

# Shifting Tides

Admiral Valoix's icy façade remained unchanged as he slowly crumpled the message in his fist.

"Am I to understand that we allowed our stranglehold on Castille to be completely shattered?"

"Oui, monsieur." The courier swallowed. "Orduño came from the far edge of La Boca -"

"I can read you simpleton." His quiet words hid poison. "What I want to know is how our vaunted 'General' permitted l'Empereur's enemies to grow so strong."

"With all due respect monsieur," said the messenger, pointedly avoiding Valoix's gaze, "The General wasn't contracted to hunt Orduño. He was contracted to hunt pirates."

"And the mercenary scum always fulfils his contracts," Valoix muttered.

"He's chased the Brotherhood of the Coast away from our shores. It's only a matter of time before he engages the *Hanged Man* herself."

Valoix's teeth ground quietly.

"Very well," he sighed. "Orduño has shattered our blockade. He has a new fleet, one that he fancies can cross swords with ours. And the man in charge of the Montaigne navy has seen fit to chase some petty 'Brotherhood' rather than defend the crown. It appears as if Montaigne's true enemies must be vanquished by a true Montaigne."

He turned to the entrance of his cabin, where a lieutenant stood stiffly at attention.

"Draw the fleet back to San Augustin. I won't waste any more ships trying to repair a broken blockade." The lieutenant saluted and vanished out the door. The courier remained.

"And what of the Vesten barbarians moving against our northern holdings?" he asked

Valoix sniffed at the comment. Only a Porté mage could show such cheek.

"Yngvild Olafsdottir is a Vendel concern, not ours. The Vesten have neither the numbers or the inclination to challenge us. All Olafsdottir wants is revenge. If she sinks too many ships, l'Empereur will simply petition the Guild for redress. Besides," he continued, "knowing the Vendel, they've got some suitably nasty trick to get rid of her."

"But won't the Vesten cut off our trade routes to -"

"Enough," Valoix allowed a hint of menace to creep into his voice. "Pirates are the General's concern, not mine. If Olafsdottir is truly a menace, we can send him after her... if l'Empereur still thinks him capable, that is."

"Oui, monsieur." The messenger was wise enough to agree.

A low rumble shuddered through *la Impitoyable Chienne*, followed by the unmistakable smell of cannonshot. Valoix remained unmoving as the ship lurched to one side. His wine glass shattered on the floor.

"The Castellians! The Castellians are attacking!" arose the cry from every corner of the ship. Valoix sighed and stood up.

"Get the General back here immediately," he admonished the courier. "Tell him to rendezvous at San Augustin where we can discuss his situation further. Time is of the essence. If he does not hurry, Orduño will cut off any friendly ports. Go. Now."

"Oui, monsieur." The messenger stepped back and closed his eyes. The wet tearing sound of reality sundering accompanied his as he pulled the Porté portal into being. Valoix turned away; a gentleman didn't need to see such things.

"Damnation," he whispered as the portal disappeared. "How did Orduño get so strong?"



"The Sea can give and the sea can take away. As mighty navies clash, destinies are reborn upon the cresting waves. Admiral Orduño rises to avenge his country's honor while the Crimson Rogers hunt down the one man bold enough to challenge them. The Brotherhood faces its greatest test as the General's cannons finally find them. From the northern ocean come the savage Vesten Raiders, looting and pillaging all that they can find. One captain is lost, and another seizes the key to an ancient mystery. And as the conflict spreads to every corner of the Seven Seas, ominous warnings surface of things that should not be..."

The tides are shifting and the fates shift with them. Who will be swallowed beneath their foamy wake?"

Shifting Tides was the fourth set and second expansion for the 7th Sea CCG.

# 7th Sea Collectible Card Game

## Actions

### “...No Barter...” (U) 1Ad/- [D/p/t]

You must have “No Barter...” in play to play this card. Until the end of the turn, players may not complete Adventures, or put Adventures into play.

*The scythe cut through blade and flesh alike. For the first time in his life, Berek felt fear gnawing at his heart.*

### “...No Quarter!” (R) -/- [D/p/t]

You must have “...No Barter...” in play to play this card. Until the end of the turn, players may not tack Crew to absorb Hits.

*Reis looked down as Berek toppled overboard and vanished beneath the foam. “No one steals from me, Sea Dog.”*

### “Allow Me...” (U) -/- [D/p/t]

You may only play this card if you have a Heroic Captain. React: Play when another player is suffering Hits. They suffer 2 fewer Hits (minimum 0). This card attaches to one of your Heroic Crew. This Attachment gives a +1 Swashbuckling.

### “Beat You To It!” (R) -/- [D/p/t]

Target one of your opponent’s uncompleted Adventures in play, if you have a copy of that Adventure in your hand. Attach your Adventure to the target’s Sea. Discard the targeted Adventure.

### “Don’t Mess With Me, Boy!” (R) -/- [S/d/p]

Target one of your Crew. For each Eye, Face, Arm, or Leg card they have attached, the Crew gains +1 to each of their skills until the end of the turn.

### “Listen!” (U) 2In/4In [D/p/t]

Target a Crew with more Attachments than their Captain. Sink that Crew.

*“Berek said te leave, an’ we’re leavin’!” Bonnie screamed. “Or else Reis paints his sails with our blood!”*

### “No Banter...” (C) 2In/- [D/p/t]

Until the end of turn, other Captains produce 1 less Influence when they tack to produce Influence (minimum 0).

*Berek held desperately to the scythe’s handle. He just needed a few minutes until Bonnie could cut the lines...*

### “Please, Take Your Time!” (U) 1In/- [D/p/t]

You may only play this card if you have a Heroic Captain. Target another player. That player may draw 1 card. Move your Ship to an adjacent Sea.

