C/d/s]

CREW ATTACHMENT Fate 1 Knack React: Tack this card when you are suffering Hits during a Boarding to reduce the Hits suffered by 2 (minimum 0).

Antonio felt the strands stretch as he turned to the Montaigne Swordsman. “Now I’m ready, Signore.”

Fear and Fire (U) - [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 paying 12 Cannon as an action. Card effects which discard or sink Sea Attachments may not target this card. Act: Tack this card to get a Control card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

Fine Boots (C) 3Ad [C/d/s]

CREW ATTACHMENT Item • Leg (A Crew may not have more than one Leg Attachment.) +1 Influence React: Tack this card when another Crew in this Sea is producing Influence. That Crew produces either 2 less Influence or 1 extra Influence (your choice).

“They look better on her than the Montaigne sissy she took them from.”

Fine Galley (F) 2In [C/d/s]

SHIP ATTACHMENT This card counts as one Crew against your Crew Maximum. React: Tack Fine Galley when a Crew tacks for a skill. That Crew produces 1 extra point of the skill.

“Nothing raises a crew’s spirits like a good hot meal.” — Gaspar

Flashing Swords Inn (C) 3Sw [C/d/s]

THIS SEA ATTACHMENT Any player in this Sea may sink this card by paying 3 Swashbuckling as an action. Act: Tack this card to target and tack a Heroic Crew in this Sea. Act: Tack this card and discard 2 cards from your hand to untack one of your non-Captain Villainous Crew in this Sea.

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Galleon of the Treasure Fleet (C) 2Sa [C/d/s]

THIS SEA ATTACHMENT Any player in this Sea may sink this card by paying 4 Influence as an action. React: When you are paying an Influence cost in this Sea, pay 3 Cannon to produce 1 Influence. Act: Tack this card to target a Ship in this Sea. Inflict a 2 Hit Cannon Attack on the target Ship.

Reis sent it to the bottom last winter. The plunder was considerable, even for him.

Gold Earring (C) 3Ad [C/d/s]

CREW ATTACHMENT Item +1 Influence React: Discard this card when you are paying an Influence cost to produce 1 Influence. *"It's me first. Looks good, don't it?"*

Good King Sandoval (F) 2In [C/d/s]

CASTILLE CAPTAIN ATTACHMENT Unique • Patron React: Tack this card when you are paying an Influence cost to hire a Castille Crew to produce 2 Influence.

"I never wanted to be King," Sandoval said. El Vago bowed. "That is a perfect place to start, your majesty."

Good Use of Space (F) - [C/d/s]

SHIP ATTACHMENT When this card enters play, target one of your Ship Attachments. While this card is in play, the target Attachment counts one less against your Ship's Crew Maximum (minimum 0).

"Um, sir? I can't feel my legs."

Gosse's Rapier (F) 6Sw [C/d/s]

GOSSE CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Gosse Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying an Influence cost for an action to play, discard or sink a Control card to give your Captain +4 Influence until after the action.

Grappling Cannon (F) 5Ad [C/d/s]

SHIP ATTACHMENT React: Tack this card when you are paying the Sailing cost to begin a Boarding to produce Sailing equal to your Ship's move cost.

"Where do you think you're going, my pretties?" — Domingo

Grappling Gun (R) 4In [C/d/s]

CREW ATTACHMENT Item React: Tack this card when you enter a Boarding to untack this Crew.

"Let's go for a swim, shall we? On second thought, why don't you go without me."

Hammocks (R) 5In [C/d/s]

SHIP ATTACHMENT Unique This Ship's Crew Maximum is increased by 2.

"I can't sleep here! What if we get in a fight?" The bosun smiled. "You'll be the first to know."

Harpoon (C) - [C/d/s]

CREW ATTACHMENT Item This Crew's Boarding Attacks that finish with a Thrust inflict 2 extra Hits. React: Tack this card when this Crew reverses a Slash Boarding Attack with a Thrust to draw a card from your deck.

"Back to the bottom with ye, ye grinnin' sardine!"

Here There Be Monsters (C) - [C/d/s]

THIS SEA Attachment Monster Any player in this Sea may sink this card by paying 4 Cannon as an action. Act: Tack this card to target a Ship in this Sea. Inflict 3 Hits on the target Ship.

"Ya caught somethin' big there, lad. What might it... Sweet St. Rogers, cut the nets!!!"

Hidden Powder Stash (U) 2In [C/d/s]

SHIP ATTACHMENT Unique React: Instead of performing a Boarding Attack, tack this card and 1 of your Crew with Cannon skill greater than one. Inflict Hits on the other Ship in the Boarding equal to that Crew's Cannon skill.

"Look what I found!"

High Seas Cannoning (C) 6Ad [C/d/s]

CREW ATTACHMENT Item +3 Cannon React: Tack this card after you have used an ability printed on one of your Ally cards to untack that Ally card.

Forged with bravery and quenched in blood, the crews know their jobs like no others.

Hostile Harbor (F) 3Ad [C/d/s]

SEA ATTACHMENT Port Any player in this Sea may sink this card by paying 4 Influence as an action. Other players draw 2 fewer cards during the Draw phase (minimum 1) if their Ship is in this Sea.

"If they're in a friendly mood, they'll launch one across the bow before they open fire."

Jack-of-All-Trades (U) 6Ad [C/d/s]

CREW ATTACHMENT Adventuring 1 Knack This Crew has +1 to all skills. React: Sink a completed Adventure attached to this Crew after this Crew has tacked to produce skill points to produce 2 extra points of that skill.

Jenny House (C) 2Ad [C/d/s]

SEA ATTACHMENT Any player in this Sea may sink this card by paying 3 Swashbuckling as an action. Act: Tack this card and pay 1 Influence to target and tack a non-Captain Crew in this Sea. React: When a non-Captain Crew in the same Sea as your Ship tacks to produce 6 or more skill points, tack this card and pay 2 Influence to reduce that skill production to 0. This effect may be canceled by any player by discarding a Crew.

Kheired-Din's Scimitar (F) 6Sw [C/d/s]

CORSAIR CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Corsair Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying a Cannon cost for an action to play, discard or sink a Control card to give your Captain +4 Cannon until after the action.

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Kheired-Din's Secret (F) 5Ad [C/d/s]

CORSAIRS SHIP ATTACHMENT Unique Act: Tack this card and suffer 5 Hits to move your Ship to any Sea.

It came out of the mist like silent thunder. The crew barely had time to register it before the Corsairs were upon them.

