

# The Crow's Nest™

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*Issue # 1*

This Issue: Up to Date Story Synopsis

by Rob Vaux



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- ☐ Sioux Union
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- ☐ Texas Rangers
- ☐ The Agency
- ☐ The Flock
- ☐ Whateleys
- ☐ Lost Angels



# Frequently Asked Questions

by Erik Yaple

## I. General Rules Questions

### **Ships and Captains**

**Q:** Do my Ship, Captain, and Seas count towards the 60 cards in my deck?

*A: Your Ship and Captain DO count, but the Seas DO NOT.*

**Q:** Can I start the game with two or more Captains?

*A: No. You may only have one Captain and one Ship in your deck.*

**Q:** What happens if I use a Cat O' Nine Tails when I am tacking my Captain to produce skill points?

*A: Your Captain produces the extra three skill points and then you lose the game because your Captain must be discarded.*

**Q:** Captains cannot participate in a boarding, because they do not have boarding attacks, correct?

*A: No. You play the initial boarding attack from your hand; it does not come from the Crew. Captains may participate in a boarding normally.*

**Q:** Can I discard my Captain? He is a Crew card.

*A: No you cannot. This one is our "bad," and we apologize. The Rule Book now says: "You may not discard your Captain." And just in case you find some other way to discard your Captain, if you ever discard your Captain you lose the game immediately.*

**Q:** So, is a Captain Attachment a Crew Attachment as well? A Captain is also a Crew.

*A: Yes, Captain Attachments are considered Crew Attachments.*

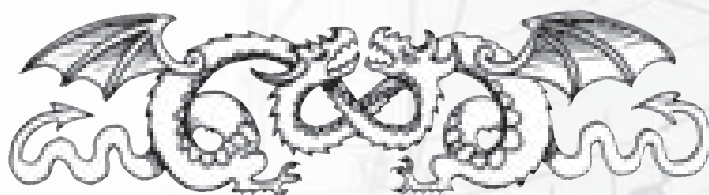
**Q:** Does my Captain have to be the last Crew Sunk when taking hits?

*A: No, if you want to, you may sink your Captain any time you are taking hits. This is akin to knocking over your king in chess.*

### **Adventures and Attachments**

**Q:** Can I complete my opponent's Adventures?

*A: No.*



## Frequently Asked Questions

**Q:** Do you have to put an Adventure into play the exact amount of seas away or is this a minimum?

*A: The Adventure must be played the exact amount of seas away as listed on the card.*

**Q:** Are uncompleted Adventures considered to be Sea Attachments?

*A: They are not Sea Attachments. They are not even attached to a Sea; rather they are placed in a Sea.*

**Q:** Is there a limit to the number of attachments a Crew, Ship, or Captain may have attached?

*A: No, there is no limit to the amount of Attachments a card may have.*

**Q:** Do the crew that have Attachments have to tack when they use those Attachments?

*A: No, unless the card says that the Crew must tack, the Attachment may be used independently of the Crew. This goes for Knacks like Special gift and Longhand as well.*

**Q:** Can I move Crew Attachments between my Crew like I can in L5R?

*A: No, you cannot move Crew Attachments from a Crew once it is attached. That attachment is there until the Crew is sunk.*

**Q:** If I have a Crew with the Basic Swordsmanship Attachment, can I experience it with a version that already has "Swordsman +!"? What Happens?

*A: Your Crew would have the trait twice, but only gain the benefit from having it once.*

**Q:** How does magic work? I have some cards that mention Porté, Fate, and Glamour, and now Lærdom. What is up with that? The rulebook mentions that Crew can cast spells.

*A: The aforementioned traits represent magic in the world of 7th Sea; Lærdom, Porté, Fate, and Glamour. Having one of these traits means that the Crew is capable of attaching Knacks that involve that trait. For instance, Special Gift is a Porté 1 Knack, which means that it can only be attached to a Crew with a Porté of 1 or higher.*

**Q:** Can I target my tacked cards with Actions and Attachments?

*A: Yes, you may. There are no restrictions on targeting your own cards.*

**Q:** When I use my Eyepatch and attach it to one of my Crew, is it considered a Crew Attachment?

*A: Yes, if a card is attached to another card, the attached card can be considered an Attachment of the card it is attached to. Although Eyepatch does not refer to itself as a Crew Attachment, because it is attached to a Crew it is considered a Crew Attachment.*