*“If you want to repair my ship, Gosse, the least I can do is let you rob me blind.” - Allende*

### “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.

*“Here they come!” Allende shouted. As the Montaigne crossed the breach, he could see the General on the far side - smiling at him.*

### “That Hurts!” (U) -/- [D/p/t]

React: Play when you are suffering Hits. Sink one of your Ship Attachments to absorb 5 Hits.

*“Well, at least our booty’s safe. I... It hit where?!” - Blacktooth Bill*

### Barnacles (U) 4Ad/- [S/d/p]

Other players may not use the Free Move ability listed on their Ship cards for the remainder of the turn.

*“The big one looks like me wife...”*

### Blows Up In Your Face (U) -/- [S/d/p]

React: Play when a player tacks an Attachment and is inflicting Hits on you. Reduce the Hits inflicted to zero. Target and discard that Attachment and all cards attached to that Crew with the same title.

*“Don’t worry, monkeys can’t load guns...”*

### Boarded By Skeletons (R) -/M+0 [D/p/t]

Target a Ship in the Trade Sea. Inflict 3 Hits on that Ship.

*When told of the attack, Captain Gosse’s cheeful face grew serious.*

*“Set sail for the Trade Sea,” he ordered, “I have a bad feeling about this.”*

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

Target another Ship. Reduce that Ship’s total Sailing by 10 (minimum 0) for purposes of determining initiative during the next turn.

*“You have spent years strangling my nation, senores. It is only fitting that you remain now that the tables have turned.” - Manuel Dejavez*

### Challenge to a Duel (C) -/- [S/d/p]

Target one of your Crew and one untacked Crew with two or more Attachments (except a Captain) on another Ship. Play a card from your hand as a Boarding Attack to begin a Duel between the two Crew. (The two Crews are considered to have been pushed forward for a Boarding Attack as if your Ships were involved in a Boarding. Any Hits inflicted to a target beyond those required to sink it are reduced to 0).

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

Target another Ship in this Sea. Pay 2 Cannon and 2 Sailing to produce a Cannon Attack which inflicts 5 Hits on that Ship.

*“Say that again, fellas - the part about me mother...”*

### Desperate Move (R) -/- [S/d/p]

React: Play before you play a Boarding Attack. Draw two cards.

*“A gun... please let me find a gun...”*

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

React: Play immediately after another player has absorbed hits. Target one Ship Attachment on that Ship. The Attachment is discarded.

*“It’s a good thing those powder kegs aren’t leaking.” -Simon the bosun*

## 7th Sea Collectible Card Game

### **Fire and Steel (R) 5Ad/- [D/p/t]**

You may only play this card if you have a Vesten Captain. Target and sink an uncompleted Adventure in this Sea.

*"I wonder if they can use their gold to pay off the sharks?" - Red Thorfeld*

### **Haunted by the Past (R) -/- [D/p/t]**

You may only play this card if you have a Vesten Captain. React: Play when you are inflicting Hits. You inflict 1 extra Hit. Every night, she sees her father lying dead from a Vendel blade. And every

*night his pale corpse tells her the same thing - "Make them bleed."*

### **Headed Out (U) 3In/7In [D/p/t]**

Target one Crew on a Ship that is of a different faction than that Ship's Captain. Discard that Crew.

*"West of Avalon." Cosette pointed at the map. "That's our last sign of civilized land. Call McCormick your captain or get off at Carleon: those are your only choices."*

### **Heroic Stand (U) -/- [D/p/t]**

React: Play when your opponent in a Boarding pushes a Crew forward to start a Boarding Attack. Push one of your tacked Heroic Crew forward to fight against theirs.

*Sean threw himself at the boarding Montaigne, buying Alesio a few precious seconds.*

### **Into the Fog (C) 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. *The Montaigne gunners looked for a target, but could find none. Hidden by the mist, Orduno's fleet grew closer...*

### **Lady's Kiss (C) 2Ad/- [S/d/p]**

Target one of your Heroic Crew. That Crew gains +2 to all skills until the end of the turn.

*"You can't fool me, Tom," Berek smiled. "And I need a lady's kiss before I face that monster."*

### **Last Second Escape! (C) -/M [D/p/t]**

React: Target a Cannon Attack inflicting Hits on your Ship. Cancel the 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, then move your Ship to an adjacent Sea.

### **Lightening the Load (U) -/- [S/d/p]**

You may only play this card if you have a Villainous Captain. Discard one of your Crew (except a Captain) from play to move your Ship to an adjacent Sea.

*Kheired-Din was impassive. "Throw them overboard. Perhaps Theus can teach them the benefits of obedience."*

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

React: Play this card when you are suffering Hits to absorb 8 Hits. This card attaches to your Ship as a Damage Attachment. This card counts as 2 Crew toward 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.

### **Minor Hull Damage (C) -/- [D/p/t]**

React: Play this card when you are suffering Hits to absorb 4 Hits. This card attaches to your Ship as a Damage attachment. This card counts as 1 Crew toward 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.

### **Obscured by Smoke (U) -/- [D/p/t]**

Play when your Ship is suffering more than 7 Hits from a Cannon Attack. Reduce the Hits inflicted by the attack to 7.

*"Where are they?" he heard the Montaigne cry. "Where are they?" Domingo grinned and readied his cutlass.*

### **Poor Jack (C) -/- [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 Crews which may attach them. Tack the Crew (if untacked) receiving the Items. *"He... he was a fine sailor." The General spoke almost grudgingly. "But there are other fine sailors here who need these more than he does."*

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

React: Play when another player hires a Crew card. Target and tack that Crew.

