

Parting Shot

“By Matushka’s name, what happened to you?” Ivanovitch’s face was pale with shock. The Undeclared Heart slowly rocked in the waves beside the Sweet Water as the beam of a lighthouse swept across the dark tides. When it flashed past them, Wazi’s face could be seen. Deep, short scratches covered his bruised cheeks. He moved gingerly, as each movement rippled across his wounded muscles.

“Nothing.” Wazi’s words were slightly slurred, but he stood ramrod straight before the Ussuran Captain. “Miscalculation on my part.”

Ivanovitch nodded and composed his features before handing over a clay-covered jar. “I thought you might enjoy this.” Wazi shuddered and glanced over his shoulder before he shook his head and whispered. “No. I do not drink.” At the other’s puzzled look, he said more loudly. “No. I have no need of it.”

The whaler shrugged and asked, “Why did you send for me?”

“I need some leviathan oil.”

“Leviathan oil? Stuff doesn’t get much trade. Too flammable. Not planning on using it in lanterns, are you?”

“No.” Wazi’s terse answer cut off the Ussuran’s speculation.

“How much do you need?”

“300 barrels.”

The Ussuran whistled softly. “That’s a lot of barrels. I only have two or three. I can get you that much, but it will take some time.”

“How much time?”

“Two months.”

“I need it within two weeks.”

“Two weeks? That will be...difficult. It’ll cost you.”

“I know. How much?”

“One thousand guilders.”

With an exasperated sigh, the Crescent demanded, “How much is that in real currency, Ussuran?”

“200 pounds of gold.”

“50 gold.”

“I’m not haggling, I’m just telling you the price.

There’s only one way to get leviathan oil. From leviathans. And to get that many barrels, it’s going to have to be a huge one or several small ones. Two hundred pounds of gold is the price.”

“What if I throw in some Ussuran slaves?”

“How many?” “I have 40 of them.”

“Forty? I rescued all the ones you had!”

“You did. When I discovered I’d need leviathan oil, I traded with the some of the other captains.”

“Alright, let’s say 100 pounds of gold and the Ussurans. But I’ll need the Ussurans up front.”

“I need them on the oars. I can only release 10 of them for now.”

“I’ll need some of the payment up front.”

Wazi thought carefully for a moment then nodded. “Wait here.” He strode across the deck and down below decks. A few nervous moments passed as Ivanovitch studied the cannons on the deck. When Wazi returned, he carried another thick clay object in his hands which he handed to Ivanovitch. The Corsair spoke in a low voice, “That is a bottle of Marilo ‘22, one of only three surviving bottles. It is said to be the best vintage in the world. Vincenzo Falisci has offered 100 gold for the return of this bottle.” The Corsairs paused and muttered under his breath. “Better that than letting it burn.”

Ivanovitch looked uncertain. “That’s all well and good, even if getting a Vodacce to pay is usually more trouble than its worth. I’ll need the gold and Ussurans upon delivery.”

“Done.”

Ivanovitch stared in Wazi’s eyes for another moment. “What is happening?”

The Crescent shook his head and turned away. Blood from unhealed wounds had soaked into the back of his shirt. “You don’t want to know. But there will be blood and fire before it is over.”

Ivanovitch nodded slowly and turned away. He lifted the sealed bottles in his hands and called over his shoulder. “I’ll raise one for you, friend.”

“Raise a prayer when you’re done.” The Corsair shuddered and went below again.

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Ivanovitch clambered down the ladder to his launch. Leaning close to one of the large rowers, he hissed, “Get us back under our own guns, Sea Legs. I don’t trust these Corsairs further than I can throw you.” The man laughed softly and quickly began pulling towards the Undeclared Heart.

Sea Legs O’Connor rowed with the ease of long practice. “What news, cap’n?”

“We’ve just been hired.”

“Those slavers hired us? Cap’n, I know you traded some men away from them, but how much longer do you think you can trust them?”

“As long as their fear of failing their leader is stronger than their need of new slaves.”

“And how long will that last?”

“Long after we’re gone. Now relax, Sea Legs. We’ve made it this far and now we’re going back to our normal routine.”

“Wenching?”

The captain replied with a smile. “Whaling, you muscle-bound oaf. We’ve been hired to obtain some leviathan oil.”

“Leviathan oil? That’s not our normal routine.”

“They’re paying in bullion and another forty slaves.”