Kodiak Bear (F) - [C/d/s]

CREW ATTACHMENT Pyeryem 1 Knack This Crew absorbs 2 extra Hits when tacking or sinking to absorb Hits.

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

Leegebra School (F) 2In [C/d/s]

CREW ATTACHMENT Swordsman Knack +2 Swashbuckling
"The Vesten may be ignorant and backwards, but they can take a gunshot like it was a little girl's kiss."

Long Hand (U) - [C/d/s]

CREW ATTACHMENT Porté 1 Knack React: Tack this card when you are paying to complete an Adventure to produce 2 Adventuring.

You can see Porté in action a thousand times, and it will still be as unsettling as the first.

Loyal Castillian (R) - [C/d/s]

THIS SEA ATTACHMENT You must tack your Captain or one of your First Mate Crew to bring this card into play. Ally • Any player in this Sea may sink this card by paying 4 Swashbuckling or Cannon as an Action. Act: Tack this card to attach it to an adjacent Sea. React: Once per turn, if this card is in the same Sea as your Ship, instead of performing a Boarding Attack, inflict 6 Hits on the other Ship in the Boarding.

"Retreat or die, gentlemen. My cannons are waiting."

Loyal Port (R) 3In [C/d/s]

THIS SEA ATTACHMENT Port Any player may discard this card by paying 4 Cannon as an action. Any player may sink this card by paying 9 Cannon as an action. Act: Tack this card to target a Ship in this Sea. Move the target Ship to an adjacent Sea of your choosing.

There will always be an Avalon...

Main Gauche (C) - [C/d/s]

CREW ATTACHMENT Item This Crew's Boarding Attacks that finish with a Dagger inflict 2 extra Hits. React: Tack this card when this Crew reverses a Thrust Boarding Attack with a Dagger to draw a card from your deck.

They call the Ambrogia style dishonorable, but a second blade can mean the difference between life and death.

Master Gunner (C) 3In [C/d/s]

CREW ATTACHMENT Henchman +1 Cannon React: Tack this card when you are paying the Cannon cost of an Action card (including a cancel cost) to reduce that cost by 2 (minimum 0).

"That barrel's red hot, boy. Touch it, an' ye won't be pickin' anything up fer a week."

Master of the Tops (C) 3In [C/d/s]

CREW ATTACHMENT Henchman +1 Sailing React: Tack this card when you are paying the Sailing cost of an Action card (including a cancel cost) to reduce that cost by 2 (minimum 0).
A good topman can walk a length of line as easily as a Charouse thoroughfare.

McCormick's Compass (F) 6Sw [C/d/s]

EXPLORER CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Explorer Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying an Adventuring cost for an action to play, discard or sink a Control card to give your Captain +4 Adventuring until after the action.

Merchant Ship (F) 2Sw [C/d/s]

SEA ATTACHMENT Ally • When this card is put into play, it attaches to the Forbidden Sea. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card while it is in the Frothing Sea to untack one of your Crew with an Influence cost of 3 or less. This card then attaches to the Forbidden Sea.

"The skull? It keeps pirates away. Makes 'em think we have nastier crewmen than we do."

Montaigne Ship of the Line (R) 12In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player in this Sea may discard this card by paying 10 Swashbuckling or Cannon as an action. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card and target a Ship in this Sea to inflict an 8 Hit Cannon Attack on the target Ship.

They call themselves "the Musketeers of the Seas." On a good day, they might even be right.

Montaigne Valet (C) 3In [C/d/s]

CREW ATTACHMENT Henchman +1 Influence React: Tack this card when you are paying the Influence cost of an Action card (including a cancel cost) to reduce that cost by 2 (minimum 0).

"'Civilized' is a state of mind."

Musket (F) 6Ad [C/d/s]

CREW ATTACHMENT Item React: Tack this card instead of performing a Boarding Attack to inflict 2 Hits on the other Ship in the Boarding.

"If ye don't like that drink, I've got a chaser here for ye!"

Musketeers (C) 4In [C/d/s]

CREW ATTACHMENT Henchman +1 Swashbuckling React: Tack this card when you are paying the Swashbuckling cost of an Action card (including a cancel cost) to reduce that cost by 2 (minimum 0).

"No, no, no, don't move, mon ami.. We want to see if your hat matches the one you killed Guy Devereaux in."

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Native Waters (R) - [C/d/s]

SEA ATTACHMENT Unique • Oath This card must be attached to your Captain's Starting Sea. While another player's Ship is in this Sea and your Ship is not in this Sea, your Captain's Influence is reduced to 0. Any player in this Sea may sink this card by paying 4 Cannon or Swashbuckling as an action. While there are no other Ships in this Sea, your Captain's Influence is increased by 2.
"Sailors never swim for pleasure. Well, almost never."

Necros' Sword (F) 6Sw [C/d/s]

BLACK FREIGHTER CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Black Freighter Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying a Sailing cost for an action to play, discard or sink a Control card to give your Captain +4 Sailing until after the action.

Nød (Intensity) (F) - [C/d/s]

CREW ATTACHMENT Lærdom 1 Knack React: Tack this card when one of your Weather cards is inflicting Hits. That card inflicts 2 extra Hits.
"Now taste the power of a people betrayed!" — Gris Hallisdottir

Only Two Came Out (F) - [C/d/s]

EXPLORER CAPTAIN ATTACHMENT You may only put this card into play if you have one or more completed Artifact Adventures in play. React: Tack this card when you are paying an Influence cost to produce 3 Influence.
Ten of us went in...

Orduño's Cutlass (F) 6Sw [C/d/s]

CASTILLE CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Castillian Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying a Sailing cost for an action to play, discard or sink a Control card to give your Captain +4 Sailing until after the action.

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

CAPTAIN ATTACHMENT Act: Tack this card and target a Ship which is exceeding its printed Crew Maximum to inflict 3 Hits on that Ship.
"I know it's a long voyage, captain, but where are we supposed to sleep?!"

Owl (F) - [C/d/s]

CREW ATTACHMENT Pyeryem 1 Knack +2 Cannon
Wise and all-seeing, the owl remembers what others have forgotten — and strikes with unerring precision.