*"Izh not drinkin'... izh more uv a drownin', actually..."*

### **Sharp Shooter (U) 2Sa/- [S/d/p]**

React: Play immediately after a Crew with Swashbuckling less than 3 tacks to absorb Hits from a Boarding Attack. Target and sink that Crew.

*"Just a little closer, lad, and I'll blast your... Hey, that guy owes me money!"*

### **Shot Across the Bow (R) -/- [S/d/p]**

You may only play this card if you have a Heroic Captain. React: Play when you perform a Cannon Attack against a ship. Reduce the Hits inflicted to 0 and attach this card to one of your Crew which produced Cannon. This Attachment gives a +3 Cannon.

### **Tar, Tar, and More Tar (R) -/- [D/p/t]**

React: Play when you are suffering Hits. If your Ship is the only Ship in this Sea, you suffer 4 fewer Hits.

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

### **To Fight Another Day (R) 1Ad/- [D/p/t]**

React: Play when another player is discarding or sinking one of your Sea Attachments. Your Sea Attachment remains in play.

*Bonnie cut the last rope and the Black Dawn sped away. "I swear," she whispered back at Reis. "I swear that someday you'll pay."*

### **Vesten Pride (R) -/- [D/p/t]**

Until the end of the turn, your Vesten Crew inflict 1 extra Hit during Boarding Attacks. If there is another Vesten Ship in play, then until the end of the turn your Vesten Crew inflict 1 extra Hit during Boarding Attacks (2 extra Hits total).

## 7th Sea Collectible Card Game

### **Victory for the Bold** (U) -/- [S/d/p]

React: Play this card when you complete an Adventure if there is another Ship in this Sea. Move your Ship to an adjacent Sea.

*"If any wish to ally themselves with Vendel gold, we'll have to show them the price of their vanity..."*

### **Vodanken's Breath** (R) 2Ad/- [D/p/t]

Weather Target a Sea. Until the end of this turn, Ships suffer 3 Hits when they enter that Sea. Ships may avoid suffering these Hits by paying Sailing equal to their move cost.

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

React: Play when you are paying an influence cost to produce 2 Influence. Your ship suffers 3 Hits.

*"Adds a bang to any meal; you know how the Castellians love their spices." - "Lyn" John Fox*

### **Wounded** (R) -/- [D/p/t]

React: Play when you are tacking a Crew to absorb hits. That Crew absorbs 3 extra hits, and this card attaches to the Crew. This Crew may not untack while Wounded is attached - discard Wounded instead.

## Crew

### **"Brother" Mattias Brewer** (U) Sea Dogs 4I

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

Heroic Mattias gains +2 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..."*

### **"Long Tall" Harry** (R) Sea Dogs 6I C:0 S:3 A:1 I:1 Sw:1 [P/c/t]

Unique ... Loyal ... Topman When Harry tacks to pay Sailing to attempt a Boarding, the cancel cost of the Boarding is increased by 2.

*"It's Syrneath all right. I wonder what it would do if we nailed it to the crow's nest?"*

### **"Lucky" Vandrad Hallvardson** (C) Vesten 3I

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

Topman When Vandrad tacks to absorb hits, he absorbs 2 extra hits.

*He's never fallen from the rigging. Not once. Not ever.*

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

Gunner Tack Alister when you are paying the Sailing cost to begin a Boarding. Alister produces Sailing equal to your Ship's move cost.

*"McGurk! McGurk! It's Highland, ye wine-slurpin' chum monkey!"*

### **Ambroise Praise du Richetoisse** (U) Montaigne 3I

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

Loyal ... Swordsman +1 ... Porte 1 Ambroise has -1 Cannon for every PortÉ card you attach to him. You may not attach a PortÉ card to Ambroise if his Cannon is less than 1.

*"He pulls a dozen men through at once. That can't be safe." - Gerard Rois-et-Reines*

### **Arnlaug Rijs Bragison** (C) Vesten 4I C:3 S:0 A:0 I:0 Sw:2 [P/c/t]

Gunner React: Tack Arnlaug instead of performing a Boarding Attack. Discard the top card of your deck. If the Boarding Attack on the discard is a Thrust or Dagger, Arnlaug inflicts 3 Hits on the other Ship in the Boarding.

### **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 Augusto starts a Boarding Attack.

### **Billy "Bilge Rat" Bones** (R) Unaligned 3I

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

Unique ... No Attachments Billy does not count toward your crew maximum. Sink all Billy Bones cards attached to your Ship 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.

### **Botas Rojas** (C) Castille 3I C:0 S:2 A:0 I:0 Sw:2 [P/c/t]

When Botas tacks to absorb hits, he absorbs 2 extra hits.

*"Don't scream on the way down; it's unmanly."*

### **Brawny Rowers** (C) Vesten 3I C:0 S:3 A:0 I:0 Sw:2 [P/c/t]

Rower ... No Attachments When Brawny Rowers tack to absorb Hits, they absorb 1 extra Hit.

*"It's a good thing they can't see how close those cannon shells are coming." - Rognvald Brandson*

### **Connor Lynch** (R) Gosse 5I C:2 S:0 A:0 I:0 Sw:4 [P/c/t]

Heroic \* Swordsman +1

*"Sooner or later, I'm going to hit you. Better get me before I do - one tap is all I need."*

### **Cutthroats** (C) Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

No Attachments React: When Cutthroats sink to absorb Hits, they absorb 5 extra hits.

