

The cannon shot ripped across the bow of the *Grâce*, missing the ship by scant inches. The General swore beneath his breath and gripped the railing even harder. Splinters cracked beneath his panzerhand.

"How much farther?!" he shouted to his first mate. Crouching in the forecastle, Timothy le Beau gave him a grin.

"Just beyond the next bend!"

The Castillian guns fired again, and again the *Grâce* lurched in a desperate effort to avoid their wrath. It had been this way since El Morro. The armed galleons which pursued him had no intention of letting him escape with the Inquisition's most valued prisoner. The *Grâce* was fast and his crew were the best, but it was only a matter of time before a canister of grapeshot found its mark.

The General steadied himself as the *Grâce* made another fast tack. He looked up to see the bruised face of Admiral Orduño, who was clinging somewhat less precariously to the railing.

"I must apologize," Orduño spoke above the gunfire, "for my captains' doggedness. They are good men and I cannot fathom what lies the Inquisition have invented about me."

"I appreciate it, mein Herr, but we knew this journey had its share of perils."

More cannonballs splashed in the water off to port. The *Grâce* arced gracefully around them, then arrowed towards a small tributary which branched off the *Delia's* main channel. Orduño's eyes widened.

"Not that way, señor! They'll have us trapped!"

"No they won't!" The General pointed. "Look!"

Across the width of the tributary stretched an impossibly huge Porté hole. It tore into the fabric of reality like an open wound, its sides pulsing and bleeding with monstrous life. Along its sides - perched in trees or wading in the river's shallows - a small group of Montaigne strained to hold it open. Their hands bled as red as the colossal opening, their faces strained with the sorcerous effort.

"How in Theus' name..." Orduño gasped.

"The five best Porté mages in l'Empereur's Navy." The General's teeth flashed in a mad smile. "It's large enough to fit a vessel of this size."

"We can't go through there!" Orduño shouted.

A cannonball struck their side, tearing a cleft in the *Grâce*. The galleons behind them were closing.

"We have no choice!" The General returned. "I alerted every Castillian fortress on my way up! We cannot run that gauntlet a second time!"

"But this is madness!"

"Would you prefer the flames?"

Orduño pondered silently for a moment while the *Grâce* drew even closer to the gaping hole.

"It will be all right," the General reassured him.

"Timothy's prepared a gateway on the other side." As he

spoke, he saw members of his crew lashing themselves to any firm anchor. A deep rumble sounded from the hole, like the roar of some monstrous beast.

"Why are you doing this?!" Orduño asked.

"Because I promised your frau I'd save you. And for once, I mean to keep my word."

Orduño blinked then held out his hand. The General took it. "I was right," the Castillian intoned. "You are a man of honor."

The figurehead passed through the Porté hole and the sound became unbearable. The General clenched the railing with his free hand and raised his voice. "Everyone close your eyes!"

Orduño lowered his head reverently. "May the arms of Theus open to you. May His embrace keep you safe from Legion's talons..."

"Here we go!"

With a convulsive shudder and an inhuman scream, the *Grâce* passed into the hole. Red arcs shot out from the sides of the portal like veins. The mage on the topmost branch howled in agony and fell from his perch, his body swelling with blood-red boils. The tiller passed into the breach and the Porté hole collapsed with a wet rending sound. A second mage dropped lifelessly into the river while his colleagues struggled to contain the pain shooting heedlessly through their limbs.

The *Grâce* and her crew were gone.



"The Island will rise..."

It has lain beneath the waves for untold millenia, an inhuman engine of power and magic: Cabora, the Island of the Sunken Eye. It has haunted the dreams of lost Explorers and shattered the vision of Theah's mystics. Guy McCormick believes it holds the secret of his missing wife. Reis thinks it can destroy his dogged rival. Kheired-Din thinks it holds the key to Theus himself. But all have sought it, and all have been turned back...until now.

The switch has been found. The last piece is in place. The Island will rise - and all of Theah will tremble in its shadow."

Horizon's Edge was the ninth release for the 7th Sea Collectible Card game.