Persuasion (F) - [C/d/s]

CREW ATTACHMENT Glamour 1 Knack React: Tack this card when you tack a Crew to produce Influence. That Crew produces 1 extra Influence.
*"Trust me. You're far better off with my magic than the Sidhe's."
— Celedoine*

Phantom Topman (R) 5Ad [C/d/s]

SHIP ATTACHMENT Unique React: When you are paying a Sailing cost, tack this card and discard 1 card from your hand to produce Sailing equal to your Ship's Move Cost.
"Aye, he gives me the creeps too, but he's a hard worker, and the Captain ain't gotta pay'im."

Pistol (F) 4Ad [C/d/s]

CREW ATTACHMENT Item React: Tack this card instead of performing a Boarding Attack, to inflict 1 Hit on the other Ship in the Boarding.
"Riposte this."

Pocket Money (F) 3Ad [C/d/s]

CREW ATTACHMENT Item • Cheap React: Discard Pocket Money when you are paying an Influence cost to produce 2 Influence.
"But that's not all! You also get two years of fresh air and exercise aboard one of the finest ships to sail the seas!"

Posh Quarters (R) 1In [C/d/s]

SHIP ATTACHMENT Unique This card counts as one Crew against your Crew Maximum. The Influence cost of all of your Crew is reduced by 2 (minimum 1).
"We are still Montaigne. We expect the very best." — Gerard Rois et Reines

Powder Keg Tavern (U) 2Ad [C/d/s]

SEA ATTACHMENT Any player in this Sea may sink this card by paying 3 Cannon as an Action. Act: Tack while your Ship is in this Sea to inflict 2 Hits on all Ships in this Sea, beginning with the player on your left. React: Discard this Attachment when you are hiring a Gunner Crew to reduce the cost of that Crew by 4 (minimum 0).
"I told him not to drink from the small barrel..."

Reaper's Grip (R) - [C/d/s]

CREW ATTACHMENT Fear 1 Knack Hand (A Crew may not have more than 1 Hand attachment.) This Crew inflicts 3 extra Hits during Boarding Attacks.
An evil heart calls them... and they know how to claim their own...

Reclusive Backers (C) - [C/d/s]

THIS SEA ATTACHMENT Patron Any player may sink this card by paying 3 Influence as an action. React: Tack this card when you are in this Sea and paying an Influence cost to produce 2 Influence. Act: Tack this card to target and untack one of your Ally Attachments.
"There are those in Castille who will try to stop you. If my name ever comes up, their number will double."

Red (C) 3In [C/d/s]

CREW ATTACHMENT Henchman +1 Adventuring React: Tack this card when you are paying the Adventuring cost of an Action card (including a cancel cost) to reduce that cost by 2 (minimum 0).
"I collect things, that's all. Trouble is, all the best things take a lot to get ahold of."

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Red Fox (F) - [C/d/s]

CREW ATTACHMENT Pyeryem 1 Knack +2 Adventuring
The cunning fox can locate all manner of treasure, no matter how deeply buried.

Reis' Scythe (F) 6Sw [C/d/s]

CRIMSON ROGER CAPTAIN ATTACHMENT Unique •
Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Crimson Roger Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying a Cannon cost for an action to play, discard or sink a Control card to give your Captain +4 Cannon until after the action.

Respect of your Men (R) 2Ad [C/d/s]

HEROIC CAPTAIN ATTACHMENT Unique Act: Tack to target one of your Crew. That Crew gains +1 to all of their skills until the end of the turn.

"Now if I could just get them to wear a clean shirt..."

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: When you suffer Hits, except during Boarding, tack this card to reduce the Hits suffered by 2 (minimum 0).

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

Romantic Captive (U) - [C/d/s]

CAPTAIN ATTACHMENT Unique You must tack your Captain to attach this card. +1 Swashbuckling React: Tack this card when another Ship moves into this Sea to draw 1 card.

"She looks awful happy fer a kidnapped prisoner."

Ruby Earring (C) 3Ad [C/d/s]

CREW ATTACHMENT Item +1 Swashbuckling React: Discard this card when you are paying a Swashbuckling cost to produce 1 Swashbuckling.

"The General pulled it right out of his ear. He didn't stop bleeding for a week."

Rum Runners (C) 1Sw [C/d/s]

SEA ATTACHMENT Ally • When this card enters play, attach it to La Boca. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card while it is in the Trade Sea to give all of your Crew currently in play +1 Swashbuckling until the end of the turn. Attach this card to La Boca. Act: Tack this card while it is in The Mirror to give all of your Crew currently in play +2 Adventuring until the end of the turn. Attach this card to La Boca.

Safe Path (F) - [C/d/s]

CREW ATTACHMENT Fate 1 Knack React: Tack this card when you are paying a cancel cost to produce 4 points toward its cost. *Espera knew how to guide the Strange Skies through the most dangerous waters. His uncanny skills continued to serve him as captain of the Freedom's Key.*

Scary Tattoo (C) 2Ad [C/d/s]

CREW ATTACHMENT You may draw one card before you push this Crew forward to start a Boarding Attack. React: Tack this card before you push this Crew forward to start a Boarding Attack. Sink a Henchman card attached to this Crew to target the other player in the Boarding. Sink 2 random cards

from that player's hand.

"Don't worry. The real ones are much, much worse."

Secret of the Winds (R) 11Sa [C/d/s]

THE MIRROR ATTACHMENT Unique • Control You must be in The Mirror to play this card. Any player in The Mirror may discard this card by producing 14 Adventuring as an action. React: Tack this card when another Ship attempts a Boarding with your Ship to cancel the Boarding attempt. Act: Tack this card to get a Control card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

Señor Ladrón (F) 4Ad [C/d/s]

BROTHERHOOD CAPTAIN ATTACHMENT Unique • Pet React: Tack this card when you are paying the skill cost for an Item Attachment or the completion cost of an Item Adventure to reduce the cost by 3 (minimum 0).

"I don't know how Allende trained him, or why he found the name so funny." — Delaina Darling

Seven League Striders (F) 3Ad [C/d/s]

SEA DOG CREW ATTACHMENT Leg (A Crew may not have more than one Leg Attachment.) +2 Adventuring Act: Discard the Striders to move your Ship one Sea towards another player's Ship.

"Mad Jack O'Bannon had a pair. He could cross Inismore in a day and leap through the air like a hawk. They say that other sets exist too..." — Roger Gaffrin

Show of Force (C) 8Ca [C/d/s]

CAPTAIN ATTACHMENT When paying to attach this card, you may tack one of your completed Adventures that provides a Cannon bonus of 5 or more instead of paying the skill cost. +3 influence

"Yes. They're loaded."