# Black Sails™



© Cris Dornaus

## Be the Life of the Party

A 50 card expansion for the 7th Sea CCG

Available 9/2000



© Paul Carrick



Ben Peck



# The Explorer's Society

by Dan Verssen

## Faction Ranking

As the game has expanded from 6 factions to 9 (soon to be 10 with the appearance of the Black Freighter,) the old ranking system from 1-to-12 has given way to a 1-to-10 system. This has not altered the strengths and weaknesses of the factions, but it has made it easier to calculate differences between factions. This scale also plays a role in determining the skills allocated to new crew cards, and while it works the same as the 1-to-12 scale, 1-to-10 has a more intuitive feel.

Here are the rankings for the Explorers Society:

Cann	Sail	Adv	Inf	Swash
4	4	9	9	1

As you can see, the Explorers are a rather lopsided faction. They suffer in the skills needed for direct combat (Cannon, Sailing, and Swashbuckling,) but are among the best in building skills (Adventuring and Influence.) Their Adventuring is second only to the Brotherhood and their Influence is second only to the Montaigne.

Their Captain, Guy McCormick, has his own mix of strengths and weaknesses, which correspond to those of his faction. Guy is weak in Cannon and Swashbuckling and strong in Adventuring and

Influence. His special ability can also be very useful. If you have three or more other Explorers on your ship, you can get an Item or Artifact Adventure from your deck and put it in your hand. The advantage here is that you need only one copy of the important Unique Adventures in your deck, which free up deck space for other cards.

## Strengths and Strategies

Your strength is in completing Adventures and hiring Crew. Your Captain has a starting Plunder of 9, which is among the best in the game. This allows you to start the game with your Captain's special ability active.

Several Artifacts give bonuses toward the completion of the Control victory condition. Given the abilities of some of the Explorers Crew, a Control victory should seriously be considered when playing an Explorers deck. The deck presented at the end of this article is a Control victory deck.

## Weaknesses and Remedies

Your biggest concern is early game combat against large ships filled with crew, or sometimes overfilled with crew using Hammocks. On a crew for crew basis, you should be able to hold your own against most other decks. Given time, yours should actually be superior, but only after you have a chance to improve them with Adventures.

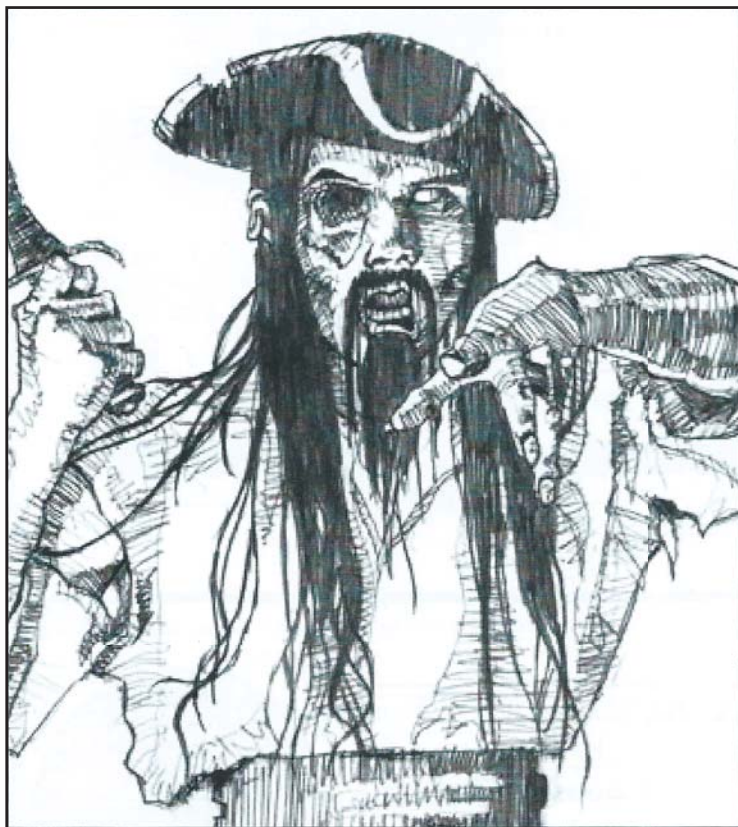
In general, you will hire crew which cost four or more Influence, and with that comes decent Swashbuckling, so you should be able to absorb Hits. You will have problems, however, absorbing Hits from a "plinking" deck; plinking decks only hit for one or two Hits at a time, but do so many times each turn. You will soon find yourself absorbing one-hit attacks by tacking Crew who can absorb 3 or more Hits. Soon you will run out of Crew to tack and have to start sinking Crew to absorb those last few attacks.