7th Sea Collectible Card Game

Actions

A Little Broadside Help (U) -/- [/]

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

A Little On-Shore Help (U) -/- [/]

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

Allende's Rescue (C) -/- [/]

React: Play when you are entering a Boarding. Tack one of your Crew aligned to your Captain's faction to untack your Captain if your Captain has the Heroic trait.

Death Stare (R) -/- [/]

Fear 1 Knack • Unique React: Target one of your Crew with Fear of 1 or more instead of performing a Boarding Attack. All of your Crew inflict extra Hits equal to the targeted Crew's Fear level during Boarding Attacks. In addition, your Crew with the Fear trait inflict an additional number of Hits during Boarding Attacks equal to their Fear level. These effects last until the end of the Boarding.

Destiny and Loyalty (C) -/- [/]

You may not play this card if you have a Villainous Captain. React: Play when your Captain tacks to produce skill points. Your Captain produces extra skill points equal to the number of Loyal Crew you have on Board.

First Mate's Duel (U) -/4Sw [/]

Target another player's Ship in this Sea. That player must target one of his or her Crew. Target one of your Crew and play a card from your hand to begin a Duel between both of the targeted Crew. The Crew playing the final Boarding Attack in the Duel inflicts 4 extra Hits.

Hit to the Deck (U) -/- [/]

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 may not bring Crew cards into play. You may sink this Attachment by paying 4 Swashbuckling as an Action. You may not sink or discard this card with other card effects.

Inquisition Witch Hunt (U) 3Ad/- [/]

Target and tack all Sorcery Knacks and non-Captain Sorcerers in play.

Iron Mask (C) 4Sw/- [/]

React: Play when you suffer Hits. Attach this card to one of your Villainous Crew without a Face attachment to absorb 2 Hits. This card has the Face trait, and gives the attached Crew the trait Fear 1. If the Crew already has the Fear trait, that Crew gains +1 to their Fear. A Crew may not have more than one Face attachment.

Lyin' John's Fate (U) -/- [/]

You may only play this card if you have an untacked Villainous Captain. Search an opponent's discard pile and target a Crew card in that discard pile. Place that Crew card in that player's sunk pile. Until the end of the turn, any player placing a Crew card in the discard pile must place that Crew in the sunk pile instead. Sink this card.

Northern Trade Route (C) M+0/- [/]

Move your Ship 2 Seas towards the Trade Sea (moving through each Sea, one at a time).

Predators of the Sea (R) M+5/M+3 [/]

Target a Ship in an adjacent Sea. Move your Ship to that Sea and begin a Boarding with that Ship.

Pushing the Limits (R) -/- [/]

Sink a Sorcery Knack attached to one of your Crew to untack that Crew. Sink this card.

Southern Trade Route (C) M+0/- [/]

Move your Ship 2 Seas towards The Mirror (moving through each Sea, one at a time).

Swelling Tides (C) -/2Sa [/]

Weather Target a Ship in this Sea. Tack the target.

The Discovery Attacks (C) -/- [/]

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

The Path to San Cristobal (C) M+2/- [/]

Move your Ship to any Sea with a Port card attached (moving through each Sea, one at a time).

Crew

Andare de Castillo (C) Castille 3I C:0 S:2 A:0 I:1 Sw:1 [P/c/t]
Holy Andare has +2 Influence and +1 Swashbuckling while you have one or more cards in play with the Oath trait.

Andre Braudel (F) Gosse 9I C:3 S:4 A:3 I:2 Sw:4 [P/c/t]
Experienced • Unique • First Mate Heroic • Loyal • Swordsman +2 (Andre inflicts 2 extra hits during Boarding Attacks) Act: Tack Andre to suffer 2 fewer Hits from all cannon attacks (minimum 0) until the end of the turn.

Benny Gimble (R) Sea Dogs 7I C:0 S:2 A:3 I:2 Sw:1 [P/c/t]
Experienced • Unique • Loyal Glamour 2 React: Discard an Attachment attached to Benny when you are suffering Hits to reduce the Hits suffered by 2.

Captive Thugs (C) Corsairs 3I C:1 S:2 A:0 I:0 Sw:1 [P/c/t]
Captive • Rower • Loyal • No Attachments

Cathwulf Vogt (R) Montaigne 8I C:4 S:2 A:2 I:1 Sw:3 [P/c/t]
Experienced • Unique Gunner Attachments which increase Cathwulf's Cannon skill each provide an additional +1 Cannon.