*"Look on the bright side - ye got a great story to tell yer misses!"*

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

Topman While Delaine is in play, 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*

### **Egil Bergljot Larrson** (U) Vesten 5I C:3 S:0 A:0 I:0 Sw:2 [P/c/t]

When Egil 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.*

## 7th Sea Collectible Card Game

**Felix "I'Aigle"** (C) Explorers 4I C:2 S:0 A:0 I:0 Sw:2 [P/c/t]  
Felix gains +1 Cannon for every Adventure attached to him which increases his Swashbuckling.  
*"Give me a sextant and a barrel of gunpowder and I'll sink any ship I can see."*

**Fid Blue-Eye** (R) Vesten 4I C:0 S:0 A:2 I:1 Sw:2 [P/c/t]  
Unique Fid gains +2 to all skills if he has an Eye Attachment.  
*The knife he carries once took out his eye. It grew back, different than it was before. Late at night, he wonders what would happen if he put the other eye out with it.*

**Gino Napoli** (U) Crimson Rogers 3I C:1 S:0 A:2 I:0 Sw:1 [P/c/t]  
Villainous When Gino tacks to produce Adventuring, you may tack another one of your Crew to produce 2 extra Adventuring.  
*"I get a lot of money to dig holes; it's Reis's business what he puts in them."*

**Graham Hapworth** (C) Gosse 4I C:0 S:0 A:1 I:2 Sw:2 [P/c/t]  
Loyal ... Heroic ... Glamour 1 Graham has -1 Influence for every Glamour card you attach to him. You may not attack a Glamour card to Graham if his Influence is less than 1.

**Gris Hallisdottir** (U) Vesten 4I C:0 S:0 A:1 I:2 Sw:1 [P/c/t]  
Loyal ... Laerdom 1  
*"Yngvild saved me from the brink of despair. If she wants my magic, it's hers to take."*

**Gustolph Hirsch** (U) Corsairs 3I C:0 S:0 A:0 I:1 Sw:2 [P/c/t]  
Villainous Gustolph inflicts 1 extra hit during Boarding Attacks.  
React: Tack Gustolph to untack one of your Captive or Rower cards.

**Gytha Ives** (C) Crimson Rogers 3I C:1 S:3 A:0 I:0 Sw:1 [P/c/t]  
Villainous  
*"She gnaws on that necklace at night like a pacifier." -Riant Gaucher*

**Hoskuld Hardrada** (R) Vesten 6I C:0 S:3 A:2 I:2 Sw:3 [P/c/t]  
Unique ... Loyal ... Heroic ... Swordsman +1 Act: Discard a Weather card from your hand to give Hoskuld +2 Swashbuckling for the remainder of the turn.

**Jaques Renault** (R) Unaligned 4I C:0 S:1 A:2 I:1 Sw:2 [P/c/t]  
Unique ... Holy ... Heroic ... Swordsman +1 React: Tack Jaques when one of your other Crew inflicts Hits with a Boarding Attack. That Crew inflicts 2 extra Hits.

**Jorund Guttormson** (U) Vesten 3I C:0 S:0 A:2 I:2 Sw:4 [P/c/t]  
Villainous Any player may produce 6 Influence as an action to target and discard Jorund.  
*The Vendel placed him on board with a sack of gold and a single command - "Betray Yngvild Olafssdottir."*

**Kedish the Crescent** (R) Crimson Rogers 7I  
C:4 S:0 A:0 I:1 Sw:1 [P/c/t]  
Loyal ... Gunner When Kedish tacks to produce Cannon, you may tack 1 Influence to produce 2 extra Cannon.  
*"A little surprise for the Avalons..."*

**Kirsten Blumfeld** (U) Explorers 5I C:0 S:0 A:3 I:2 Sw:2 [P/c/t]  
Reduce the Influence cost of Kirsten to 2 if you have a completed Artifact Adventure in play.  
*"Just because I'm Eisen doesn't mean I don't have style."*

**Leila** (U) Unaligned 6I C:0 S:0 A:2 I:1 Sw:3 [P/c/t]  
Unique ... Swordsman +2 When Leila tacks to produce Influence when you are hiring a Crew, she produces 2 extra Influence.  
*"It's two years on ship, certainly, but it's two years with her." - Jacques Renault*

**Lowly Captives** (C) Corsairs 3I C:0 S:2 A:0 I:0 Sw:1 [P/c/t]  
Rower ... Captive ... No Attachments Lowly Captives may not be placed on a Heroic Captain's Ship. When Lowly Captives tack or sink to absorb Hits, they absorb 2 extra Hits.

**Marcel Entour** (C) Montaigne 3I C:0 S:3 A:0 I:0 Sw:1 [P/c/t]  
Topman When Marcel 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?"*

**Michel Rois et Reines** (U) Montaigne 6I  
C:0 S:3 A:0 I:3 Sw:2 [P/c/t]  
Experienced ... Unique Act: Tack MichÉl to untack up to two of your Ally cards.  
*His navigational skills finally paid off - with a promotion to Le Predateur des Mers.*

**Musette Falisci** (R) Brotherhood 3I C:0 S:0 A:3 I:0 Sw:2 [P/c/t]  
Loyal ... Fate 1 Musette has -1 Adventuring for every Fate card you attach to her. You may not attach a Fate card to Musette if her Adventuring is less than 1.  
*"The Three are coming, Alesio. You will atone for your sins against them by betraying him..."*

**Oar Team** (C) Unaligned 2I C:0 S:2 A:0 I:0 Sw:1 [P/c/t]  
Rower ... No Attachments  
*"At least we're making good time."*

**Orm Greybeard** (U) Vesten 5I C:0 S:0 A:2 I:1 Sw:4 [P/c/t]  
Swordsman +1 When Orm 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."*

**Peter Silver** (U) Gosse 5I C:2 S:3 A:0 I:1 Sw:2 [P/c/t]  
Swordsman +1  
*"Take some guns, Captain. The Hanged Man may be grateful for your help, but we're still robbin' 'em, after all."*

**Red the Adventurer** (U) Unaligned 4I  
C:0 S:0 A:3 I:1 Sw:2 [P/c/t]  
Red gains +1 Adventuring for each Attachment card attached to her.  
*"I collect things that's all. Trouble is, all the best things take a lot to get a hold of."*

## 7th Sea Collectible Card Game

**Red Thorfild (R)** Vesten 8I C:1 S:3 A:3 I:2 Sw:3 [P/c/t]  
Unique ... First Mate ... Loyal ... Villainous ... Swordsman +2  
React: Target the other Ship when Red tacks to absorb Hits during Boarding. Inflict 3 Hits to that ship.