## In Focus

The remedy to this is to have extra defense cards in your deck, such as Quick Tack, Near Miss, and so on. The bad news is these cards take up deck slots; the good news is you have extra deck slots because you can afford to have fewer Item and Artifact Adventures in your deck.

### Presented Deck

This deck has some cards from Scarlet Seas because this Crow's Nest and Scarlet Seas will appear at about the same time. This deck is a Control deck, which has two basic goals: Win the game through Control, and rely on non-Crew cards for defense.



### Captain and Ship

Guy McCormick  
The Discovery

### Starting Crew

Velda Conklin  
Archæologists x2

### Actions

Carousing x3  
Gold Only Buys Obedience x3  
Last Second Escape! X3  
Near Miss x3  
Only Two Came Out x3  
Quick Tack x3

### Adventures

Æther Compass  
Ancient Maps  
Cutlass of Command  
Sails of Wind  
Eisen Cannons x3  
Syrneth Tiller x3

### Attachments

Coastal Patrols x2  
Crescent Treasures x2  
Fear and Fire x2  
Speak Softly x2  
Swift Vengeance x2

### Crew

Kristen Blumfeld  
Grimey Stubbs x2  
Jacob Faust x2  
Petruccio Garibaldi x2  
The Calloways x2  
Velda Conklin x2  
Bully Boys x3  
Jack Trades x3





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3-12



**Scarlet Hook of Madness**

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3-16



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# The Vesten Raiders

by Dan Verssen

## Faction Ranking

The Vestenmannavnjar have a mixed bag of strengths and weaknesses. They have the honor of being both the best at Sailing and the worst at Cannon in the game. Their low Influence is balanced by their high Swashbuckling, with their average Adventuring evening things out.

Here are the rankings for the Vesten Raiders:

Cann	Sail	Adv	Inf	Swash
1	10	6	3	8

One aspect of the faction not shown in their skills is their Captain, Yngvild Olafssdottir. Her excellent Adventuring can be used when necessary, and since she also has Lærdom, you can play Lærdom 1 cards straight from your opening hand. Finally, she reduces the cost of playing Weather cards by three, which can also be very useful.

## Strengths and Strategies

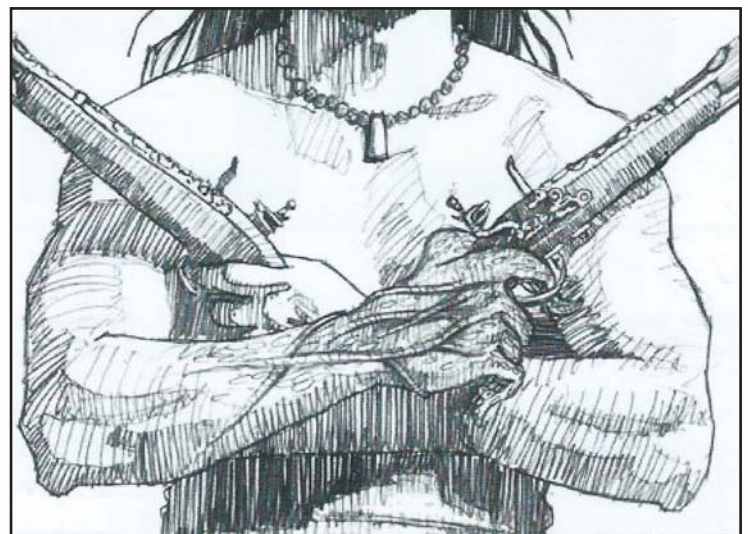
Yngvild is the key to your strengths. Her Lærdom and her Weather bonus are extremely useful for attacking your opponent from a distance. You also have an edge when it comes to Swashbuckling. Your Vestenmannavnjar Crew tend to be big and rugged, well equipped to inflict Boarding Hits and to absorb

Hits in general.