Silver Earring (C) 3Ad [C/d/s]

CREW ATTACHMENT Item +1 Adventuring React: Discard this card when you are paying a Adventuring cost to produce 1 Adventuring.

"They're easy money. You can always melt them down and sell them."

Small Fortress (F) - [C/d/s]

SEA ATTACHMENT Any player in this Sea may sink Small Fortress by paying 5 Cannon as an action. Act: Tack to target a Ship in this Sea. Small Fortress inflicts a 3 Hit Cannon Attack on that Ship.

"Fire on anything not flying a Brotherhood flag. And shoot to sink 'em — we can't move if they decide to shoot back."

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Snarling Face (R) - [C/d/s]

CREW ATTACHMENT Pyeryem 1 Knack Face (A Crew may not have more than 1 Face attachment.) This Crew inflicts 1 extra Hits during Boarding Attacks (and Duels) and gains the trait: Fear 1.
“Matushka’s visage can frighten as well as protect.”

Snow Leopard (F) 2Sw [C/d/s]

CREW ATTACHMENT Pyeryem 1 Knack A Crew may not have more than 1 copy of this card attached. React: Discard this card immediately before both players draw cards after a round of a Boarding to untack this Crew.

The snow leopard’s keen senses prevent it from ever being surprised.

Soldano Swordsman School (U) 2In [C/d/s]

CREW ATTACHMENT Swordsman Knack This Crew absorbs 3 extra Hits when tacking or sinking to absorb Hits during a Boarding.

A rapier in each hand, fully extended. Like a steel whirlwind, it is — nothing but flash and bloodshed.

Speak Softly... (U) 10Ca [C/d/s]

LA BOCA ATTACHMENT Unique • Control You must be in La Boca to play this card. Any player in this Sea may discard this card by producing 12 Sailing as an action. Card effects which discard or sink Sea Attachments may not target this card. Act: Tack this card to get a Control card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

Special Gift (F) - [C/d/s]

CREW ATTACHMENT Porté 1 Knack Act: Tack this card and target another Ship in this Sea to inflict 1 Hit on the target Ship.
Porté magic can breach the gulf between two ships — inflicting heavy damage for comparatively little risk.

Spectral Aura (F) - [C/d/s]

CREW ATTACHMENT Fear 1 Knack Any Crew pushed forward to fight against this Crew during a Boarding must tack to do so.
The Eisen tell stories of a mad hermit at the edge of the Undying Swamp. He brings death and disease wherever he goes, and his form glows a spectral, toxic green...

Speedy Courier (F) 4In [C/d/s]

THIS SEA ATTACHMENT Ally • Any player in this Sea may discard this card by paying 4 Swashbuckling or Cannon as an action. Act: Tack this card to attach it to an adjacent Sea. React: Tack this card when you are paying an Influence cost and this card is not in your Sea to produce 2 Influence.

The Montaigne use Porté mages to keep their fleet informed. As a result, they can coordinate their activities and respond with devastating speed.

Stans (Calm) (U) 3Ad [C/d/s]

CREW ATTACHMENT Lærdom 1 Knack React: Tack when one of your cards is targeted with a Weather card to cancel the effects of that card. React: Discard this card when a Crew in this Sea tacks to produce more than 4 Sailing. That Crew produces no Sailing.

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

CREW ATTACHMENT Item +1 Cannon React: Discard this card when you are paying a Cannon cost to produce 1 point of Cannon.

Sterk (Wholeness) (U) - [C/d/s]

CREW ATTACHMENT Lærdom 1 Knack React: Discard this card when you suffer Hits. You suffer 3 fewer Hits.

Understanding one’s own weakness is more important than knowing those of one’s foes.

Styrke (Strength) (F) - [C/d/s]

CREW ATTACHMENT Lærdom 1 Knack This Crew inflicts 2 extra Hits during Boarding Attacks.

“Shall I pluck your limbs off like a fly?”

Swivel Gun (F) 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 the target Ship. React: Tack Swivel Gun when paying a Cannon cost to produce 1 Cannon.

Castillian ingenuity provided the deadliest weapons to defend their shores.

Swiveling Cannon (F) 3In [C/d/s]

CASTILLE CREW ATTACHMENT Item +2 Cannon React: When another Ship moves into this Sea, you may have this Crew perform a Cannon Attack targeting that Ship. “Castillian ingenuity is responsible for more deaths than the white plague.”

The Burning of the Capital (R) 6Sw [C/d/s]

SEA ATTACHMENT Unique Any player in this Sea may sink this card by paying 8 Adventuring as an action. Adventures may not be placed in this Sea, and cards may not be attached to this Sea while this card is in play.

“Again,” Valoix commanded. “I want l’Empereur himself to see the smoke in Charouse.”

The Gateway (R) - [C/d/s]

CAPTAIN ATTACHMENT Unique • Oath Your Captain has +1 to all skills while in the the Forbidden Sea and the Mirror. Your Captain has -1 to all skills while in the Trade Sea and the Frothing Sea.

Kheired-Din held up his hands to block the light. The gateway was here — and the angels beyond called to him for release.

The General’s Fist (F) 6Sw [C/d/s]

MONTAIGNE CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Montaigne Crew to give that Crew +2 to all of that Crew’s skills that are greater than 1. React: Tack this card when you are paying an Influence cost for an action to play, discard or sink a Control card to give your Captain +4 Influence until after the action.

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

SHIP ATTACHMENT Unique • Artifact You must tack your Captain to bring this card into play. React: Tack this card when you are paying a Sailing cost to produce 2 Sailing.

It came from Ussura originally. Somewhere far to the east. It bore a different name then, but its secrets never changed.

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The Inquisition (U) 2Sw [C/d/s]

THIS SEA ATTACHMENT Any player may sink this card by paying 4 Cannon as an action. Act: Target and tack a non-Captain Villainous Crew in this Sea. Act: Tack to target one of your non-Villainous, Holy Crew. Give that Crew the Villainous trait until the end of the turn. Act: Tack to give a Holy Crew +2 Influence until the end of the turn.

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

CAPTAIN ATTACHMENT Unique The cost of this card is zero if you have a Crimson Roger Captain. React: When one of your Crew aligned to your Captain's Faction tacks for a skill, tack to increase that Crew's skill production by 1.

Bejarano thought he had found the key to immortality.