**Rognvald Brandson (R)** Vesten 3I C:0 S:0 A:1 I:0 Sw:1 [P/c/t]  
Unique ... Heroic Rognvald gains +1 Influence for every completed Adventure you have in play.  
*"Once, long ago, in the land of snow and ice, a pretty maid was held prisoner by the King of the Giants..."*

**Rosamonde du Montaigne (R)** Montaigne 4I  
C:0 S:0 A:1 I:2 Sw:1 [P/c/t]  
Experienced ... Unique ... Loyal React: Discard one card from your hand when you bring an Ally into play. You may attach that Ally to any Sea.  
*"You saved the captain's life, Rosamonde. Think on that before you judge yourself too harshly." - Gerard Rois-et-Reines*

**Santino Medrano (U)** Castille 5I C:3 S:0 A:3 I:0 Sw:1 [P/c/t]  
Instead of performing a Boarding Attack, Santino may tack to inflict 2 Hits on the other Ship in the Boarding.  
*"My father was Vodacce, but don't hold that against me."*

**Scurvy Dogs (C)** Unaligned 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]  
No Attachments The Scurvy Dogs count as two Crew against your crew maximum. When Scurvy Dogs tack to absorb Hits, they absorb 5 extra Hits.  
*"Hey You! C'mere, you gotta see this! Harvey does the greatest thing with his knife..."*

**Sigvaldi Sveinson (R)** Vesten 5I C:0 S:3 A:0 I:1 Sw:3 [P/c/t]  
Unique React: Tack Sigvaldi when you push him forward to start a Boarding Attack. If Sigvaldi inflicts Hits with the Boarding Attack, he inflicts 3 extra Hits.

**Tarsis the Mad (R)** Corsairs 5I C:0 S:0 A:3 I:0 Sw:1 [P/c/t]  
*"Bear left, and throw the meat overboard now!"*

**The Gullet (U)** Unaligned 2I C:0 S:0 A:1 I:0 Sw:2 [P/c/t]  
Act: Tack The Gullet and target a Pet in this Sea. Sink the Pet.  
*"Birdie taste... like chicken."*

**The Kire (R)** Unaligned 6I C:0 S:0 A:2 I:1 Sw:4 [P/c/t]  
Unique ... First Mate ... Heroic When The Kire tacks to absorb Hits, he absorbs 2 extra hits. When The Kire tacks to produce Influence for hiring an Unaligned Crew, he produces 2 extra Influence.

**Thordis Bjerregaard (U)** Vesten 6I C:0 S:3 A:1 I:0 Sw:2 [P/c/t]  
Topman ... Rower React: Untack Thordis after your Ship enters a Boarding that is not canceled. Thordis may perform this reaction once per turn.

**Timothy le Beau (F)** Montaigne 10I C:0 S:0 A:0 I:2 Sw:2 [P/c/t]  
Experienced ... Unique ... First Mate ... Loyal ... Porte 2 Act:  
Tack Timothy and target a Ship. Timothy inflicts 2 Hits on that Ship.  
*"I'm the best you'll ever see. The Portal and I, we have an understanding."*

**Ulf Karlseen (R)** Explorers 4I C:0 S:4 A:1 I:1 Sw:1 [P/c/t]  
Loyal ... Laerdom 1 Ulf has -1 Sailing for every LÆrdom card you attach to him. You may not attach a LÆrdom card to Ulf if his Sailing is less than 1.  
*"My ancestors told me to follow McCormick. They say he leads to wonders that the world has never seen..."*

**Valkyries (C)** Vesten 3I C:0 S:0 A:1 I:0 Sw:2 [P/c/t]  
Loyal ... No Attachments When Valkyries tack to absorb hits, they absorb 2 extra Hits. Valkyries inflict 1 extra hit during Boarding Attacks.  
*"For Vestenmannavnjar! For the glory of our ancestors!"*

**Vivianna Etalon du Toille (C)** Montaigne 4I  
C:0 S:3 A:0 I:0 Sw:2 [P/c/t]  
Holy ... Swordsman +2 If Vivianne's opponent in a Boarding Attacks is Holy, Vivianne's Boarding Attack inflicts 2 extra Hits.  
*"I love my country, as the Castillians love theirs. We shall see whose love proves stronger."*

**Willie Wilcox (U)** Brotherhood 5I C:2 S:0 A:0 I:1 Sw:3 [P/c/t]  
Willie inflicts 2 extra Hits during Boarding Attacks.  
*"He's tougher than those bergs out there, and he'll bash anyone who lays a finger on his brother." - Thom Brunner*

### Adventures

**Aether Compass (R)** [T/c/s]  
2 Seas Away To Complete: Tack 15 Adventuring (8 if completed in Frothing Sea). Unique ... Artifact ... Ship Attachment Tack the Aether Compass when paying to discard or put into play a Control card. Aether Compass produces 3 points of the appropriate skill.  
*"At last, I've found the key." - Guy McCormick*

**Barcino Fortress (U)** [T/c/s]  
1 Sea Away To Complete: Tack 6 Adventuring (2 if completed in the Frothing Sea and you have The River in play). Crew Attachment: +4 Cannon.  
*"Orduno has broken our blockade, but we still hold the River and we intend to keep it." - Amiral Valoix-Praisee*