You also have an advantage when it comes to Sailing; many of your Crew can not only move your Ship, but also perform some other function. This gives you a great deal of flexibility when it comes to choosing when to attack and when to allow others to attack you.

## Weaknesses and Remedies

Your biggest weakness is obviously Cannon. In fact, you are the worst in the game at it. In return, you get big warriors and beautiful battle maidens with sharp swords and horned helmets, so all-in-all it's not so bad. You also have a weakness when it comes to Influence. Yngvild's Influence is average, but your Crew in general tends to have less than average Influence, so hiring more powerful Crew members can be difficult. Two of the possible solutions to this problem are: Stick with lower cost Crew, or rely on Action cards and Adventuring bonuses to pump up your Influence. Option #1 is faster, but allows for less growth, while Option #2 is slower. Both options are good, neither is superior.





# In Focus

## Presented Deck

As with the Explorers, some of the new cards from Scarlet Seas go into the construction of this deck - a Boarding deck with two basic goals: Win the game through Boarding, and use Lærdom and Weather cards to keep the opponent off balance until you can move in for the kill with Boarding.

### Captain and Ship

Yngvild Olafssdottir  
The Revensj

### Starting Crew

Jorund Guttormson  
“Lucky” Vandrad Hallvardson  
Valkyries

### Actions

Théah Eats the Weak  
The Living Storm  
Offensive Maneuvers x2  
Spit in Death’s Eye x2  
Steal Their Wind x2  
Red Skies at Morning x2  
Gold Only Buys Obedience x3  
Into the Fog x3  
Quick Tack x3  
Rough Voyage x3

### Adventures

Offensive Maneuvers x2  
Spit in Death’s Eye x2  
Stolen Sword x3

### Attachments

Lærdom School x2  
Nød x3  
Roger’s School x2  
Serk x3

Styrke x3  
Villskap x3

### Crew

Orf Helfir  
Gris Hallisdottir  
“Lucky” Vandrad Hallvardson x2  
Thordis Bjerregaard x2  
Valkyries x2  
Brawny Rowers x3  
Orm Greybeard x3

Several factions were printed under the old 1-12 system. For your convenience, we have included thos factions converted to the new 1-10 scale.

### Brotherhood of the Coast

Cann	Sail	Adv	Inf	Swash
6	6	10	2	3

### Castille

Cann	Sail	Adv	Inf	Swash
2	5	3	8	10

### Crimson Rogers

Cann	Sail	Adv	Inf	Swash
10	1	8	4	5

### Montaigne

Cann	Sail	Adv	Inf	Swash
7	2	1	10	7

### Sea Dogs

Cann	Sail	Adv	Inf	Swash
9	7	2	6	4



# Scarlet Seas & Black Sails

Card Name.....Rarity

## Scarlet Seas

### Actions

- ☐ 7th Sea Eddy R
- ☐ A Coward Among Us U
- ☐ ...and He Makes Witty Repartee R
- ☐ ...and One for All C
- ☐ Backs to the Wall C
- ☐ Bad Luck R
- ☐ Barracuda R
- ☐ Below the Waterline C
- ☐ Best Served Cold... U
- ☐ Big Target R
- ☐ Call to Duty C
- ☐ Cheap Gunpowder R
- ☐ Clear Skies C
- ☐ Clear the Decks C
- ☐ Confusion on Deck C
- ☐ Dark Dreams C
- ☐ Dashing Duel U
- ☐ Desperate Wages U
- ☐ Destiny's Touch C
- ☐ Disguised Ship C
- ☐ Don't Make Me Ask Again R
- ☐ Double the Rum Ration R
- ☐ Down to the Nub U
- ☐ Extra Watch C
- ☐ Friendly Winds U
- ☐ Guns Blazing C
- ☐ Harsh Light of Reality R
- ☐ He Fights Well... R
- ☐ ...He Rides Well... R
- ☐ I'm Not Left-Handed R
- ☐ It's a Trap U
- ☐ Jorund's Betrayal R
- ☐ King Before Captain U
- ☐ Land Lubber R
- ☐ Lightning Flash C
- ☐ Livestock C
- ☐ Locked in Death R
- ☐ Moment of Glory U
- ☐ Night of Horror U
- ☐ No Survivors! C
- ☐ Out of Action U
- ☐ Pulled From the Sea C
- ☐ Sea Chantey U
- ☐ She's Coming Apart! U
- ☐ Slow Tack C
- ☐ Succubus R
- ☐ Swimming with Sharks C
- ☐ Swing from the Rigging C
- ☐ Svrneth Guardians R
- ☐ The Few, the Proud... U
- ☐ Therein Lies a Tale U
- ☐ Tools of the Trade C
- ☐ Top Dog R
- ☐ Underwater Cave U
- ☐ Unreliable U
- ☐ Vestenmannavnjär Funeral R