The Sorcerer's Duty (R) - [C/d/s]

SORCERER ATTACHMENT You must tack one of your Sorcerers to attach this card. This Sorcerer gains +1 to their Sorcery trait(s). Act: Tack this Crew and name a skill to target another of your Crew. Target Crew gains a bonus to the skill equal to the number of Sorcery Knacks attached to this Crew until the end of the turn.

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

CREW ATTACHMENT Item React: Tack and discard this card instead of performing a Boarding Attack to inflict 1 Hit on the opposing Ship.

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

Tiger Claws (U) - [C/d/s]

HEROIC CREW ATTACHMENT Hand (A Crew may not have more than 1 Hand Attachment.) React: Tack this card when this Crew inflicts Hits during a Boarding Attack. Action cards which react to suffering Hits may not be played in reaction to these Hits.

"Where on Théah did he learn that?"

Treasure Hold (F) 1In [C/d/s]

SHIP ATTACHMENT This card counts as one Crew against your Crew Maximum. React: Sink the Treasure Hold when you are suffering hits to absorb 1 Hit. React: Tack the Treasure Hold when you are paying an Influence cost to produce 2 Influence.

"What do you mean the marquis wants to use it as his stateroom?"

Trickster's Grin (F) - [C/d/s]

HEROIC CREW ATTACHMENT Face (A Crew may not have more than 1 Face Attachment.) Act: Tack this Crew to draw a card.
"One rescued Castillian admiral coming right up." — Timothy le Beau

Two Hands Are Better Than One (R) - [C/d/s]

CREW ATTACHMENT React: Tack when you send this Crew out to fight against an opponent's non-Swordsman Crew that has been pushed forward to start a Boarding Attack. This Crew gains +1 Swashbuckling for each Attachment attached to the opposing Crew until the end of the Boarding.

"I miss me thumb."

Vendel Smugglers (F) 1Sw [C/d/s]

SEA ATTACHMENT Ally • When this card is put into play, it attaches to the Frothing Sea. Act: Tack this card to attach it to an adjacent Sea. React: Tack this card while it is in the Forbidden Sea and you are paying an Influence cost. This card produces 4 Influence then attaches to the Frothing Sea.

"Are you calling the tarp a liar?"

Vengeful Serpent (U) 7Ad [C/d/s]

SEA ATTACHMENT Monster Any player in this Sea may sink this card by paying 8 Swashbuckling as an action. Act: Tack this card to attach it to an adjacent Sea. Act: Tack this card and target a Ship in this Se to inflict 5 Hits on that Ship.

"I think we drove it off..."

Villskap (Fury) (F) - [C/d/s]

CREW ATTACHMENT Lærdom 1 Knack • Weather Act: Tack this card and pay 1 Adventuring to target a Ship in this Sea. Inflict 2 Hits on that Ship.

Bolts from the sky foreshadow the doom of the enemies of Vestenmannavnjar.

Vincenzo Caligari: (F) 3In [C/d/s]

CRIMSON ROGER CAPTAIN atACHMENT Unique • Patron React: Tack this card when you are paying an Adventuring cost to produce 3 Adventuring.

All the Syrneth trinkets in the world couldn't prevent his island from being destroyed.

Ward of the Albatross: (R) 6Ad [C/d/s]

SHIP ATTACHMENT Unique Act: Discard this card when you have no cards in your hand to draw five cards from your deck. React: Discard this card when you tack a Crew, and you have no other Crew untacked, to untack your Captain. React: After another player has tacked a Crew to produce Cannon, tack this card to reduce the amount of Cannon produced to 0.

Well-Equipped Sick Bay (F) 3In [C/d/s]

SHIP ATTACHMENT Unique This card counts as one Crew against your Crew Maximum. All of your Crew absorb 2 extra Hits when they sink to absorb Hits.

"The right supplies can mean the difference between life and death." — Luis de Rioja

Willowed Ropes (F) 3In [C/d/s]

BROTHERHOOD SHIP ATTACHMENT Item All of your Crew inflict one extra Hit during Boarding Attacks.

The Brotherhood uses them on all of their ships. They work like magic.

Yngvild's Axe (F) 6Sw [C/d/s]

VESTEN CAPTAIN ATTACHMENT Unique • Signature Item Act: Sink this card to untack your Captain. Act: Tack this card to target one of your other Vesten Crew to give that Crew +2 to all of that Crew's skills that are greater than 1. React: Tack this card when you are paying a Swashbuckling cost for an action to play, discard or sink a Control card to give your Captain +4 Swashbuckling until after the action.

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“Captain” (F) 3In [C/d/s]

SEA DOG CAPTAIN ATTACHMENT Unique • Pet React: Tack this card when you are paying an Adventuring cost to produce 3 Adventuring.

“You can’t surrender to me; you have to surrender to the Captain...” — Jeremiah Berek

“Pack ’em In!” (F) - [C/d/s]

CAPTIVE CREW ATTACHMENT This card may be attached to a Captive Crew which has the No Attachments trait. This Crew counts one less against your Ship’s Crew Maximum (minimum 0). *“Shut up an’ move over! There’s room fer ten more of ye in there!”*

“Take No Prisoners!” (F) - [C/d/s]

CRIMSON ROGER SHIP ATTACHMENT React: Tack this card and one of your Crimson Roger Crew instead of performing a Boarding Attack to target a non-Captain Crew on the opposing Ship with a Swashbuckling skill less than 3. Discard the target Crew.

“Reis said a lot of things, didn’t he?” — Riant Gaucher

“We’re Doomed!” (F) - [C/d/s]

CREW ATTACHMENT Glamour 1 Knack React: Tack this card when a Sea Attachment is inflicting Hits on a Ship. The Attachment inflicts 2 extra Hits.

“I didn’t know leviathans could fly...” — Mortimer Snuff

Chanteys

Bad Weather (C) -/M+0 [P/c/t]

Any player may sink this Chantey by paying 6 Sailing as an Action. All Ship’s Move Costs are increased by 2.

“Stow the sails, boys! That storm’ll tear ’em ta shreds.”

Blood Enemies (U) -/3Ad [D/p/t]

Any player may sink this Chantey by discarding a Crew from play as an action. All Captains are considered to have the following ability: Act: Discard one of your Crew from play and target a Ship in this Sea to produce a Cannon Attack that inflicts Hits equal to the printed Cannon Skill of the discarded Crew to the targeted Ship.

The Sea Lion charged headlong towards its prey, prepared to finish the Revensj once and for all.