**Fine Rope and Tackle (C)** [T/c/s]  
1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in the Trade Sea). Goods ... Crew Attachment: +2 Sailing.  
*"It's a fishing line. For catching pirates." - The General*

**Fresh Powder (C)** [T/c/s]  
1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in la Boca). Goods ... Crew Attachment: +2 Cannon.  
*"Let's give the Hanged Man a proper welcome." - The General*

**Montaigne Exports (U)** [T/c/s]  
1 Sea Away To Complete: Tack 6 Adventuring (2 if completed in Frothing Sea and you have The River in play). Crew Attachment: +3 Influence.  
*"'Tis a fine vintage, me boy. Ye coulda sold 'em fer a kings ransom... if ye'da made it te port. Har-har!"*

## 7th Sea Collectible Card Game

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

1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in Frothing Sea). Item ... Crew Attachment: +2 Adventuring.

*"I had to pass through the Castillian front to get these... the best in all of Theah."*

### Offensive Maneuvers (C) [T/c/s]

1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in the Frothing Sea). Crew Attachment: This Crew inflicts 2 extra hits during Boarding Attacks.

*"Tell King Sandoval that the Montaigne blockade is no more."  
- Admiral Orduno*

### Ring of Honor (R) [T/c/s]

1 Sea Away To Complete: Tack 4 Adventuring (2 if completed in Frothing Sea). Unique ... Artifact ... Heroic Crew Attachment Tack Ring of Honor when one of your Heroic Crew is tacking to absorb Hits during Boarding to absorb 3 Hits.

### Ring of Villany (R) [T/c/s]

1 Sea Away To Complete: Tack 4 Adventuring (1 if completed in the Forbidden Sea). Unique ... Artifact ... Villianous Crew Attachment React: Tack Ring of Villany when one of your Villianous Crew inflicts Hits during a Boarding. Inflict 3 extra Hits.

### Runed Ship's Wheel (R) [T/c/s]

1 Sea Away To Complete: Tack 5 Adventuring (2 if completed in Trade Sea). Unique ... Artifact ... Ship Attachment React: Tack the Ship's Wheel when you are targeted by a Weather card. Cancel the effects of that card.

### Sighted Pistol (C) [T/c/s]

1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in the Forbidden Sea). Item ... Crew Attachment: This Crew inflicts 2 extra hits during Boarding Attacks.

### Slashing Across the Decks (R) [T/c/s]

3 Seas Away To Complete: Tack 3 Adventuring (2 if completed in the Mirror). Crew Attachment: +2 Swashbuckling. This Crew inflicts 2 extra hits during Boarding Attacks.

*"Ha-ha! Dodge-parry-riposte-thrust! Or is it dodge-thrust-rioste-parry? Oh well..."*

### Spit in Death's Eye (C) [T/c/s]

1 Sea Away To Complete: Tack 3 Adventuring (2 if completed in the Trade Sea). Crew Attachment: You may draw one card immediately before this Crew starts a Boarding Attack.

*"Live every moment like it's yer last."*

### Stolen Documents (C) [T/c/s]

1 Sea Away To Complete: Tack 2 Adventuring (1 if completed in the Forbidden Sea). Illegal ... Item ... Crew Attachment: +1 Influence.

*"He's got so many, he won't miss one or two"*

### Stolen Sword (U) [T/c/s]

2 Seas Away To Complete: Tack 2 Adventuring (1 if completed in the Frothing Sea). Illegal ... Item ... Crew Attachment: +1 Swashbuckling. This Crew inflicts 2 extra hits during Boarding Attacks.

### The Second Switch (R) [T/c/s]

3 Seas Away To Complete: Tack 2 Adventuring (1 if completed in Trade Sea). Crew Attachment: +4 Adventuring.

## Attachments

### "Captain" (R) 2Ad [C/d/s]

Crew Attachment ... Unique 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!" (U) 1In [C/d/s]

Captive Crew Attachment This Crew counts one less toward your Ship's crew maximum (minimum 0).

*"Shut up an' move over! There's room fer ten more of ye in there!"*

### Advanced Swordsmanship (R) 2In [C/d/s]

Crew Attachment ... Swordsman 1 Knack (May only be attached to a Crew with Swordsman) +2 Swordsman (This Crew inflicts 2 extra Hits during Boarding Attacks.)

*"But two cuts is so boring, Felipe. Wouldn't three be more interesting..." SLASH! "...or four..." SLASH! "...or five?"*

### Adventuring Gally (U) 4In [C/d/s]

This Sea Attachment ... Ally Any player in this Sea may discard this card by producing 3 Swashbuckling or Cannon as an action.

Act: Tack this card to attach it to a Sea adjacent to this Sea. Act: Tack this card to complete one of your Adventures in this Sea with an Adventuring cost of 3 or less.

### Allied Warship (U) 3In [C/d/s]

This Sea Attachment ... Ally Any player in this Sea may discard this card by producing 5 Swashbuckling or Cannon as an action.

Act: Tack this card to attach it to a Sea adjacent to this Sea. Act: Tack this card and target an Ally or Prize card in this Sea. Sink that card.

*"We need the General back here. Now."*

### Armed Brig (U) 6In [C/d/s]

This Sea Attachment ... Ally Any player in this Sea may discard this card by producing 5 Swashbuckling or Cannon as an action.

Act: Tack this card to attach it to a Sea adjacent to this Sea. Act: Tack this card and target a Ship in this Sea. Inflict a 4 hit Cannon Attack on the target.

### Armed Frigate (U) 8In [C/d/s]

This Sea Attachment ... Ally Any player in this Sea may discard this card by producing 7 Swashbuckling or Cannon as an action.