Card Name.....Rarity

- ☐ Vile Duel U
- ☐ Will Do You No Good! C
- ☐ Without a Trace C

### Adventures

- ☐ Through the Magic Mirror U
- ☐ Gem of Warning R
- ☐ Svrneth Powder R
- ☐ Battle of San Felipe C
- ☐ Eisen Cannon Balls C
- ☐ Eisen Steel U
- ☐ Favor for a Noble C
- ☐ Eye of the Storm R
- ☐ The Third Switch C
- ☐ Duel with a Castilian U
- ☐ Ussuran Brawl U

### Attachments

- ☐ Blockade C
- ☐ Brenden Stafford R
- ☐ By the Gods... R
- ☐ Cafe of Broken Dreams C
- ☐ Cannons of La Bucca U
- ☐ Cheap Cannons C
- ☐ Defense of the Motherland R
- ☐ Diplomatic Envoy R
- ☐ Dry Docks U
- ☐ Fate's Web C
- ☐ Fear and Fire U
- ☐ Hand of the Sirens C
- ☐ Høst (Harvest) R
- ☐ Hostile Harbor R
- ☐ Howls of Vengeance R
- ☐ La Bucca Defenses R
- ☐ Marker Barrel U
- ☐ Master of Wind and Tide R
- ☐ Merchant Quarter U
- ☐ Merchant Ship R
- ☐ Montaigne Ship of the Line C
- ☐ Mother in Law C
- ☐ Phantom Topman R
- ☐ Queen Eleanor U
- ☐ Rabbit's Foot U
- ☐ Rats in the Hold C
- ☐ Rum Runners U
- ☐ Rune Knowledge C
- ☐ Secret Stash U
- ☐ Ship's Boat U
- ☐ Ship's Brig C
- ☐ Show of Force R
- ☐ Speak Softly... C
- ☐ High Seas Cannoning C
- ☐ Swift Vengeance R
- ☐ Tempting the Portal U
- ☐ The Crow's Nest U
- ☐ The Grey Queen's Price C
- ☐ The Right Place R
- ☐ Tight-Knit Crew U
- ☐ Topaz Pendant U
- ☐ Vendel Smugglers R

Card Name.....Faction.....Rarity

- ☐ Vengeful Serpent U
- ☐ Vodacce Pirates U

### Crew

- ☐ Skeletal Boarding Gang Black Freighter U
- ☐ Geno Brotherhood U
- ☐ Gillian the Razor Brotherhood C
- ☐ Sean McCorley Brotherhood R
- ☐ Inquisitor Bascalle Castille R
- ☐ Rita del Zepeda Castille C
- ☐ Ricardo Ramos Castille U
- ☐ Adeeb Al-Amid Corsairs C
- ☐ Faisal Corsairs U
- ☐ Inil Corsairs R
- ☐ "Butcher" Pinchot Rogers U
- ☐ Cornelius Van Brock Rogers C
- ☐ Gerald Höhne Rogers R
- ☐ Javier de Bejarano Rogers R
- ☐ Jemy Rogers U
- ☐ Joern Keitelsson Rogers F
- ☐ Natalia Ivanova Rogers C
- ☐ Mumblety Peg Explorers R
- ☐ Pertruccio Garibaldi Explorers U
- ☐ Velda Conklin Explorers C
- ☐ Gaspar Gosse R
- ☐ Li'l Jim Gosse R
- ☐ Maria Forliani Gosse U
- ☐ Max Discher Gosse C
- ☐ Babette Montaigne R
- ☐ François dul Motte Montaigne C
- ☐ Marc Pierre Montaigne U
- ☐ Andrew Littlejohn Sea Dogs C
- ☐ Angus McCloud Sea Dogs R
- ☐ Annie Rush Sea Dogs C
- ☐ Celedoine Sea Dogs F
- ☐ Barnacle Pete Sea Dogs U
- ☐ Nicole Cowbey Sea Dogs U
- ☐ Phelan Cole Sea Dogs R
- ☐ Sabine Montjoy Unaligned C
- ☐ Orf Helfir Vesten U
- ☐ Hoskuld Hardrada Vesten R
- ☐ Vesten Archers Vesten C