Broken Shackles (R) 4In/- [T/c/s]

Any player may sink this Chantey by paying 5 Swashbuckling as an action. All Captains have the following ability: Act: Tack one of your Crew. Starting with yourself and continuing clockwise, each player’s Ship suffers a number of Hits equal to the number of Crew they have on board.

Caligari’s Doom (C) -/3Sa [D/p/t]

Any player may sink this Chantey by either tacking a Holy Crew or paying 6 Sailing as an action. Ships may not move to, through, or from the Forbidden Sea.

Panic set in as the screaming populace tried vainly to flee the city. In less than an hour, Caligari’s island vanished beneath the waves.

Crucible of Faith (U) 3Ad/- [T/c/s]

Any player may tack a Villainous Crew, as an action, to sink this Chantey. All Captains have the following ability: React: Tack one of your Crew with the Holy trait when you are suffering Hits to reduce the Hits to 0.

The flames lept higher as the Montaigne cannonfire continued.

“Theus keep me safe,” the priest prayed.

Eternal Desire (F) -/4Sa [D/p/t]

All Captains have the following ability: React: Discard a card from your hand when paying your Ship’s Move Cost to produce 1 Sailing.

“How could you have loved a woman so cruel?” Ernesto smiled sadly. “I looked past her cruelty to the loneliness which caused it.”

Guilders Say More Than Words (C) 2Sw/4Sw [P/c/t]

Players may not play Action cards.

“I don’t give a siren’s flipper what ‘ambeeauts’ is, it’ll cost ya six hundred.”

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

Any player may sink this Chantey by paying 6 Swashbuckling as an action. Gunner Crew produce 2 extra Cannon when tacking to produce Cannon.

The site of Enrique Orduño’s execution and the most heavily-armed fortress in Théah. No one believed that he could be saved from such an imposing prison. No one except the General.

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

Any player may sink this Chantey by tacking a Crew with an Influence cost greater than 5 as an action. All Crew enter play tacked unless the hiring player discards a card from their hand.

“It’s good to see you, old friend. I have some news regarding your father... and the order he served.”

Lyin’ John Flees (U) -/ [D/p/t]

Any player may sink this Chantey by paying 4 Cannon as an action. While this Chantey is in play, a player may not perform an action that results in a Cannon attack if he or she has already performed one during the turn.

John Fox died as he lived: a coward. In the end, he fled his friends and shipmates rather than face the consequences of his lies. His death at Reis’s hands was almost an afterthought.

Message From the Grave (F) -/ [C/d/s]

Any player may sink this Chantey by paying 6 Swashbuckling as an action. All players must tack or discard one of their non-Captain Crew during each Draw Cards Phase.

“Necros took my own nephew and turned him into an abomination. I didn’t kill Thomas — I set him free.” — Philip Gosse

Packed Gunpowder (C) -/5Sw [T/c/s]

Any player may sink this Chantey by discarding one of their Gunner or Topman Crew as an action. All Captains have the following ability: React: Immediately after a Ship in this Sea has absorbed all of the Hits from a Cannon Attack that you produced, you may immediately discard two cards from your hand to target one of your untacked Gunner Crew. You may immediately tack the target Crew to perform another Cannon Attack.

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Pitching Deck (C) 6Sw/- [S/d/p]

All Swordsman bonuses are reduced to zero.
The tiller swung to the side and the deck lurched beneath them. There was more than one way to even the odds.

Surprise Rescue (F) M+0/M+0 [D/p/t]

The Sailing cost to attempt a Boarding is reduced by 2 (minimum 1).
The General and his crew sprang upon the execution scene, freeing Orduño from the flaming pyre and fleeing through the same Porté hole by which they had come.

Taking from the Rich (C) -/- [S/d/p]

Any attachment in play that produces Influence, produces 3 less Influence (minimum 0). This does not effect Attachments that provide a bonus to an Influence skill.
"They call me the Raven." She leveled the pistol at his head. "You can call me your armed robber du jour."

The Coming Tempest (C) -/- [P/c/t]

Any player may sink this Chantey by paying 7 Sailing as an action. All Captains have the following ability: React: When another player performs an effect to cancel one of your actions that will result in a Boarding, tack one of your completed Adventures to cancel that effect.
"McGee channeled powerful forces in her quest to destroy Reis. Too powerful, some say." — Derwyddon

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

All Crew tacking to absorb Hits absorb 2 extra Hits.
The Vendel seek to become rich by selling off their ancestry. Their primitive cousins have a different view... and aren't shy about expressing it.

The Trail of Dead (F) -/3Sw [C/d/s]

All Crew tacking or sinking to absorb Hits absorb 1 fewer Hit (minimum 1).
The Freighter destroyed half a dozen villages in Montaigne and Castille. Families... children... all torn to pieces by its undying evil.

The Value of the Hunt (U) -/- [P/c/t]

Any player may sink this Chantey by sinking two of their Adventures (completed or uncompleted) from play or from their hand (or both) as an action. When non-Captain Crew tack to produce skill points, they produce an additional amount of those skill points equal to the number of completed Adventures they have attached.

The Vision Spreads (F) 3Ad/5Ad [P/c/t]

All Crew have their Influence costs increased by 2.
Corantine 1, 1668: Every mystic, seer, and medium in Théah awakens screaming to a vision of the Sunken Isle.

To the Last Man (U) 3Ad/- [P/c/t]

Any player may sink this Chantey by discarding a Crew from play as an action. All Captains are considered to have the following abilities: React: Tack or discard one of your Crew when you are producing Sailing to attempt a Boarding. The cost of that Boarding attempt is reduced by the Crew's Adventuring. React: Discard one of your Crew from play instead of performing a Boarding Attack to inflict Hits on the other Ship equal to the Crew's Swashbuckling.

Vendel Sorcery (F) -/3Sw [D/p/t]

The cost to play, cancel, discard, sink or use an ability on a Weather card is reduced by 2 (minimum 0).
The Vendel practice Lærdom sorcery as well, having stolen it from their Vesten brothers. It is no less powerful coming from a merchant than from a warrior.

Yngvild's Plan (F) -/- [P/c/t]

Any player may sink this Chantey by paying 3 Adventuring as an action. All Captains have the Villainous trait.
Whether you call it Valhalla, the 7th Sea, or the Abyss itself, it has the power to destroy the world. And the island of Cabora holds its secrets.