Act: Tack this card to attach it to a Sea adjacent to this Sea. Act: Tack this card and target a Ship in this Sea. Inflict a 5 hit Cannon Attack on the target.

### Basic Swordsmanship (C) 1In [C/d/s]

Crew Attachment This card may not be attached to a Crew which has the Swordsman trait. This Crew gains the Swordsman +1 trait (This Crew inflicts 1 extra Hit during Boarding Attacks.)

*"Cut two this way and I'll let you use a real sword." - Felipe Jose de Granjero*

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### **Castillian Navy (U) 11Ca [C/d/s]**

La Boca Attachment ... Unique ... Control You must be in la Boca to play this card. Any player in la Boca may discard this card by tacking 14 Sailing as an action. While Castillian Navy is in play, you have +10 Sailing for determining Initiative. Act: Tack to get a Control card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

### **Cheap Cutlass (C) 3In [C/d/s]**

Crew Attachment ... Item ... Cheap Discard Cheap Cutlass when this Crew inflicts Hits with a Boarding Attack. This Crew inflicts 2 extra Hits.

*"You ever see what rust can do to a gut wound?"*

### **Cheap Sails (C) 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."*

### **Cheap Tools (C) 2In [C/d/s]**

Crew Attachment ... Item ... Cheap Discard Cheap Tools when this Crew tacks to pay an Adventuring cost. The Crew produces 3 extra Adventuring.

*"Our navigator stuck himself with one. His arm swelled up like an Eisen sausage."*

### **Coastal Patrols (U) 11In [C/d/s]**

Frothing Sea Attachment ... Unique ... Control You must be in the Frothing Sea to play this card. Any player in the Frothing Sea may discard this card by tacking 14 Swashbuckling as an action. React: Tack this card when you suffer hits. You suffer 4 fewer Hits. Act: Tack to get a Control card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

### **Corsairs Figurehead (R) - [C/d/s]**

Corsair Ship Attachment ... Unique ... Figurehead Act: Tack the Figurehead while you have 3 or more completed Adventures in play to look at the top card of your deck. You may put it back on top of your deck or discard it.

### **Crescent Treasures (U) 11Sw [C/d/s]**

Forbidden Sea Attachment ... Unique ... Control You must be in the Forbidden Sea to play this card. Any player in the Forbidden Sea may discard this card by tacking 14 Influence as an action. While this card is in play, your Crew absorb 1 extra Hit when they tack to absorb Hits. Act: Tack to get a Control card from your deck, show it to your opponents, and put it in your hand. Shuffle your deck.

### **Dirk (C) 4Ad [C/d/s]**

Crew Attachment ... Item This Crew inflicts 1 extra Hit during Boarding Attacks.

*"Ye don't want that little girls knife. Here, lemme get ye a real knife..." - Angus McCloud*

### **El Vago (R) 3In [C/d/s]**

Sea Attachment ... Unique You must be in la Boca and have a Brotherhood Captain to play this card. Act: Target a Ship in this Sea and tack El Vago to inflict 2 Hits on that Ship. Act: Tack El Vago to attach him to a different Sea.

### **Fine Boots (C) 3Ad [C/d/s]**

Crew Leg Attachment ... Item +1 Influence. A Crew may not have more than one Leg Attachment.

*"They look better on her than the Montaigne sissy she took them from."*

### **Good Use of Space (C) - [C/d/s]**

Target Ship Attachment When this card enters play, target one of your Ship Attachments. While this card is in play, that Attachment counts one less toward your Ships crew maximum (minimum 0).

*"Um, sir? I can't feel my legs."*

### **Gosse Figurehead (R) - [C/d/s]**

Gosse Ship Attachment ... Unique ... Figurehead While you have 3 or more completed Adventures in play, you have +10 Sailing for the purposes of determining Initiative.

### **Herje (Ruin) (R) - [C/d/s]**

Crew Attachment - Laerdom 1 Knack (May only be attached to a Crew with Laerdom 1 or more) Act: Discard Herje and target a Sea Attachment in this Sea. Discard that Sea Attachment.

### **Kjott (Flesh) (F) - [C/d/s]**

Vesten Captain Attachment ... Unique ... Letter of Marque You must have two or more Loyal Vesten Crew on your Ship to put Kjott into play. While Kjott is attached to your Captain, all of your Vesten Crew absorb 1 extra Hit when tack to absorb Hits.

### **Main Gauche (C) - [C/d/s]**

Crew Attachment ... Item This Crew's Boarding Attacks that finish with a Dagger inflict 2 extra Hits. *They call the Ambrogia style dishonorable, but a second blade can mean the difference between life and death.*

### **Nod (Intensity) (U) - [C/d/s]**

Crew Attachment ... Laerdom 1 Knack (May only be attached to a Crew with Laerdom 1 or more) React: Tack Nod when one of your Weather cards is inflicting Hits. That card inflicts 2 extra Hits.

*"Now tast the power of a people betrayed!" - Gris Hallisdottir*

### **Northern Allies (U) 11Ad [C/d/s]**

Trade Sea Attachment ... Unique ... Control You must be in the Trade Sea to play this card. Any player in the Trade Sea may discard this card by producing 14 Cannon as an action. While this card is in play your hand size is increased by 1. 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.

### **Panzerhand (C) 2In [C/d/s]**

Crew Attachment ... Item React: Tack Panzerhand as a Boarding Attack to reverse a Thrust or Slash Boarding Attack played by your opponent against this Crew. This card produces a Punch Boarding Attack. Until the end of this Boarding, this Crew's Boarding Attacks that finish with a Punch inflict 2 extra hits.