“We’ve got enough crew right now. We could use more gold.”

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"I will not leave the men behind."

"Yeah, I know. They're countrymen. Brothers of blood and language. Well the only language I want to speak is guilder. But I guess, some gold is better than none. Not as good as lots of gold though." The other rowers smiled, but saved their breath for the exertion of rowing through the dark choppy seas.

A week later, no one was smiling. Dark clouds hovered overhead despite a sharp wind out of the west and tiny white caps danced across the water as the Undefeated Heart slowly tacked leeward with short sails. To the north only a few score yards away, dozens of grey mounds drifted through the waves before disappearing back into the warm water of La Bucca. The gunner crews stood tensely on the deck while the riggers and topmen clung to the rigging overhead.

Ivanovitch strode to the centre of the deck and called out loudly. "Men! We're ready. When I give the signal, fire the guns and lets get us some whales. There are leviathans in these waters, so keep alert! Harvesters, I'll give the signal for you to put out. Victor, you know what to do." The captain scanned the men carefully to make sure that everything was in place. "Alright, men, fire!"

After a pregnant pause, the starboard side of the boat burst into smoke and explosions as half a dozen guns let loose simultaneously. Harpoons trailing thick lines flew through the air and smashed into the whales skimming across the surface. The creatures bellowed in pain and anger, but the gunners ignored them in favour of reloading their cannons.

Other crew began drawing the coils of rope tight. One of the targets disappeared beneath the waves and the lines came loose, either outright misses or harpoons not set correctly. But two other lines went taut as the whales dove beneath the waves. The men fought to slow the ropes as they flew through the windlass. Just as the men finished reloading the guns, the whales burst to the surface again. The guns fired again, but this time, the shots were cannon balls instead of harpoons and the explosions of blood and flesh burst from the two struggling creatures.

The captain shouted out and two longboats set out rowing double-time out to the two whales. Four men leapt from the boats onto the whales with long axes in their hands and began the difficult climb up, using rips in the whales flesh as foot holds and planting their axes deep into the creature to pull themselves up. Once on top, they quickly set to work driving their axes down into the flesh behind the head until great gouts of blood and oil flowed out of the weakly struggling creatures. Their task complete, the men quickly slid off the sides of the whales and into the waiting boats. One man slipped as he came down and crashed into another whaler. The two disappeared into the bloody surf beside the whale who rolled slightly towards them. A moment passed and then another. When neither one

appeared again, the longboat quickly pulled back to the Undefeated Heart and the men scrambled back aboard.

By then, the gunners had reloaded and the crew waited uneasily as the whales tortured bellows sounded across the waves. Ivanovitch closed his eyes and took a deep breath. Tasting the blood and blubber leaking from the whales into the salty tang of the sea until suddenly his eyes sprang open and he shouted out wildly, "Hang on!"

Seconds later, the boat shuddered as something enormous smashed into the port side of the ship. As the boat rocked back from the blow, Ivanovitch called out. "Ready gunners! Now Otiro!" The gunners staggered back to their feet and into position by the cannons. Another blow jarred the boat and something cracked beneath the decks, but the Undefeated Heart endured the attack. Then the sky erupted in fire as a bolt of lightning split the air and water beside the ship. With a scream of rage, a creature breached. It was a hill of grey flesh and muscle, twice as large as the Undefeated Heart with a mad gleam in its blood red eyes. Without hesitation, the gunners touched torches to their cannons but the explosions barely registered beneath the crashing thunder as another bolt of lightning hammered into the creature's skull. Long jagged tears in the leviathan's hide pulsed as it suddenly dove deep beneath the surface. A lone cable sped behind it for several seconds before the captain took notice.

"No! Cut that line!" Saladin Khattab an inexperienced gunner, turned with a question in his eyes as the cable jerked to a stop. Then incredibly the starboard side of the Undefeated Heart creaked ominously and slowly began to dip towards the violent ocean waves.

An old timer named Moncle le Fou, yelled out to the gunner, "Ya landlubber, ya never hooks a leviathan! She'll pull ya ta the bottom!" Panic in his eyes, Khattab tried to release the cable from its anchor, but the pressure was too great to allow enough slack. He froze in place for a moment until Ivanovitch appeared at his shoulder and drove down into the cable with an axe he'd picked up as he rushed across the deck. With a tortured twang, the cable snapped and the Undefeated Heart jumped at the release. Jon Miles fell from the sheets and landed with a sickening thud.