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Connor Lynch (R) Gosse 6I C:2 S:0 A:2 I:0 Sw:4 [P/c/t]
Experienced • Unique • Heroic Swordsman +1 (Connor inflicts 1 extra hit during Boarding Attacks) During a Boarding, Connor has a bonus to his Swashbuckling equal to the number of Crew on the other Ship with an Influence cost less than 3.

Daring Fools (U) Sea Dogs 3I C:1 S:0 A:2 I:1 Sw:2 [P/c/t]
Loyal • No Attachments Act: Tack and sink the Daring Fools to draw 2 cards from your deck. You may only use this ability if you have no cards in your hand.

Foul Weather Jack (R) Explorers 5I C:4 S:0 A:2 I:2 Sw:2 [P/c/t]
Experienced • Unique Loyal • Gunner You must discard the top card of your deck when Jack tacks to produce Cannon. If the Boarding Attack on the discard is a Slash, Jack produces 2 less Cannon (minimum 0).

Franco Vesefe (R) Explorers 5I C:0 S:4 A:1 I:1 Sw:2 [P/c/t]
Unique • Heroic Your Captain has +1 Adventuring and +1 Influence while Franco is on board your Ship.

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 (Gerard inflicts 3 extra hits during Boarding Attacks) While Gerard is untacked, your Montaigne Crew that sink to absorb Hits absorb additional Hits equal to half of their printed Influence cost (rounded up).

Grendel Thorton (C) Brotherhood 4I
C:0 S:0 A:2 I:3 Sw:1 [P/c/t]
When Grendel sinks to absorb Hits he absorbs 2 extra Hits. Act: Discard Grendel 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.

Grutch (R) Crimson Rogers 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]
Unique • Villainous • Loyal When hiring Grutch, you may pay an additional 3 Influence to give him +3 Cannon and the trait Gunner until the end of the game.

Gullbait Friedrich (R) Black Freighter 3I
C:2 S:2 A:0 I:0 Sw:1 [P/c/t]
Unique • Villainous • Loyal When hiring Friedrich, you may pay an additional 3 Influence to give him the trait: Fear 1 and +3 Swashbuckling until the end of the game.

Hector Beuchamp du Charouse (U) Corsairs 5I
C:3 S:0 A:1 I:1 Sw:2 [P/c/t]
Captive • Porté 0

Heinrich Logan (U) Castille 3I C:2 S:0 A:0 I:0 Sw:2 [P/c/t]
Heroic • Gunner Heinrich has +3 Cannon if another Ship in this Sea has a Sorcerer on Board.

Ian O'Toole (U) Vesten 4I C:0 S:0 A:0 I:3 Sw:3 [P/c/t]
Villainous When Ian produces Swashbuckling to sink or discard a Damage Attachment, he produces additional Swashbuckling equal to his Influence.

Ilya "Gadalka" Letinovich (C) Vesten 4I
C:4 S:0 A:0 I:0 Sw:2 [P/c/t]
Gunner • Pyeryem 0

J.P. Wardbraddon (R) Sea Dogs 3I
C:2 S:0 A:1 I:0 Sw:1 [P/c/t]
Unique • Heroic • Loyal When hiring J.P., you may pay an additional 3 Influence to give him the trait Glamour 1 and +3 Influence until the end of the game.

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 (Jacques inflicts 2 extra hits during Boarding Attacks) Act: Tack Jacques 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 Jacques and the target Crew.

James Stiller (R) Gosse 3I C:1 S:2 A:0 I:0 Sw:2 [P/c/t]
Unique • Heroic • Loyal When hiring James, you may pay an additional 3 Influence to give him the trait: Swordsman +2 and +1 Swashbuckling until the end of the game.

Josephina Culpepper (C) Crimson Rogers 4I
C:0 S:4 A:2 I:0 Sw:2 [P/c/t]
Villainous • Glamour 0

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 Juliet is on Board.

Korintine Nicolovich (F) Explorers 8I
C:1 S:4 A:3 I:3 Sw:3 [P/c/t]
Experienced • Unique • Loyal First Mate • Pyeryem 2 When Korintine is Experienced or Hired you may search your deck and discard pile for an Attachment card that is a Pyeryem Knack, attach it to Korintine and then shuffle your deck.