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### **Pocket Money (C) 3Ad [C/d/s]**

Crew Attachment ... Item ... Cheap React: Discard Pocket Money when you are playing 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!"*

### **Powder Keg Tavern (R) 2Ad [C/d/s]**

Sea Attachment ... Unique Any player in this Sea may sink this card by paying 3 Cannon as an action. Act: Tack Powder Keg Tavern while your Ship is in this Sea to inflict 2 Hits on all Ships in this Sea, beginning with the player on your left.

*"I told him to stop drinking from the swill barrel, but oh no, he never listened to ol' Simon."*

### **Pulling Through (R) - [C/d/s]**

Crew Attachment ... Porte 1 Knack (May only be attached to a Crew with Porte 1 or more) React: Discard this card to target one of your Adventures up to a number of seas away equal to this Crew's PortÉ. You may immediately complete that Adventure as if your Ship were in that Sea.

*"I'd close my eyes first, if I were you." - Timothy le Beau*

### **Ruby Earring (C) 4Ad [C/d/s]**

Crew Attachment ... Item +1 Swashbuckling

*"Talk back to me again, and you'll lose more than just your earlobe." - The General*

### **Scarlet Launch (R) 3Ad [C/d/s]**

Vesten Ship Attachment ... Unique React: Tack Scarlet Launch when a Sea Attachment targets one of your cards. Negate the effects of that Sea Attachment.

*The crew of the Revensj doesn't punish their prisoners... they feed them to the sirens.*

### **Scary Tattoo (C) 4Ad [C/d/s]**

Crew Attachment You may draw one card immediately before this Crew starts a Boarding Attack.

*"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. The Boarding attempt is canceled. 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.

### **Silver Earring (C) 3Ad [C/d/s]**

Crew Attachment ... Item +1 Adventuring

*"Espera used to tell me that it gleamed like the fire in his heart. So I broke his leg." -Dalia*

### **Small Fortress (U) 3Ad [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.

### **Speedy Courier (U) 4In [C/d/s]**

This Sea Attachment ... Ally Any player in this Sea may discard this card by producing 4 Swashbuckling or Cannon as an action.

Act: Tack this card to attach it to a Sea adjacent to this Sea. React: Tack when you are playing an Influence cost and the Courier is not in your Sea to produce 2 Influence.

*"No!" The General shouted. "We're so close!"*

### **Stans (Calm) (U) - [C/d/s]**

Crew Attachment ... Laerdom 1 Knack (May only be attached to a Crew with Laerdom 1 or more) React: Tack Stans when your cards are targeted by a Weather card. Cancel the effects of that card.

*"Fury must be balanced by calm."*

### **Sterk (Wholeness) (U) - [C/d/s]**

Crew Attachment - Laerdom 1 Knack (May only be attached to a Crew with Laerdom 1 or more) React: Discard this card when you suffer Hits. You suffer 3 fewer Hits.

### **Styrke (Strength) (U) - [C/d/s]**

Crew Attachment - Laerdom 1 Knack (May only be attached to a Crew with Laerdom 1 or more) While this card is in play, this Crew inflicts 2 extra Hits during Boarding Attacks.

*"Shall I pluck your limbs off like a fly?"*

### **The Ogre (U) - [C/d/s]**

Crew Attachment - Glamour 1 Knack (May only be attached to a Crew with Glamour 1 or more) This Crew has +1 Swashbuckling during Boardings.

### **The River (R) 4Ad [C/d/s]**

Frothing Sea Attachment ... Unique React: Tack The River when you are paying an Influence cost to produce 1 Influence. It cuts through the continent like a broad blade.

*Control it, and you control Theah.*

### **Tugging the Strands (R) - [C/d/s]**

Crew Attachment - Fate 2 Knack (May only be attached to a Crew with Fate 2 or more) Act: The Actions phase ends. Play proceeds to the Draw phase. Sink this card.

*Alesio closed her eyes as the General's cannons fired. Destiny would be changed now, or the Brotherhood would die beneath the onslaught.*

### **Unexpected Hero (C) 3Ad [C/d/s]**

Crew Attachment This card may only be attached to a Crew with the No Attachments trait. This Crew no longer has the No Attachments trait.

*"I-- I killed him..." - Rosamonde du Montaigne*

### **Vesten Figurehead (R) - [C/d/s]**

Vesten Ship Attachment ... Unique ... Figurehead Act: Tack the Vesten Figurehead while you have 3 or more completed Adventures in play to target another Ship in this Sea. You inflict a 2 Hit Cannon Attack on that Ship.

### **Villskap (Fury) (U) - [C/d/s]**

Crew Attachment - Laerdom 1 Knack (May only be attached to a Crew with Laerdom 1 or more) Act: Tack this card and pay 1 Adventuring to target a Ship in this Sea. Inflict 2 Hits on that Ship.

## 7th Sea Collectible Card Game

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### *Ships*

**Le Predateur des Mers** (F) Montaigne 8 CM / 3 MC

Act: Tack this card to attach one or more of your Allies in play to this Sea. 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, draw 2 cards.  
React: Tack before performing an action, to move to an adjacent Sea.

### *Captains*

**Amiral Alazais Valoix-Praise III** (F) Montaigne W8

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

Start: Frothing Sea Villanous - Swordsman +2 React: Tack and/or sink one of your Allies in this Sea when you are absorbing Hits, except during Boarding. You suffer 3 fewer Hits.

**Yngvild Olafssdottir** (F) Vesten W9 C:0 S:3 A:4 I:3 Sw:3

Start: Trade Sea Heroic ... Swordsman +2 ... Laerdom 1 While you have three or more other Vesten Crew on your Ship, your cost to put Weather cards into play is reduced by 3 (minimum 1).



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