For one long moment, the crew pulled themselves to their feet. Ivanovitch snapped out orders to his gunnery crews and they quickly reloaded. Just as they finished, the bleeding leviathan burst from the water only feet from the ship with a shriek to still a man's heart. Yard after yard of the beast emerged from the sea until it towered over the deck of the ship. Even the most experienced of the crew froze in fear at the avalanche hanging over their heads.

All except Captain Ivanovitch. He snatched a burning brand from Khattab and touched it to the gun. With a crash, the gun fired and the cannonballs drove deeply into the beast's belly. That broke the paralysis that had held the crew motionless. The rest of the guns fired a ragged volley that

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crashed into the creature. Time seemed to hold perfectly still for a moment, then the beast toppled back away from them and hit the water with enough force to drench the entire ship.

A collective sigh passed across the crew. The captain straightened and his voice was jovial. "Now we harpoon her, lads. Rig up the sails and tow her back to that spit of land we spotted an hour back. Surgeons attend the crew. Otiro, whistle us up a good wind. We got her boys. This one'll be enough for the Crescents and the two whales are sheer profit." A ragged cheer went up from the men. "Even better, young mister Khattab here has volunteered for first watch of the rendering pots when we land!" The cheer that greeted that announcement left no doubt that some had already begun to dread that malodorous chore.

Before the captain could say anything further, Otiro motioned him towards the stern of the boat. In a low voice, Otiro declared, "Diablo Tiburon was here. We're going to have to deal with it soon."

"What? How do you know it was here?"

"Not many things can do that." The little man pointed across the water to where the two whales still floated. One carcass floated normally enough, still cabled to the Undefeated Heart. The other had been ripped in half with a single chomp of some enormous maw. Ivanovitch could only nod his head grimly as he stared at the head still floating upon the waves.



Parting Shot, an on-line only expansion, was the last A.E.G. sponsored expansion for the 7th Sea Collectible Card Game. It was meant to provide some closure to the CCG storyline and also fill in the gaps to make each of the factions and secret societies as evenly playable against each other as possible. As a special treat, it also included a sheet of blank card frames so that the game can continue to flourish within the 7th Sea fan community.

Actions

Buried Treasure -/- [S/d/p]

Act: Target a card in your sunk pile (other than another Buried Treasure card) and take that card into your hand. Then sink this card.

"Since when did 'X' ever mark the spot?" - Berek

Courage and Honor -/- [S/d/p]

React: Play after you tack one of your Heroic Crew to produce skill points. That Crew produces 3 extra skill points.

"They have vowed to defend Avalon at all costs and to the end. Avalon Forever!" - Mike the Magnificent, Avalon Loyalist

Devotion to the Cause -/- [S/d/p]

React: Play when you are paying the Influence cost for a Crew with a Secret Society symbol or Nation symbol. You may tack another Crew with the same symbol to produce an amount of Influence equal to the tacked Crew's Influence plus 3.

Some are gone, but they will never be forgotten.

Diablo Tiburon 7Ad/7Sa [S/d/p]

Monster This action may not be canceled if the target ship has any Damage Attachments attached. Act: Target a Ship in play. Target Ship suffers a number of hits equal to twice that Ship's Move Cost. Inflict 4 extra hits if target Ship has at least one Damage Attachment attached.

It knew just where and when to strike. The frigate didn't stand a chance.

Fury of the Storm 5Ad/5Sa [S/d/p]

Weather Act: Target a Ship in this or an adjacent Sea. Discard any number of Weather cards from your hand (you may discard zero) to inflict hits on the target Ship equal to 5 plus twice the number of cards discarded. This card may not be canceled if you have at least one Laerdom sorcerer on board your Ship.

The true fury of the Vesten lies not in the storm, but in their hearts.

"Keep a Sharp Look Out!" 2Ad/- [D/p/t]

React: Play when one of your Adventures or Attachment cards is being sunk or discarded from play by another player's Action or Action card. If the card is being discarded, you may shuffle it into your deck instead. If it is being sunk, you may discard it instead. Sink this card.

"Don't know what the captain's worried about. Been quiet all night." - Simon the Bosun

Retirement -/- [S/d/p]

Act: If you have 6 or more completed Prize Adventures completed and in play than any other player has on their Ship, you win the game.