Louis Fontaine (R) Corsairs 3I C:0 S:2 A:2 I:0 Sw:2 [P/c/t]
Unique • Captive • Loyal When hiring Louis, you may pay an additional 3 Influence to give him +2 Sailing, +1 Swashbuckling and the Rower trait until the end of the game.

Miguel Bascalle (R) Castille 3I C:0 S:2 A:1 I:1 Sw:2 [P/c/t]
Unique • Heroic • Loyal When hiring Miguel, you may pay an additional 3 Influence to give him +2 Sailing, +2 Adventuring and the Holy trait until the end of the game.

Montaigne Musketeers (C) Montaigne 3I
C:0 S:0 A:1 I:2 Sw:2 [P/c/t]
Loyal • No Attachments Swordsman +1 (The Musketeers inflict 1 extra hit during Boarding Attacks) Montaigne Musketeers may attach Swordsman Knacks.

Naughty Dan (U) Brotherhood 3I C:0 S:0 A:0 I:0 Sw:3 [P/c/t]
Heroic React: Sink Dan when you are suffering 3 or less Hits. Redirect those Hits to another Ship in this Sea.

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No-Leg William (R) Black Freighter 7I

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

Loyal • Experienced • Unique Topman William is considered to have two Leg attachments. Act: If William is untacked, pay 2 Sailing to attempt a Boarding with another Ship in this Sea (this may be canceled normally).

Percival du Lac (R) Montaigne 3I C:0 S:2 A:0 I:2 Sw:1 [P/c/t]

Unique • Heroic • Loyal When hiring Percival, you may pay an additional 3 Influence to give him the trait: *Porté* 1 and +2 Cannon until the end of the game.

Peter Silver (R) Gosse 6I C:2 S:3 A:3 I:1 Sw:2 [P/c/t]

Experienced • Unique Heroic • Swordsman +1 (Peter inflicts 2 extra hits during Boarding Attacks) React: Once per turn, when Peter is tacking to produce skill points, you may tack one of your other Crew to have Peter produce an extra 2 points of that skill.

Roald Andreasson (C) Vesten 3I C:0 S:4 A:1 I:0 Sw:2 [P/c/t]

Villainous Roald may not be part of your starting Crew unless you have a Villainous Captain. You may not hire Roald unless you have more than one Villainous Crew in play. When Roald tacks to absorb Hits he absorbs 1 extra Hit.

Roberta Estrada (R) Brotherhood 7I C:2 S:3 A:4 I:1 Sw:3 [P/c/t]

Experienced • Unique • Loyal Heroic Act: Tack Roberta to get an Adventure from your discard pile and put it into play, uncompleted. You may immediately move your Ship one Sea towards that Adventure.

Rosa Maria de Barcino (R) Castille 7I

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

Experienced • Unique Swordsman +1 (Rosa inflicts 1 extra hit during Boarding Attacks) React: After you have reversed a Boarding Attack with any one of your Crew, tack Rosa to tack the opposing Crew involved in the Boarding Attack.

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

Captive • Rower Sal has +2 Sailing if there is a Chantey in play.

Soren “Painless” Halstead (C) Unaligned 6I

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

Heroic When hiring Soren, you may pay 5 Swashbuckling to reduce his Influence cost to 0.

Sylvia Étalon du Toille (U) Gosse 5I C:0 S:0 A:2 I:2 Sw:3 [P/c/t]

Heroic • Swordsman +2 (Sylvia inflicts 2 extra hits during Boarding Attacks) Sylvia may attach cards as if she were Montaigne • When Sylvia comes into play, you may search your deck for a card with the title: “Montaigne Puzzle Sword” and attach it to Sylvia at no cost.

Talia del Emelia (R) Brotherhood 3I C:2 S:1 A:0 I:0 Sw:2 [P/c/t]

Unique • Gunner • Loyal When hiring Talia, you may pay an additional 3 Influence to give her the trait: *Fate* 1 and +2 Sailing until the end of the game.

