



Tracey Anvilin shouted, “No!” as the two men swung at each other clumsily. They both stopped and stared at him disdainfully. “Your blows were slow, your feints predictable and your stance was completely unsuitable for rolling decks. The General hired me to teach you noblemen how to fight onboard a ship. If this is the best you can do, he should just push you overboard at the first chance and save the pirates the trouble.”

The second story salon’s hardwood floors and high ceilings echoed with the swordmaster’s disdain. One mirrored wall reflected the three men while a sea breeze fluttered curtains on the windows.

Jean Paul Allais du Criex lowered his weapon. “Odds bodkin, what did you expect? You arm us with these leviathans of swords and expect grace? We’re fencers not porters to lug such heavy burdens! We hired you to train us in the nuances of fencing onboard ship, not to insult and demean us.”

Tracey shrugged, “I didn’t realize your delicate nature. Perhaps you’d feel more with a lady in waiting’s fan instead of a blade?”

The young fop’s face grew pale with fury. “Perhaps a muscle-bound oaf could wield this sword, but speed and grace depend upon a more fitting blade. Allow me to demonstrate.” He dropped his practice broadsword disdainfully and drew out a razor sharp rapier. His off hand drew out a main gauche.

Tracey gestured imperiously and the other student handed over his practice broadsword. Tracey swung it experimentally and nodded. He assumed a swaying stance and motioned with his off hand for du Criex to attack. “The reason we use heavier weapons during training is to build strength and stamina. Plus they’re blunted to prevent injury to the duelists.”

The fop ignored Tracey’s pedantic tone and flicked his rapier out at him. Tracey raised his blade to parry and du Criex’s blade dropped low beneath the parry. Before the fop could act upon his feint, the heavy practice broadsword crashed down upon the rapier. The thin blade bent sharply, but when du Criex stepped back, it sprang back into shape. “A rapier is always in danger of snapping against a heavier weapon. You carry a good blade.” Tracey’s voice held grudging respect for the young man’s choice of weapons.

Du Criex sneered, “Yes, unlike these iron bars, this is a real weapon. And I use a real swordsman school. Unlike that mishmash of styles you have been teaching us. How a man can fight with such lack of style is beyond me.” He thrust his blade towards Tracey’s chest in a typically quick Valroix attack.

The swordmaster parried the thrust and twisted his blade around and drew it along the fop’s wrist. “What you call a mishmash, is actually a simple matter of using what is best from a number of schools. When speed is called for

use it. But when something else is required, I do not hesitate. That is called the Donovan slash and would have sliced your wrist open to the bone. It’s a maneuver unique to the Donovan School, but extremely useful for any swordsman who can master it. Flexibility will bring you much further than mindless adherence to a single style.”

With a snort, du Criex launched a quick thrust followed by a slash from his dagger. Tracey parried both with a twist of his wrist and then returned the attack with a thrust at head height. Du Criex crossed his weapons to parry the thrust above his head and Tracey stepped in close and slammed his left fist into the fop’s stomach. The young man doubled over in pain, gasping for breath. Tracey kicked the main gauche out of his hand and stepped back.

“Now you fight without the advantage of two weapons. Because you neglected to train for that, you are at a severe disadvantage so that even a gutter snipe could best you. Shall we continue?”

The fop arose with a snarl before composing his face. Then he replied coolly, “That was a low born trick, unworthy of a fencing instructor in l’Emperor’s navy. But I shall not fall for another such trick.” Then with a casual flick of his wrist, he slashed out at Tracey.

But the swordmaster simply swayed out of the way. “No, you won’t fall for that one, but the pirates have an endless number of low born tricks and if you fall for even one of them, they will kill you regardless of your high born pedigree.” His stance was more rigid now and his steps more deliberately placed. He stomped his feet twice, flourished his arm and cried out, “Ole!” Du Criex lashed out with a flurry of blows that were all lightly parried. Then Tracey smiled and began his own series of attacks.

Du Criex parried the first three with ease, but they kept coming and the tempo of the attacks increased. The next parry was slow and the fop found a the blunted blade laid gently across his throat. With one arm poised in midstroke, he considered the weapon and then smiled wickedly. He swung his own sharpened blade at his opponent, but Tracey danced within the length of his arm. Before du Criex could recover, Tracey grabbed the fop’s blade with his off hand and twisted it out of his grasp. Then he drove the pommel of his own weapon into the fop’s chin.

Du Criex gasped at his opponent. “You would strike an unarmed noble? You shall hang for that!”