"One day I would like to retire, perhaps to the East through the sands where maybe there are forces more powerful than steel or gold..." - J. Berek

Something's Got to Go 3In/- [D/p/t]

Act: Target an Attachment on a Ship with more Crew on board than the Ship's printed Crew Maximum. That Attachment's controller must either sink the Attachment or sink an untacked Crew.

"Lads, it's either the Rum or me. Hey! Leave me alone!"

The New World -/- [D/p/t]

React: Target another player's Ship when it moves to a Sea adjacent to its previous Sea. Inflict one hit to target Ship. You may only play one copy of this card per Sea moved into.

Faust's map of the west lead to a rich new world full of wonder and plenty. Of course, it was full of danger too...

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Valor and Heroism -/- [S/d/p]

You may not play this card if you have a Villainous Captain, or if you have a Control card in play. Act: Tack your Captain and Ship to put a Control Attachment card into play from your hand without paying its skill cost.

Allende and his men celebrated his return by robbing every ship they saw all the way back to La Bucca.

Crew

Dread Black Freighter 8I C:3 S:2 A:2 I:1 Sw:4 [P/c/t]

First Mate * Loyal * Unique * Villainous * Swordsman+2

You may only Hire this Crew if you have a Villainous Captain. When this Crew is attempting to reverse Boarding Attacks, you may consider each card's Boarding Attack box to act as an additional (ie. third) Boarding Defence box.

The Black Freighter sailed with Upham as captain now. His mission was vengeance against the living.

Midgebrain Murphy Black Freighter 3I

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

Loyal * No Attachments * Topman When this Crew sinks to absorb hits, they absorb 3 extra hits. Act: Once per turn, discard one of your untacked Skeletal Crew from play to draw a card from your deck.

Benjamen the Quick Brotherhood 3I C:2 S:1 A:2 I:1 Sw:2 [P/c/t]

Unique * Villainous * Swordsman+1 Your cost to complete Illegal Adventures is reduced by 1 (min 0) while this Crew is in play. Any other player may discard this Crew by paying 6 Influence as an Action.

"Benjamen the Scurvy Rat-Faced Traitor didn't have quite the same ring to it."

Julie Betts Brotherhood *Sophia's Daughters* 3I

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

Scry 1

This Crew has -3 Influence (min 0) when another Ship is in this Sea.

"The fairer sex is not necessarily the frailer, monsieur."

Angelina Aldonez Castille *Los Vagos* 4I

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

If your Ship's move cost is greater than 3, this Crew gains +1 Sailing and -2 Cannon (min 0). If your Ship's move cost is less than 3, this Crew gains -1 to Sailing and Adventuring (min 0) and +1 Cannon.

She was ready for anything. But when she found herself assigned to the Inquisition, she wondered what anything would be.

Rodrigo the Righteous Castille *Die Kruezzitter* 5I

C:0 S:2 A:0 I:3 Sw:2

Heroic * Holy * Swordsman+1 Villainous crew in this sea produce 1 fewer Influence when tacking to produce Influence (min 0).

"Theus guides my sword and he brought me to you, senor."

Crescent Courtesans Corsairs *Sophia's Daughters* 3I

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

Captive * Loyal * No Attachments * Unique Your non Captive Corsairs Crew have their Influence costs reduced by 1 (min 1).

"Not all captives end up on the oars." - Gustolph Hirsch

Jasmina the Assassin Corsairs 5I C:0 S:0 A:1 I:1 Sw:3 [P/c/t]

Nacht 1 * Villainous * Swordsman+3 This Crew may not attach any cards other than Nacht or Swordsman Knacks. React: When this Crew reverses a Boarding Attack from an opposing Crew, either tack this Crew, or discard a Nacht Knack attached to this Crew, to tack the opposing Crew.

Kheired-Din knew her faith was strong, but didn't realize her enemies were not his own.

Aleski Novgorov Crimson Rogers *Ussura* 5I

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

Pyeryem 1 * Villainous Act: Once per turn, discard a Pyeryem Knack attached to this Crew to search your deck for a Pyeryem 1 Knack that this Crew can attach. Attach that Knack to this Crew and shuffle your deck.