Ten Barrels Bob (U) Explorers 5I C:0 S:4 A:2 I:0 Sw:1 [P/c/t]

Villainous React: Tack Bob 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 Bob. Target Crew is discarded.

Two Dagger Dirk (C) Gosse 4I C:0 S:2 A:0 I:0 Sw:2 [P/c/t]

Topman • Swordsman +2 (Dirk inflicts 2 extra hits during Boarding Attacks) React: Discard a card from your hand after Dirk has played a Boarding Attack. Change that Boarding Attack to a Slash.

Ulfgar Jor Brønsen (C) Explorers 4I C:0 S:0 A:4 I:0 Sw:2 [P/c/t]

Heroic • Lærdom 0

Undead Boarders (C) Black Freighter 3I

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

Loyal • No Attachments Skeletal (This Crew may not tack to absorb Hits. Place this Crew in your discard pile when it sinks.) During a Boarding, Undead Boarders may tack to absorb Hits.

Valgard Skaardalneir (R) Vesten 3I C:0 S:0 A:0 I:2 Sw:3 [P/c/t]

Unique • Heroic • Loyal When hiring Valgard, you may pay an additional 3 Influence to give him the trait: *Lærdom* 1 and +2 Influence until the end of the game

Vinchenzo de Tonelli (U) Crimson Rogers 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 cards to untack this Crew.

Volta (R) Crimson Rogers 8I C:2 S:0 A:4 I:2 Sw:4 [P/c/t]

Experienced • Unique • Loyal Swordsman +2 (Volta inflicts 2 extra hits during Boarding Attacks) React: Tack your Captain when another Ship begins a Boarding with your Ship to cancel the Boarding. The attempting player must target one of their Crew. Play a card from your hand as a Boarding attack to begin a Duel between Volta and the targeted Crew.

“Magpie” Muscov (R) Explorers 3I C:0 S:4 A:0 I:0 Sw:1 [P/c/t]

Unique • Loyal When hiring “Magpie”, 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.

Adventures

Blink Attack (U) [T/c/s]

1 Sea Away To Complete: Tack one of your Sorcerers with *Porté* of 1 or more. Crew Attachment • *Porté* 1 Knack: Act: Tack this Crew to target another player’s untacked, non-Captain Crew. Play a card out of your hand as a Boarding Attack to begin a Duel between this Crew and the target Crew.

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

1 Sea Away To Complete: Tack one of your Sorcerers with Glamour of 1 or more. Crew Attachment Glamour 1 Knack: Act: Tack this card to target another player’s Ship. That player must target an adjacent Sea and then move their Ship to that Sea.

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Grandmother Ussura (U) [T/c/s]

1 Sea Away To Complete: Tack one of your Sorcerers with Pyeryem of 1 or more. Crew Attachment Pyeryem 1 Knack: React: Tack this card when this Crew tacks to absorb Hits during a Boarding. The other player in the Boarding must sink 2 cards from their hand.

Hidden Fate Heritage (C) [T/c/s]

1 Sea Away To Complete: Pay 5 Adventuring (3 if completed in the Forbidden Sea or if you have a Fate Sorcerer on Board) Crew Attachment (You may not attach this card to a Crew with the Fate trait): This Crew has the trait Fate 1.

Hidden Glamour Heritage (C) [T/c/s]

1 Sea Away To Complete: Pay 5 Adventuring (3 if completed in Frothing Sea or if you have a Glamour Sorcerer on Board) Crew Attachment (You may not attach this card to a Crew with the Glamour trait): This Crew has the trait Glamour 1.

Hidden Lærdom Heritage (C) [T/c/s]

1 Sea Away To Complete: Pay 5 Adventuring (3 if completed in the Trade Sea or if you have a Lærdom Sorcerer on Board) Crew Attachment (You may not attach this card to a Crew with the Lærdom trait): This Crew has the trait Lærdom 1.

Hidden Porté Heritage (C) [T/c/s]

1 Sea Away To Complete: Pay 5 Adventuring (3 if completed in La Boca or if you have a Porté Sorcerer on Board) Crew Attachment (You may not attach this card to a Crew with the Porté trait): This Crew has the trait Porté 1.