### Ships

- ☐ The Scarlet Roger Rogers F
- ☐ The Hurricane Sea Dogs F

### Captains

- ☐ Reis Rogers F
- ☐ Bonnie McGee Sea Dogs F

### Black Sails

#### Actions

- ☐ Innocent Bystander F
- ☐ Kiss of Death F
- ☐ Log of the Black Freighter F
- ☐ Marooned F
- ☐ Moaning Song of the Dead F
- ☐ Never Knew Him F

Card Name.....Faction.....Rarity

- ☐ Power of Purity F
- ☐ Run'em Down Boys! F
- ☐ Skull Shot F
- ☐ To the Death! F
- ☐ Would-Be Gunners F

### Adventures

- ☐ Feed the Hunger F
- ☐ Gold Coins F
- ☐ High Morale F
- ☐ Cursed Cutlass F
- ☐ Well of Purity F
- ☐ Scarlet Gem of Death F

### Attachments

- ☐ Armed Sloop F
- ☐ Black Heart of the Sea BF F
- ☐ Black Siren BF F
- ☐ Plague Ship F
- ☐ Savage Storm F
- ☐ The Curse BF F
- ☐ The Traitor's Scream BF F
- ☐ Vile Temple F


### Crew

- ☐ "Rigger" Mortis BF F
- ☐ Dalia BF F
- ☐ Denny La Bree BF F
- ☐ Don Deanna BF F
- ☐ Gilles Allais du Crieux BF F
- ☐ Iken of Venderheim BF F
- ☐ Lord Windamshire BF F
- ☐ Mark Scars BF F
- ☐ Moldy Morris BF F
- ☐ No-Leg William BF F
- ☐ Pete "Gang" Green BF F
- ☐ Reinheart the Ripper BF F
- ☐ Samuel Smitts BF F
- ☐ Skeletal Brutes BF F
- ☐ Skeletal Cannon Crew BF F
- ☐ Skeletal Dans BF F
- ☐ Skeletal Deck Hands BF F
- ☐ Skeletal Saboteurs BF F
- ☐ Skeletal Sail Crew BF F
- ☐ Skeletal Shore Gang BF F
- ☐ Skeletal Thugs BF F
- ☐ Stench BF F
- ☐ The Bloat BF F
- ☐ Thomas Gosse BF F
- ☐ Ulrich the Unholy BF F
- ☐ Victor of Luthon BF F
- ☐ William Toss BF F

### Ship & Captain

- ☐ Black Freighter BF F
- ☐ Captain Necros BF F





## Storyline



### Storyline to Date

by Rob Vaux

### No Quarter (Basic Set)

The story begins on the five navigable seas of Théah, where mighty navies and wily pirates clash for supremacy of the waves. Strongest among these is the royal navy of Montaigne – the proud armada of the world’s most powerful nation. Led by an Eisen mercenary calling himself “The General,” the Montaigne forces have dedicated themselves to hunting down pirates of all colors. Their primary target is a ship called the Hanged Man, whose captain, Allende, leads a nation of buccaneers who recently freed themselves from their island prison. After revolting and overpowering the guards, they proclaimed themselves “The Brotherhood of the Coast,” using the captured island as a base to raid shipping at will. Allende’s first mate is a strange Vodacce witch named Alesio, who has helped him avoid The General’s cunning traps.

But Allende isn’t the only pirate to ply the Théan seas, or even the most fearsome. Even The General gives pause when considering the bloodthirsty crew of the Crimson Rogers. The Rogers attack without warning, flying scarlet sails drenched in the blood of their victims. They leave no survivors after their forays, sending those who opposed them to watery graves. Their captain, the legendary butcher known only as Reis, inspires mind-numbing terror in those he faces. He wields a strange scythe forged by

inhuman hands, and has left a trail of blood across the waters of Théah.