"I know loyalties can be purchased, but for such a meager price?" - Julius Caligari

Basil "Backlash" Hawkins Crimson Rogers *Rilisciare* 5I

C:5 S:0 A:1 I:1 Sw:2 [P/c/t]

Loyal * Unique * Villainous This Crew inflicts 2 hits on your ship when he tacks to perform a Cannon Attack (suffer these hits before the Cannon hits are dealt).

"Trust me, you gotta watch them Villains... they'll stab you in the back at the first opportunity..." - Duncan Bachenstein, Eisen Swordmaster

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

Loyal * No Attachments When this Crew tacks or sinks to absorb hits, they absorb one extra hit. React: When you are paying Adventuring to complete an Adventure with initial cost of 5 or more, discard a card from your hand to produce 1 Adventuring. Use this card's ability once per Adventure you are completing.

"Get behind me, sir. This looks dangerous."

Francisco Garcia del Torres Gosse *Rose & Cross* 4I

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

Topman Heroic React: When this Crew inflicts hits during a Boarding Attack, discard any number of cards from your hand to inflict one extra hit for each card discarded.

"I'm not Torvo's equal, but I can handle myself."

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

Loyal * No Attachments * Unique If Captain Melinda Gosse is your Captain, this Crew does not count towards your Crew Maximum.

"Uncle Phil wouldn't let me go with him. You can't afford to be so choosy with so many berths to fill, Melinda."

Guillaume Windchaser Montaigne 7I C:3 S:4 A:1 I:1 Sw:3 [P/c/t]

Gunner * Heroic * Topman If Allende is your Captain, this crew has the Brotherhood faction symbol.

"I've smuggled peasants through these waters for years. I'll do the same for the nobles that deserve saving."

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Yannick le Geant Montaigne *Rose & Cross* 6I

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

Heroic * Swordsman+3 When this Crew tacks to absorb hits, he absorbs extra hits equal to the number of Crew cards in your sunk pile.

"Pardon me, did you need any assistance? I'd hate to intrude."

Berek's Boys Sea Dogs 4I C:1 S:3 A:0 I:0 Sw:3 [P/c/t]

Loyal * No Attachments * Swordsman+1 This Crew gains +1

Swashbuckling during a boarding if Berek is your Captain.

"Yes sir, Cap'n Berek, sir!"

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

Heroic * Loyal * Topman When this Crew tacks to absorb hits, he absorbs one extra hit. While you have at least one non Captain Swordsman on board, this Crew gains +1 Sailing.

"Chase the Explorers west and pinch everything of value they've found? Haha... sounds like fun to me!"

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

Villainous * Swordsman+1 If any other Ship has more Loyal Crew on board than you have on your Ship, this Crew gains +1 Swashbuckling. React: After you have reversed a Boarding Attack from your hand, discard the top card of your deck. The Boarding Attack is now considered the same as that of the discarded card.

Brian blames the Vestenmanjavenar for his parents' death. He is unpredictable, and will have vengeance even if it means killing his own brother.

Eric Skaarsgaard Vesten 5I C:0 S:2 A:2 I:0 Sw:3 [P/c/t]

Heroic * Loyal This Crew inflicts one extra hit during Boarding Attacks. React: When this Crew is reversing a Boarding Attack, discard a card with the Weather trait from your hand. The Boarding Attack is reversed with the Boarding Attack of the Weather card, and this Crew gains +1 Swashbuckling until the end of the Boarding Attack.

Eric couldn't save his parents, but he has vowed to save his brother from his blood thirsty vendetta.

Sean Garloise Explorers/Sea Dogs 6I C:0 S:2 A:2 I:2 Sw:2 [P/c/t]

Loyal * Unique If you have an Explorers Captain, this Crew gains +1 Adventuring. If you have a Sea Dogs Captain, this Crew gains +1 Swashbuckling. When tacking to produce Influence to hire a Crew aligned to your Captain's faction, this Crew produces 2 extra Influence if there is at least one card in play with the word "Beer", "Rum" or "Wine" in its title.

He'd served the Sea Dogs for years and when he told his captain he was shipping with the Explorers, Berek gave him a jeweled dagger to remember the good times.

Belladonna Unaligned *Vodacce* 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique * Scry 1 This Crew may not attach Scry knacks while tacked.

"My thanks for the timely rescue. That fire was ruining my shoes."