Hidden Pyeryem Heritage (C) [T/c/s]

1 Sea Away To Complete: Pay 5 Adventuring (3 if completed in The Mirror or if you have a Pyeryem Sorcerer on Board) Crew Attachment (You may not attach this card to a Crew with the Pyeryem trait): This Crew has the trait Pyeryem 1.

Lucrezia's Prophecy (U) [T/c/s]

1 Sea Away To Complete: Tack one of your Sorcerers with Fate of 1 or more. Crew Attachment • Fate 1 Knack: React: Tack this card instead of performing a Boarding Attack. The other player in the Boarding must tack one of their Crew.

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

1 Sea Away To Complete: Tack one of your Sorcerers with Lærdom of 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 target Crew.

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

Prize • 2 Seas Away (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. Unique • Captain Attachment: +1 Swashbuckling. Your Crew with the Loyal trait have +1 Swashbuckling.

The Porté Escape (U) [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 Rise of Cabora (C) [T/c/s]

1 Sea Away To complete: Pay 4 Adventuring (3 if completed in The Mirror). Crew Attachment: This Crew absorbs 3 extra Hits when tacking to absorb Hits.

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

Unique • 2 Seas Away To Complete: Pay 8 Adventuring (5 if your Ship's printed crew maximum is less than 9). Artifact • Ship Attachment: React: Tack this card after you tack a Crew to produce Adventuring to complete an Adventure (not this one). Untack that Crew.

Attachments

A Blooded Coin (U) 1In [C/d/s]

CREW ATTACHMENT Porté 1 Knack React: Tack 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.

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

CREW ATTACHMENT Fate 1 Knack React: Tack Alesio's Sacrifice after one of your Crew with an Influence cost greater than 3 is sunk. Place the Crew in your discard pile.

Berserker School (U) 2In [C/d/s]

Swordsman Knack (A Crew may only attach a number of Swordsman Knacks up to their Swordsman bonus.) A Crew may not have more than one copy of Berserker School 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.

Bones of Our Ancestors (R) 4In [C/d/s]

VESTEN CAPTAIN ATTACHMENT Patron • You may tack one of your Lærdom Sorcerers when attaching this card to your Captain to reduce the Influence cost of this card to 0. React: Tack this card when you inflict Hits on another Ship in this Sea. That Ship suffers 3 additional Hits.

Get To It! (R) - [C/d/s]

CREW ATTACHMENT Fear 2 Knack Eye (A Crew may not have more than 1 Eye attachment) React: Tack this card when one of your other Crew tacks to produce skill points. That Crew produces extra skill points equal to this Crew's Fear level.

Local Assistance (R) - [C/d/s]

CAPTAIN ATTACHMENT Unique Act: Tack this card to target another Ship in this Sea. If you are in your Captain's Starting Sea, inflict 3 Hits on the target Ship.

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Reis' Fury (C) - [C/d/s]

VILLAINOUS CREW ATTACHMENT Face (A Crew may not have more than 1 Face Attachment) React: Tack Reis' Fury when this Crew inflicts Hits with a Boarding Attack. Heroic Crew may not tack to absorb these Hits.

Robin Goodfellow (U) - [C/d/s]

CREW ATTACHMENT Glamour 1 Knack React: Tack this card when this Crew or a card attached to this Crew inflicts Hits on another player's Ship. The Ship suffers 3 additional Hits.

San Cristobal Under Siege (R) - [C/d/s]

THIS SEA ATTACHMENT Any player in this Sea may sink this Attachment by paying 3 Swashbuckling as an action. Players in this Sea during the untack phase must sink the top card of their deck and the top card of their discard pile.

Sparrow Hawk (U) - [C/d/s]

CREW ATTACHMENT Pyeryem 1 Knack React: Tack this card when another player plays or performs an action that would create a Duel involving one of your Crew. That action is canceled.

Spectral Aura (U) - [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.

Syrneth Navigator (U) 2Ad [C/d/s]

HEROIC CREW ATTACHMENT Artifact • Hand (A Crew may not have more than 1 Hand Attachment) React: Tack this Crew when another player performs a React which cancels one of your Actions that will result in a Boarding. Cancel the React.

The Eternal Grave (R) - [C/d/s]

CREW ATTACHMENT Unique • Fear 2 Knack React: Sink this card when another player inflicts Hits on your Ship. Reduce the Hits to zero.