“I doubt it. I have a witness that you attacked me during practice with a live blade, correct Monsieur du Mar?” Tracey turned to the second student who was leaning against the wall nearby.

“Oh no, sir. I clearly saw you strike him after the exchange was finished.” Du Mar’s voice dripped with condescending scorn.

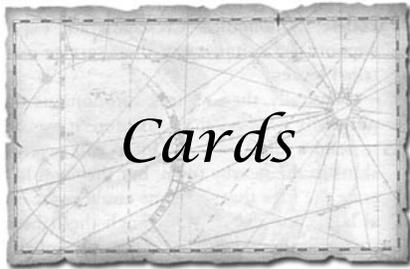
Tracey snorted and turned away. He called back over his shoulder, “Well, if I’m going to hang, I’ll hang onto your

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sword. Might as well get something out of all this trouble, right?" He testing the rapier upon the air. "Good balance, fine steel. A noble weapon, unfit for the likes of you. But, I really don't think that the Montaigne Navy will reprimand a swordsmaster for striking his student."

The whisper of a shoe upon the floor behind him was the only warning. Tracey leapt forward and twirled about. The rapier was extended and ready. Du Crieux continued running at him; main gauche stabbing down towards the swordsmaster. Then the fop staggered to a halt and stared down at the rapier piercing his chest. Tracey swore quietly. "Of course, they'll certainly hang a swordsmaster who kills one of his noble students. Time to be off, I think. Monsieur du Mar, the lesson is over for today."

Then as du Mar watched in shock, Tracey pulled the blade from du Crieux's chest and wiped it off carefully. He sheathed it and strode towards the window. With a last nod to his student, he leapt out the window. Cries from pedestrians came from below as Tracey Anvilin fled for his life.



Throughout the 7th Sea Collectible Card Game's life span, several promotional cards were released. These were mainly available either through membership in the 7th Sea fan club or through the 7th Sea comic books.

Actions

A Friend In Need -/- [S/d/p]

React: Play this card when you are absorbing Hits from a Boarding Attack in which you pushed one of your Crew forward. Tack one of your Crew, except the one pushed forward to suffer 4 fewer Hits.

"Ah, he woulda done the same fer me."

Ambush! 1In/- [D/p/t]

React: Play when a Ship uses its Free Move to enter your Sea. Inflict 2 Hits on the Ship.

"Suprise!"

Brother in Arms -/- [S/d/p]

React: Play when you are hiring a Loyal Crew from your Captain's faction to produce 3 Influence

"Oh no... wait, everything's okay. Maybe my luck's in for a change..."

Calling in Favors -/- [D/p/t]

React: Play this card and discard two cards from your hand when you are paying an Influence cost to produce 2 Influence.

"Let them take it. We could never have repaired the ship if Gosse hadn't come along. For that, I'm willing to give up a little swag."
-Allende

Gentleman's Agreement -/- [D/p/t]

You may only play this card if you have a Heroic Captain. React: Play when you are hiring a Heroic Crew to produce 2 influence.

"I promise you riches beyond your dreams, and I always keep my promises." - Philip Gosse

In the Dark of the Night 5Ad/3Sa [D/p/t]

Target a player. That player draws 2 fewer cards during the Draw phase this turn (minimum 1).

"...and I hates me the night watch.." - Grousin George

Indisposed 2In/3Ca [S/d/p]

Target a Captain who has more than one Attachment. Tack that Captain.

"Troubles, like a midnight kiss, are easily forgotten." - Leila

The Moon Beckoned -/- [S/d/p]

You may only play this card if all of your Crew are tacked. Move your Ship to an adjacent Sea. Sink this card.

"We drove the ship all night, through the fog, through the ice, through the sun and moon herself. I've never seen a captain so sure of the wind and the stars."

What Do We Have Here? PRO Action (F)-/ [D/p/t]

Draw the next 3 cards from your deck. You may attach any Adventure cards drawn to Seas they can be legally placed in. Discard all of these cards which you do not put into play.

Berek was going to set course for somewhere big. Then the Crimson Rogers showed up.

Crew

Dregs and Thugs Unaligned 4I C:0 S:0 A:0 I:0 Sw:2 [P/c/t]

Unique - No Attachments When Dregs and Thugs tack to absorb hits, they absorb 2 extra hits. React: Once per turn, discard a card from your hand when you are suffering hits to reduce the hits suffered by 2.