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

Topman * Unique Cards with the title "Master of the Tops" being attached to this Crew have their costs reduced to zero. React: Once per turn, when you are paying Sailing, discard a number of cards from your hand equal to your Ship's Move Cost to produce Sailing equal to your Ship's Move Cost.

"There's nothin' to be afraid of in the tops... except fallin' to yer death."

June the Fair Unaligned *Sophia's Daughters* 9I

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

Unique * Glamour 1 * Scry 1 This Crew's Influence cost is reduced by 2 if you have a Crew with the Glamour trait on board your ship. If any player has Queen of the Sidhe in play, this card has the Explorers faction symbol. While this Crew has 4 or more Sorcery Knacks attached, she gains +1 to all skills and +1 to her Glamour.

"Rumour is that she's a full blooded Sidhe... An' no one knows whatpowers she has. Most are afraid to find out."

Pappy Unaligned *Ussura* 2I C:0 S:0 A:1 I:0 Sw:1 [P/c/t]

This Crew has +2 Adventuring when you are paying the completion cost of an Adventure.

Ivanovitch's father had sailed with him for so long, most of the crew had forgotten his real name.

Ussuran Whalers Unaligned *Ussura* 4I

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

When this Crew tacks to absorb hits from a Monster card, Weather card, or Sea Attachment, they absorb 2 extra hits.

"Aye, aye, Cap'n Ivanovitch. We'll gut and stuff that overgrown cod. But, umm, how big did you say it was?"

Shadow Unaligned *Eisen* 2I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Unique * Nacht 1 This Crew may not attach Nacht knacks while tacked.

"The Brotherhood is my family. I won't abandon them." -Invar Anderson

Valentina Villanova Unaligned *Sophia's Daughters, Vodacce* 5I

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

Scry 1 Act: Tack and sink one of your Crew to draw 2 cards from your deck.

"Our only choice was to fight free. That is still the only destiny I see for us."

Adventures

Cities of Gold [T/c/s]

2 Seas Away * Unique To complete: Pay 4 Adventuring (3 if you have 4 or more Crew aligned to your Captain's faction on board). CAPTAIN ATTACHMENT Act: Tack this card and a Crew aligned to your Captain's faction to hire a Crew from your hand, discard pile or draw deck. That Crew's Influence cost is reduced by 3 (min 1) until that Crew enters play if that Crew shares a Nationality, Secret Society, or Faction symbol with your Captain.

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Flying the Jolly Roger [T/c/s]

2 Seas Away To complete: Pay 4 Adventuring (2 if you have a card with the Jolly Roger trait on board). SHIP ATTACHMENT * ILLEGAL * UNIQUE The Adventuring costs of your uncompleted Adventures are reduced by 1 (min 0).

With Allende's return the Brotherhood embraced their trade with renewed vigor.

Harness the Darkness [T/c/s]

1 Sea Away To complete: Tack one of your Sorcerers with Nacht of 1 or more. CREW ATTACHMENT * NACHT 1 KNACK +1 Swashbuckling React: Tack the attached Crew instead of performing a Boarding Attack to target the opposing Ship. Inflict hits to the target Ship equal to the attached Crew's Swashbuckling. You may discard a Nacht knack from your hand to increase the hits inflicted by 3.

"What you don't see can kill you." - Jasmina

The Elixir of Life [T/c/s]

1 Sea Away To complete: Tack one of your Sorcerers with Scry of 1 or more. CREW ATTACHMENT * SCRY 1 KNACK Act: Once per turn, discard another Scry knack attached to this Crew to draw a card. React: Tack this card and any one of your Crew when you are suffering hits, to suffer 4 fewer hits.

"Immortality is an impossibility." - Alvara Arceniega

Attachments

Battle for La Bucca [C/d/s]

THIS SEA ATTACHMENT * CONTROL You must sink two of your untacked Crew to put this card into play, and may only play this card while your ship is in La Boca. Any player in this Sea may discard this card by sinking three of their untacked Crew as an Action. While in this Sea, Captains and Crew that share a Nation, Secret Society or Faction symbol with their Captain inflict one extra hit with Boarding Attacks and Cannon Attacks.

"The Corsairs streamed onto the docks, led by their massive leader..." - Dana the Scribe, Tales of Theah

Deception and Illusion [C/d/s]

GLAMOUR 1 KNACK React: Tack when you are paying a Swashbuckling cost to produce Swashbuckling equal to this crew's glamour.