Ships

Corazón del Castille (F) Castille 11 CM / 4 MC

React: Tack when you are paying the Sailing cost to begin a Boarding, or paying the Sailing cost of an action that will result in a Boarding, to produce 5 Sailing. React: Tack before performing an action, to move to an adjacent Sea

Eisen Driezack (R) Unaligned *Die Kreuzritter/Eisen* 7 CM / 2 MC

Your Crew produce 3 extra Swashbuckling when tacking to produce Swashbuckling to discard or sink a Damage attachment attached to this Ship. React: Tack before performing an action, to move to an adjacent Sea.

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

React: Once per turn, discard 2 cards from your hand when you are Attempting a Boarding, instead of paying your Ship's Move Cost. React: Tack before performing an action, to move to an adjacent Sea.

El Toro Rojo (F) Gosse 7 CM / 2 MC

Act: Tack to search your deck for a Chantey card, show it to your opponent(s), and place it in your hand. Shuffle your deck. 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.

Grenouille du Grâce (F) Montaigne 6 CM / 2 MC

React: Tack when paying an Influence cost to produce 1 Influence. React: Tack before performing an action, to move to an adjacent Sea.

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Le Prédateur des Mers (F) Montaigne 8 CM / 3 MC

Act: Tack this card to attach one or more of your Ally cards in play to this Sea. React: Tack before performing an action, to move to an adjacent Sea.

Strange Skies (F) Corsairs 11 CM / 4 MC

The move cost of the Strange Skies may not be increased. React: Tack before performing an action, to move to an adjacent Sea.

Syrneth Ship (R) Unaligned 9 CM / 2 MC

Your Crew Maximum may not be increased. Your Captain's Starting Wealth is reduced by 2. React: Tack before performing an action, to move to an adjacent Sea. For the first time in millennia, it sails again.

The Black Dawn (F) Sea Dogs 7 CM / 2 MC

React: Tack when suffering Hits to absorb 2 Hits. React: Tack before performing an action, to move to an adjacent Sea.

The Black Freighter (F) Black Freighter 13 CM / 4 MC

Act: Once per turn, you may get a Skeletal Crew from your discard pile and put it on top of your deck. React: Tack before performing an action, to move to an adjacent Sea.

The Crimson Roger (F) Crimson Rogers 9 CM / 3 MC

React: Tack when you tack a Crew to produce Cannon. That Crew produces 2 extra Cannon. React: Tack before performing an action, to move to an adjacent Sea.

The Discovery (F) Explorers 9 CM / 3 MC

React: Tack when paying a Sailing cost to produce 3 Sailing. 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 before one of your Swordsman Crew 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 of your Topman Crew 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 Freighter (F) Black Freighter 8 CM / 2 MC

While your Captain is untacked, your Skeletal Crew inflict an additional amount of Hits during Boarding Attacks equal to their printed Swashbuckling. React: Tack before performing an action, to move to an adjacent Sea.

The Hanged Man (F) Brotherhood 8 CM / 3 MC

React: Tack when you are paying an Adventuring cost to produce 3 Adventuring. React: Tack before performing an action, to move to an adjacent Sea.

The Hurricane (F) Sea Dogs 9 CM / 3 MC

Act: Tack this Ship and one of your Crew to draw one card. React: Tack before performing an action, to move to an adjacent Sea.

The Leviathan (R) Unaligned 10 CM / 4 MC

Your Crew have +1 Adventuring while your Captain is untacked. React: Tack before performing an action to move to an adjacent Sea.

The Massacre (R) Unaligned 10 CM / 4 MC

React: After you have inflicted Hits on a Ship in this Sea with an card with the word "Ramming" or "Powering" in the title, tack this Ship to begin a Boarding with that Ship. React: Tack before performing an action, to move to an adjacent Sea.

The Redeemer (F) Explorers 11 CM / 4 MC

React: Once per turn, when tacking a Crew to produce skill points, that Crew produces 2 extra points of that skill, if the Crew has an Adventure attached that increases the skill being produced. React: Tack before performing an action, to move to an adjacent Sea.

The Revensj (F) Vesten 9 CM / 3 MC

When you start a Boarding that is not canceled, you may draw 2 cards. React: Tack before performing an action, to move to an adjacent Sea.

The Scarlet Roger (F) Crimson Rogers 11 CM / 4 MC

React: Pay 4 Cannon when a Boarding is targeting your Ship to cancel that Boarding (this cost may not be reduced). React: Tack before performing an action, to move to an adjacent Sea.

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

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

The Wayward Soldier (R) Unaligned 6 CM / 2 MC

Act: Tack to move your Ship up to two Seas away (moving through each Sea one at a time). React: Tack before performing an action, to move to an adjacent Sea.

Uncharted Course (F) Gosse 9 CM / 3 MC

Up to three of your Ship Attachments do not count against your Crew Maximum. React: Tack before performing an action, to move to an adjacent Sea.

Captains

Aaron Blackstone (R) Unaligned W7 C:3 S:4 A:3 I:3 Sw:3

Start: La Boca Villainous • Swordsman +2 Aaron may only use ships with no faction symbol. While you have three or more unaligned Crew on Board with a printed Influence cost greater than 2, all of your other Crew have +1 Adventuring.

"The Brotherhood had this stretch to themselves fer far too long."

Allende (F) Brotherhood *Los Vagos* W9 C:2 S:3 A:5 I:3 Sw:4

Start: La Boca Heroic • Swordsman +2 While you have 3 or more other Brotherhood Crew on your Ship, you are always considered to be in the Sea with the lower completion cost when completing an Adventure.

"Leadership is simply a glorified form of stubbornness. When you learn to endure the gravest misfortune, then you will know what it means to lead."

7th Sea Collectible Card Game

Amiral Alazais Valoix-Praise III (F) Montaigne W8

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

Start: Frothing Sea Villainous • Swordsman +2 React: Tack or sink one of your Ally cards in this Sea when you are absorbing Hits, except during Boarding. You suffer 3 fewer Hits if you have 3 or more other Montaigne Crew on board.

"I serve l'Empereur's pleasure. And right now, his pleasure is to destroy Castille."

Berek (F) Sea Dogs W10 C:3 S:2 A:2 I:4 Sw:4

Start: Trade Sea Heroic • Swordsman +2 React: Once per turn, when you are drawing cards at the end of the turn, you may draw one additional card if you have 3 or more other Sea Dog Crew on board and none of your Crew were sunk this turn.

"I think of myself back in those days — what a fool I was."