Then there are the privateers known only as the Sea Dogs. These wily pirates work for the island nation of Avalon, hunting the enemies of Queen Elaine in the name of their country. Through a combination of daring and ingenuity they have harassed shipping up and down the Théan coast. Captain Jeremiah Berek has the cunning of a tiger and seems blessed with inhuman luck when pulling off his audacious schemes. His first mate, “Bloody” Bonnie McGee, is the only sailor ever to face the Crimson Rogers and live.

While the Sea Dogs serve as Avalon’s unofficial navy, other countries have more formal forces at their disposal. The nation of Castille, once a formidable naval power, has fallen on hard times following the destruction of their armada at the hands of the Sea Dogs. Montaigne has invaded the western half of their country and placed a formidable blockade on their once-bountiful ports, but all is not lost: a Castillian Admiral named Enrique Orduño has been slowly reforming the nation’s navy, maneuvering to retake the oceans that his country once ruled. While the Montaigne blockade holds, there are those among The General’s staff who watch Orduño’s progress with growing unease.

Finally, there are those who serve neither gold nor country, but follow a much more personal call: The Explorer’s Society – an organization of archaeologists and sailors dedicated to discovering the mysteries of Théah – plies the waves in defiance of all dangers. One captain among them seems particularly driven. Guy McCormick, a dedicated Society member, has lost his wife to the mysteries of the sea, but he believes that she lives and has dedicated his crew to finding her. In so doing, he may unlock the key to a mystery as old as Théah itself.

These six forces, locked in a struggle over a destiny even they cannot foresee, launch the story of *7th Sea*.





## Storyline

### Strange Vistas

Two new captains enter the battle for control of the Théan seas, they are as different as night and day. The legendary gentleman pirate Philip Gosse emerges from thirty years of retirement for one last glorious adventure. He brings with him a crew of both young and old aboard his ship, the Uncharted Course, ready to face whatever fate deals them on this, their captain's call to glory.

From the isolated Crescent Empire comes a much different crew: the Corsairs, led by the fanatical Kheired-Din. He believes he is guided by a higher power, destined to bring an apocalyptic revelation to an unsuspecting Théah. His vessels are powered by slave rowers captured from coastal villages all along southern Théah. The Corsairs use Synchron devices and other horrors to strike down their enemies, though they avoid combat with well-armed ships if possible. Some whisper that Kheired-Din is immortal; his crew would be hard-pressed to disagree.

While these two forces make their presence known, Guy McCormick makes a startling discovery that may lead him to his long-lost wife – a series of Synchron “switches” scattered in the far corners of the globe, along with the means to activate them. His ship sets sail, unaware that the Corsairs have already found and activated the first switch for their own reasons.

Meanwhile, the Castilian armada suffers its first setback as one of their ships, laden with treasure, is sunk by the Crimson Rogers. Among the valuables lost is a priceless Cross of the Vatican Church, an object Reis desired for his own purposes. With Orduño busy fighting the Montaigne, he could never recover the stolen goods. Unfortunately, it isn't Orduño the Rogers had to worry about. A Sea Dog con man, “Lyn” John Fox, catches wind of the Rogers' plan and follows them once they had acquired the cross. In a reckless act of daring, Berek steals the treasure from the Rogers' hiding place, adding its wealth to the Avalon coffers. When he

learns of the theft, Reis swears to sink the Sea Dogs and their foolhardy captain.

The Sea Dogs aren't the only bold thieves in Théah, however, the Brotherhood of the Coast conducted a daring midnight raid on a coastal Montaigne estate, making off with a small fortune in gold and jewels. Rumor has it that the royal family of Ussura commissioned the Brotherhood to conduct the raid, in order to retrieve several historical heirlooms taken by the Montaigne. The General, who has quarreled fiercely with his men since taking his assignment, is unable to prevent the theft. He promises to bring all his forces to bear against the Hanged Man and her crew.

### Shifting Tides

A new faction enters the game: The fearsome Vesten Raiders, striking against those who would sell their ancient birthrights for profit. Led by Yngvild Olafsdottir, they fight a civil war against their “progressive” countrymen, the Vendel. With the power of magical runes and a fierceness born of desperation, the Vesten battle to preserve their people's traditions. Unbeknownst to Olafsdottir, however, there is a traitor in her midst – Jorund Guttormson, a crewman she trusts with her life, has been bought by the Vendel. When the time is right, he plans to betray her to her enemies.