"Are you sure you're ready to face me?" - Celedoine

Eisen Alliance [C/d/s]

THIS SEA ATTACHMENT * CONTROL You may only play this card while your Ship is in the Frothing Sea. You must discard 3 Item Attachments to put this card into play. Your Captain is considered to have the Eisen symbol. Any player may discard this card as an Action by discarding 3 of their completed Adventures while in this Sea. Act: Tack this card to search your deck for an Adventure whose cost is reduced while you have The River in play. Put that card into your hand then shuffle your deck.

Kheired Din's Fortitude [C/d/s]

CORSAIRS CAPTAIN ATTACHMENT * UNIQUE You may only attach this card to your Captain when starting Crew are chosen, at the cost of 1 point of starting Wealth, and only if they have the name "Din" in their title. React: When you sink the attached Crew, instead discard all your cards from play except Captain and Ship. Untack both, and return your Ship to your starting Sea. You may hire one Crew from your hand at zero cost. The current Action is considered resolved, and play continues with the next player.

The Jolly Roger of Gosse's Gentlemen MC+0 [C/d/s]

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

Ussuran Alliance [C/d/s]

THIS SEA ATTACHMENT * CONTROL You may only play this card while your Ship is in The Mirror. You must discard 3 Goods Attachments to put this card into play. Your Captain is considered to have the Ussuran symbol. Any player may discard this card as an Action by discarding 3 of their completed Adventures while in this Sea. Act: Tack this card to search your deck for a Henchmen Attachment or an Adventure. Put that card into your hand then shuffle your deck.

With Allende missing, the Ussurans have gone looking for new allies on the seven seas.

Vodacce Alliance [C/d/s]

THIS SEA ATTACHMENT * CONTROL You may only play this card while your Ship is in the Forbidden Sea. You must discard 2 completed Artifact Adventures to put this card into play. Your Captain is considered to have the Vodacce symbol. Any player may discard this card as an Action by discarding 3 of their completed Adventures while in this Sea. Act: Tack this card to search your deck for a Prize Adventure. Reveal that card to all players, add it to your hand, then shuffle your deck.

The Crimson Rogers have found other buyers for the artifacts they sieze.

Chanteys

Boarded by Raiders 1Sa/- [T/c/s]

All players have the following ability: React: When you are pushing a Crew forward for a Boarding Attack, they inflict 2 extra hits. *Yngvild told her men there was an alternative to meaningless blood and death.*

With Your Best Men About You -/- [T/c/s]

Any player may sink this Chantey as an Action by tacking their Captain. All Crew with an influence cost of 3 or more in play with the Loyal trait gain +1 to all of their non zero Skills.

With so many heading west, those who remain gather their most loyal men.

7th Sea Collectible Card Game

Ships

The Undeclared Heart Unaligned 9 CM / 3 MC

Monster and Weather cards inflicting hits on this Ship inflict 4 fewer hits (min 0). React: Tack before performing an Action to move to an adjacent Sea.

Captains

Captain Ivanovitch Unaligned *Ussura* 8W

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

Pyeryem 1 * Swordsman+2 START: The Mirror When this Captain tacks to produce Influence to hire an Ussuran Crew, this Captain produces 2 additional Influence. While you have 4 or more Unaligned or Ussuran Crew on board with an Influence Cost of 3 or more, your Unaligned Crew and Ussuran Crew absorb 1 additional hit when tacking to absorb hits (+2 total if Unaligned and Ussuran).

Captain Red Gosse 9W C:2 S:4 A:5 I:3 Sw:3

Heroic * Swordsman+2 START: The Mirror You may not have Red the Adventurer on board. While you have 4 or more other Gosse crew on board, this Captain has the following ability:

React: When you are tacking one of your Gosse Crew to produce Adventuring for a skill cost or any other skill for a cancel cost, tack an Attachment attached to the tacking Gosse Crew to produce one extra point of that skill (or two extra points if the Attachment is titled "Red").

Captain Roberts Roberts Faction 9W C:3 S:3 A:3 I:4 Sw:4

Legendary Captain * Heroic * Swordsman+2 START: Trade Sea. While you have 4 or more Crew on board with an Influence cost of 3 or more, your Topman Crew gain +1 Sailing, your Gunner Crew gain +1 Cannon, and your Swordsman Crew inflict an extra hit during Boarding Attacks.

True heroes never die.



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