Trickster's Grin (C) - [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.

Tungsinn ("Gloom") (R) - [C/d/s]

CREW ATTACHMENT Unique • Lærdom 1 Knack React: Tack instead of performing a Boarding Attack. Target and tack a Crew on the other Ship with an Influence cost less than double this Crew's Lærdom.

We'll Get Him Back! (U) - [C/d/s]

SEA ATTACHMENT Unique • Oath While attached to a Sea your hand size is reduced by 1. React: Tack this card and attach it to your Captain after you have hired a Crew with a printed Influence cost greater than 6. While attached to your Captain, you draw 1 extra card between rounds of a Boarding.

Chanteys

Into the Tower (U) -/2In [/]

All Captains are considered to have the following ability: Act: Once per turn, tack your Captain to search your deck for a card with the Oath trait. Show it to your opponent(s) and place it in your hand.

One Shot — Make it Count (C) -/ [-/]

Any player may sink this Chantey by paying 4 Influence as an action. Action cards are placed in the sunk pile instead of the discard pile after they have been canceled or resolved (except Action cards which become attachments).

Rewrite the Rules (C) -/2Sw [/]

Instead of drawing three cards at the end of the turn, players must draw cards from their deck until they reach their maximum hand size. All Captains have the following ability: Act: Discard all cards in your hand.

Sorcerer's Lament (U) -/ [-/]

Any player may, as an action, sink two of their Sorcery Knacks to sink this Chantey. Sorcery Knacks may not be untacked.

Surprise Rescue (U) M+0/M+0 [/]

The Sailing cost to attempt a Boarding is reduced by 2 (minimum 1).

The Coming Tempest (C) -/ [-/]

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.

Through the 7th Sea (U) -/ [-/]

Any player may sink this Chantey by paying 6 Adventuring as an action. Players with a Ship in the Trade Sea may, as an action, pay their Ship's Move Cost to move their Ship to The Mirror, and vice-versa.

What Does Not Kill Us (C) -/ [-/]

All completed Adventures that provide printed Skill bonuses of +4 or more provide an additional +2 to the appropriate Skill(s).

Ships

Eisen Dreizack (R) Unaligned *Eisen, Die Kreuzritter* 7 CM / 2 MC

Crew Maximum: 7 Your Crew produce 3 extra Swashbuckling when tacking to produce Swashbuckling in order to discard or sink a Damage attachment attached to this Ship. React: Tack before performing an action, to move to an adjacent Sea.

El Toro Rojo (F) Gosse 7 CM / 2 MC

Crew Maximum: 7 Act: Tack to get a Chantey from your deck, 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.

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The Redeemer (F) Explorers 11 CM / 4 MC

Crew Maximum: 11 React: Once per turn, when you are tacking a Crew to produce skill points, that Crew produces 2 extra points of that skill, if the Crew has a Adventure attached that increases the skill being produced. React: Tack before performing an action, to move to an adjacent Sea.

Captains

Captain Cosette (F) Explorers W9 C:3 S:4 A:4 I:4 Sw:3

Start: The Mirror Heroic • Swordsman +2 (Cosette inflicts 2 extra hits during Boarding Attacks) You may not have Cosette on Board. Act: Once per turn, if you have three 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 Melinda Gosse (F) Gosse W9 C:2 S:2 A:4 I:4 Sw:3

Start: Frothing Sea Heroic • Swordsman +2 (Melinda inflicts 2 extra hits during Boarding Attacks) You may not have Melinda Gosse on Board. React: Tack Melinda when you are entering a Boarding. If you have three or more other Gosse Crew on board, you may untack two other Heroic Gosse Crew.

Der Kire (R) Unaligned *Eisen, Die Kreuzritter* W8

C:0 S:2 A:4 I:3 Sw:5

Start: Trade Sea Heroic • Holy • Swordsman +2 (Der Kire inflicts 2 extra hits during Boarding Attacks) You may not have The Kire on Board. Der Kire may only use unaligned Ships. While you have four or more unaligned Crew with a printed Influence cost greater than 2 on board, Der Kire inflicts 4 extra Hits during Boarding Attacks.



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