Despite this new threat, the other crews continue on their respective paths. McCormick discovers a rare Synchron compass that can lead him to the hidden switches, and his crew quickly finds and activates what they believe is the first. Kheired-Din continues searching for the remaining switches, his reasons as enigmatic as ever.

Meanwhile, in a bold stroke, The General finally catches up to the Hanged Man before it can reach its island home. The Brotherhood is no match for the Montaigne guns and their vessel endures a firestorm





## Storyline

of cannon and grapeshot. As the deck burns around her, Allende's mate, Alesio, is paralyzed by a revelation: she is destined to betray her captain. As the Montaigne board the vessel they meet with fierce resistance from the outnumbered crew, determined to fight to the last man. Alesio shakes off her horrifying vision long enough to pluck the strings of fate and change the outcome of the battle. As The General waits aboard his vessel to hear news of Allende's capture, a messenger appears (using the Montaigne teleporting magic of Porté) with dire news: Admiral Orduño's Castillian armada has smashed Montaigne's blockade. The General must break off immediately and return to port or else risk being cut off and sunk by the Castillians. Howling in rage, The General abandons his catch, leaving The Hanged Man broken and battered, but intact; Alesio's magic has saved her crew.

As the Brotherhood struggles to repair their vessel, they receive help from an unforeseen source – Captain Gosse and the Uncharted Course. Gosse arrives with much needed supplies and orders his crew to assist in repairing the Hanged Man. Following his assistance, he announces that he intends to rob the Hanged Man blind; he simply thought it was unsporting to do so while the ship was in such dire straits. Laughing at the man's audacity, Allende allows him to leave with the lion's share of the Brotherhood's booty.

Upon returning to port, The General learns that he is no longer in charge of the Montaigne navy. Admiral Valoix Praise du Rachetisse III has taken command following Orduño's new offensive. With the Montaigne blockade broken and the Castillians on the warpath, chasing pirates is no longer a priority. The General is left in charge of but a single ship, while the remainder of the navy sets sail against the Castillians.

But the most terrible battle involves not nations or navies, but the reckless pride of a pair of pirates.

After a swift chase, the Crimson Rogers catch up with Jeremiah Berek and his Sea Dogs, launching a brutal attack against their flagship, the Black Dawn. Knowing that his crew cannot face the Rogers alone, Berek orders his first mate to flee with the vessel, while he boards the Rogers' ship to do battle with Reis. The daring Avalon is no match for Reis, taking heavy injuries before tumbling overboard in a wash of foamy blood. His sacrifice is not in vain, however; while Reis was busy with Berek, Bonnie McGee cuts the Black Dawn free of his ship and speeds away. By the time Reis finishes with Berek, the rest of his prey has escaped. Bonnie vows revenge against the Crimson Rogers.

*To be continued...*

## AEG Fan Club

### Issue #1

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# 7th Sea and Doomtown Tournaments

Official 7th Sea and Doomtown tournament results form

In order to process tournament results, the Judge's name, Date, and Location must be filled out. Additionally, the tournament information section must be filled out completely.

**Player's Name:** Please print the player's full name clearly, especially if his member number is pending or forgotten.

**Member #:** If a player is a member of the Fan Club, but has forgotten or is unsure of his member number, put a question mark in the field and we will look up his account. If the player is not a member, leave the Member Field blank.

**Enemies Defeated:** This is the number of people the player has defeated during the course of the tournament. In a one-on-one tournament, this would be the number of games won. In a multiplayer game, this would be the number of opponents which were eliminated before the player was knocked out of the game.

**Enemies Faced:** This is the number of people the player has actually sat down and played a game with. In a one-on-one tournament this is the number of games played. In a multiplayer game, this would be the number of other people participating in the game.

**Ranking:** This is how the player placed in the tournament. (1st Place, 2nd Place,...)

**Please mail all tournament results to:**

Alderac Entertainment Group  
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If you have questions or comments you can contact us at:  
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or call us at (909) 390-5444

# Official 7th Sea and Doomtowntown Tournament Results Form

Contact Info: \_\_\_\_\_

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