Captain Bonnie McGee (F) Sea Dogs W9 C:3 S:3 A:3 I:4 Sw:5

Start: Forbidden Sea Heroic • Swordsman +2 You may not have Bloody Bonnie McGee on board. While you have 3 or more other Sea Dog Crew on your Ship and there is a Villainous Captain in play, your Sea Dog Crew have +1 to all skills that are above zero.

Captain Cosette (F) Explorers W C:3 S:4 A:4 I:4 Sw:3

Start: The Mirror Heroic • Swordsman +2 You may not have Cosette on board. Act: Once per turn, if you have 3 or more other Explorers Crew on board, you may look at the top five cards of your deck. You may reveal one Adventure card or Explorer Crew card from those cards, then place it in your hand. Discard the remaining cards.

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

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

"The Vendel paid me to betray Olafssdottir. Do you think she'll let me live if I don't kill her first?"

Captain Margareta Orduño (F) Castille W9

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

Start: La Boca Swordsman +3 You may not have Margareta Orduño on Board. Act: Tack to target one of your Swordsman Crew. If you have 3 or more other Castillian Crew on board your Ship, target a Ship in this sea whose player must target one of their Crew. Play a card from your hand as a Boarding Attack to begin a Duel between your Swordsman and the target Crew.

"The Church snuffed out my light. I owe it nothing."

Captain Melinda Gosse (F) Gosse W9 C:2 S:2 A:4 I:4 Sw:3

Start: Frothing Sea Heroic • Swordsman +2 You may not have Melinda Gosse on Board. React: Tack this Captain when you are entering a Boarding. If you have 3 or more other Gosse Crew on board, you may untack two other Heroic Gosse Crew.

"I hope I can pilot El Toro half as well as Poppa would."

Captain Necros (F) Black Freighter W7 C:3 S:4 A:2 I:3 Sw:4

Start: The Mirror Villainous • Fear 1 • Swordsman +2 You may only Hire Black Freighter Crew cards. Act: Once per turn, while you have 2 or more other non-Skeletal Crew on your Ship, you may Hire one Skeletal Crew by discarding cards from your hand equal to the Crew's Influence cost.

"I summon the power of Legion himself against you..."

Captain Reis (F) Crimson Rogers W7 C:4 S:4 A:3 I:3 Sw:4

Start: Forbidden Sea Villainous • Swordsman +2 While you have 3 or more other Crimson Rogers Crew on your Ship, your Cannon costs to play, cancel, discard, or sink a card are reduced by 3 (minimum 1).

No one had ever faced him and lived... no one but her.

Comte Robert Méchant (F) Black Freighter W9

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

Start: The Mirror Villainous • Fear 1 • Swordsman +2 You may only hire Crew which have the Black Freighter faction symbol. React: Tack one of your Skeletal Crew when you are hiring another Skeletal Crew to produce Influence equal to the tack Crew's Swashbuckling skill. You may only use this ability if you have 3 or more other non-Skeletal Black Freighter Crew on board your Ship.

Der Kire (R) Unaligned *Die Kreuzritter/Eisen* W8

C:0 S:2 A:4 I:3 Sw:5

Start: Trade Sea Heroic • Holy • Swordsman +2 You may not have The Kire on board. Der Kire may only use unaligned Ships. While you have 4 or more unaligned Crew with a printed Influence cost greater than 2 on board, Der Kire inflicts 4 extra Hits during Boarding Attacks.

Enrique Orduño (F) Castille W8 C:2 S:4 A:3 I:3 Sw:5

Start: La Boca Swordsman +3 While you have 3 or more other Castillian Crew on your Ship, all of your Crew inflict 1 extra Hit during Boarding Attacks.

He may have been the greatest sailor his country had ever seen.

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 3 or more other Captive Corsair Crew on your Ship, move your Ship to an adjacent Sea.

Guy McCormick (F) Explorers W9 C:2 S:3 A:5 I:4 Sw:3

Start: Trade Sea Heroic • Swordsman +2 Act: Once per turn, while you have 3 or more other Explorer Crew on your Ship, you may get an Item or Artifact Adventure from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

Obsession can destroy the finest men.

Jeremiah Berek (F) Brotherhood W9 C:3 S:3 A:4 I:3 Sw:4

Start: Forbidden Sea Heroic • Swordsman +2 React: When you are suffering Hits, tack one of your completed Adventures to reduce the Hits suffered by 1 (minimum 0) if you have 3 or more other Brotherhood Crew on your Ship.

"My luck's run out, but I've more than luck to depend on."

7th Sea Collectible Card Game

Kheired-Din (F) Corsairs W9 C:3 S:4 A:2 I:2 Sw:5
Start: Forbidden Sea Villainous • Holy • Swordsman +2 React:
Once per turn, when you are suffering Hits, absorb a number of
Hits equal to this Captain's Swashbuckling, if you have 3 or more
other Corsairs on board.

Philip Gosse (F) Gosse *Knights of the Rose and Cross* W9 C:2
S:3 A:3 I:4 Sw:3
Start: Frothing Sea Heroic • Swordsman +2 While you have 4 or
more other Gosse Crew on your Ship, the Swashbuckling skill of
your Gosse Crew is increased by 1.
"I've led a good life. I hope to die a good death."

Reis (F) Crimson Rogers W8 C:4 S:3 A:3 I:2 Sw:4
Start: Forbidden Sea Villainous • Swordsman +2 While you have
4 or more other Crimson Roger Crew on your Ship, all of your
Crew have a +1 Cannon skill. The legends still strike fear into the
bravest souls:
No banter. No barter. No quarter.

The General (F) Montaigne *Eisen* W10 C:2 S:2 A:3 I:5 Sw:3
Start: Frothing Sea Swordsman +2 While you have 3 or more other
Montaigne Crew on your Ship, your Crew Maximum is increased
by 2.
*Even the Castellians were stunned by his audacity. His exploits
have given Eisen a reason to hope.*

Yngvild Olafssdottir (F) Vesten W9 C:0 S:3 A:4 I:3 Sw:3
Start: Trade Sea Heroic • Lærdom 1 • Swordsman +2 While you
have 3 or more other Vesten Crew on your Ship, your cost to play
or put Weather cards into play is reduced by 3 (minimum 0).
"It will end. One way or another, it will end."



Original Card Design Team: Erik Yapple, Duncan Bachen,
Raymond Lau, David Williams, Kevin Millard, Paul
Norman

Story & Flavor Text: Rob Vaux

Opening Fiction: Rob Vaux

Logo: Mark Jelfo

Graphics: Cris Dornaus

Layout: Charlie Cantrell

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