Faye Dunsinain Unaligned 5I C:1 S:0 A:3 I:1 Sw:2 [P/c/t]

Unique - Swordsman +1 React: Tack Faye when one of your crew is targeted by a card which begins a Duel. Cancel that action.

"Alas, poor Stewart. I knew him... right before I cut off his lying head."

Freya Danya Gydassottir Unaligned 8I

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

Heroic - 1st Mate - Unique Act: Once per turn, name one of the five skills. Until the end of the turn, all of your crew aligned to your Captain's faction have a +1 bonus to the named Skill.

"It never ends, Yngvild. Blood begets blood and we'll all drown in it before you see any real justice."

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Hassad The Enforcer Unaligned 4I C:0 S:0 A:1 I:2 Sw:3 [P/c/t]
Unique - When your unaligned Crew sink to absorb Hits, they absorb 1 extra Hit.
"Stay alive, damn you, or I'll kill you myself!"

Jacklyn the Black Unaligned 4I C:0 S:0 A:2 I:0 Sw:3 [P/c/t]
Unique..Swordsman+1 - Once per Boarding, if you are the devender, you may push Jacklyn forward for a Boarding Attack when she is tacked.
She protects her ship like a lioness protects her cubs.

Luis Rafael Dominguez de San Angelo Castille *Rose & Cross* 5I C:0 S:0 A:3 I:2 Sw:3 [P/c/t]
Unique - Swordsman =2 When Luis inflicts Hits in a Duel, the opposing Crew in the Duel may not tack to absorb the Hits.
"No. Not a Rose and Cross. Not anymore."

Neeman the Coward Unaligned 2I C:0 S:3 A:1 I:0 Sw:1 [P/c/t]
Unique - Discard Neeman if another Ship enters your Sea.
"I assure you that my sword is only used to meet the demands of fasion. Now, if you will excuse me.."

Reynard Fornier Black Freighter 3I C:0 S:1 A:0 I:1 Sw:1 [P/c/t]
Unique - Loyal When this Crew tacks or sinks to absorb Hits you may discard one card from your hand to have him absorb 2 extra hits (you may not discard multiple cards for extra Hits).
"I lost my blades, Musketeer, but the Freighter gave me some new ones..."

Salvador Bernoulli Unaligned 7I C:1 S:2 A:3 I:4 Sw:3 [P/c/t]
Unique * Heroic * First Mate * Swordsman +2 Salvador inflicts an additional 4 Hits during a Boarding Attack when the other Ship in the Boarding has a Villainous Captain on board.

Attachments

Ill-Fated Journey - [C/d/s]
Sea Attachment..Unique..Fate - You must tack one of your Crew with a Fate of 1 or more to put this card into play. When the next Ship enters this Sea, Ill-Fated Journey inflicts 5 Hits on that Ship, then sinks.
Vodacce is a nation full of black cats - extremely dangerous unless all of the cats belong to you.

Trechaut 2Ad [C/d/s]
Sea Attachment Unique - Port Any player in this Sea may sink this card by producing 4 Swashbuckling as an action. Holy Crew in this Sea have +1 to all of their skills.
An utterly unremarkable village holding a wholly remarkable secret.

Ships

Fair Weather Friend 8 CM / 3 MC
Immediately after players reveal their starting Crews, choose and sink up to 6 of the cards in your deck. React: Tack before performing an action, to move to an adjacent Sea.

Homeward Arrow 5 CM / 1 MC
(Crew max may not be increased) Act: Tack one of your Crew to move to an adjacent Sea. React: Tack before performing an action, to move to an adjacent Sea.

Le Petit Esprit 5 CM / 1 MC
React: Tack after you have completed an Adventure to untack one of your Crew that produced Adventuring to complete the Adventure. React: Tack before performing an action, to move to an adjacent Sea.

The Highland Piper 6 CM / 2 MC
React: Tack before performing an action to move to an adjacent Sea. React: Tack when you are paying Adventuring to complete an Adventure with the Goods or Item traits to reduce the Adventuring cost of that Adventure by 3 (minimum 0)

Captains

Captain McGee Unaligned W8 C:3 S:2 A:3 I:3 Sw:4
Start: Frothing Sea * Heroic * Swordsman +2 * You may not have Bloody Bonnie McGee on board. McGee may only use Ships with no Faction symbol. React: Once per turn, after another player's Villainous Crew has been sunk from play, untack McGee if you have 3 or more unaligned Crew with a printed Influence cost greater than 2.



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