

7th Sea
Game Year:
1668

Waves of Blood™

The definitive sourcebook for the Théan seas!

The waters surrounding Théah are as deadly as her mainland, where brutal pirates and mighty navies battle for supremacy. Some fight for plunder and glory, while others seek to push the boundaries of human exploration. A sailor's life contains untold freedoms — and perils to chill the soul. The adventure of a lifetime is waiting just beyond the next cove, ready to make you fabulously rich... or send you straight to the bottom. Dangerous men and women ply the waterways, from the driven Explorer Guy McCormick to the indomitable “Bloody” Bonnie McGee. Only the strongest dare cross swords with them, but the rewards are well worth the risks.

Now, for the first time, their stories have been gathered into a single volume. *Waves of Blood* contains the complete background for the 7th Sea CCG, as well as a host of information for players and Game Masters alike. Journey with the Brotherhood of the Coast, battle Admiral Valoix alongside the Castillian Armada, or cross swords with the murderous Crimson Rogers. Everything you need for endless evenings of adventure can be found within these pages. Join the ships and crews of the Théan seas, and set sail across the waves of blood.

Waves of Blood includes:

- A complete history of Théah's ten most powerful naval factions, with discussions on creating Heroes from their ranks and running campaigns based around their activities.
- A wealth of new rules, including RPG/CCG conversion guidelines allowing you to create playable cards from your favorite RPG Heroes, and RPG characters from 7th Sea cards!
- Stats and backgrounds for the card game's most popular figures, prominent artifacts complete with adventure hooks, and ten fully developed locations for your campaign.
- A thorough run-down of the CCG storyline from *No Quarter!* to *Horizon's Edge*.
- A 24-page color section featuring a timeline for the card game story, a two-page map, and beautiful full-color images from some of the industry's best artists.
- Rules and history for the mysterious Island of the Sunken Eye and the Syrneth secrets it holds within its depths.
- For the first time, a complete discussion of the unholy Black Freighter, including ways to use it in your campaign!



\$28.95 M.S.R.P.
AEG 7150
ISBN 1-887953-33-7
www.alderac.com

Waves of Blood

“What the sea wants, the sea will take.”

— Traditional sailor proverb

Writing

Rob Vaux
Dana DeVries

Additional Writing

Kevin P. Boerwinkle
Peter Flanagan
Ree Soesbee
Eric Steiger

Portions based on *The Pirate Nations*
by John Wick and Kevin Wilson

Editing

Nancy Berman
Dave Lepore

Art Direction

jim pinto

Graphic Design

Steve Hough
Mark Jelfo

Line Developer

Rob Vaux

Layout

Steve Hough

Interior Art

beet	Llyn Hunter
Melissa Benson	Mike Kimble
Heather Bruton	Brad Kunkle
Liz Danforth	April Lee
Cris Dornaus	Dave Leri
Mark Evans	Craig Maher
Edward Fetterman	Val Mayerik
Carl Frank	Malcom McClinton
Dærick W. Gröss	William O'Connor
Anthony Grabski	Jim Pavelec
David Horne	Ben Peck
Robert Humble	Ramon Perez
Paul (Prof.) Herbert	Michael Phillippi
Jonathan Hunt	Eric Polak
Lisa Hunt	Lorenzo Sperlonga
Luis Vazquez	

Cartography

Craig Zipse

7th Sea Created by

John Wick & Jennifer Wick and Kevin Wilson

Special Thanks

To all of the artists and playtesters who have contributed their blood and sweat to the *7th Sea* CCG over the last two years. You brought this world to life in ways we never could.

Dedication

For Leticia Hayler, who showed us what it means to be strong.

Introduction	4	<i>Chapter Four: Rules</i>	89
<i>Chapter One: History</i>	5	How to Turn CCG Crew and Captain Cards Into RPG Characters	89
Transcript of a Text	5	How to Turn RPG Characters Into CCG Crew Cards	96
<i>Chapter Two: Factions and Places</i>	23	New Advantages	102
The Brotherhood of the Coast	23	Rogers Swordsman School	104
The Castillian Armada	26	New Backgrounds	105
The Corsairs	28	New Skills and Items	106
The Explorer's Society	31	Advanced Sailing Rules	109
Lone Pirate Ships	33	Advanced Naval Battles	110
Gosse's Gentlemen	34	<i>Appendix One: Locations and Timeline</i>	113
The Montaigne Navy	36	Map	114
The Sea Dogs	38	CCG Timeline: 1668	118
Vendel and Vestenmannavnjar	41	<i>Appendix Two: Crews</i>	137
The Vendel Merchant Marines	41	The Brotherhood of the Coast	137
Vesten Raiders	43	The Castillian Armada	143
Vodacce Mercenaries	45	The Corsairs	148
The Crimson Rogers	46	The Crimson Rogers	153
Legendary Ships	48	The Explorers	158
Locations	49	Gosse's Gentlemen	163
<i>Chapter Three: GM's Section</i>	63	The Montaigne Navy	168
Faction Adventures	64	The Sea Dogs	174
Artifacts	71	The Vesten Raiders	180
The Black Freighter	80	Unaligned Crew	185
Secrets of Cabora	83	The Black Freighter	187





Welcome to *Waves of Blood*, the role-playing tie-in for the *7th Sea* collectible card game. This volume was written as a comprehensive resource for CCG players, intended to answer any questions about the characters, stories, and locations from the basic set and the first seven expansions. But it was also intended for role-players to make use of the card game's resources — providing rules, statistics, and background material for running a campaign against the backdrop of Théah's turbulent oceans. We believe that both types of gamers will find plenty of useful material within these pages. With luck, *Waves of Blood* will be the first in a series of products intended to tie the two lines more closely together.

At its heart is a tale of the Théan seas. Pirates and scoundrels have plied the waterways for centuries, seeking plunder and gold in exchange for human blood. So too do brave men and women set sail to stop them, while searching for fortunes of their own amid the waves. The high seas contain all manner of secrets beneath their foamy caps. One such secret has lain at the sandy floor for untold millennia. By the time it is unearthed, it will have shaken the world to its core and launched a new age of wonder and adventure.

The book is divided into four chapters and two appendices. The first chapter contains an overview of the CCG storyline, as told by one of its most enigmatic participants. It recounts the events which lead up to the rise of Cabora and the final tournament at Gen Con™ 2001.

The second chapter is intended to help players portray RPG Heroes from the card game's various factions. It contains a plethora of information on the history, development, and *modus operandi* of Théah's most prominent seagoing powers, from Gosse's heroic Gentlemen to the bloodthirsty Crimson Rogers. It also includes tips on creating new crews, as well as ideas for tailoring your party to fit a given faction. In addition, it contains a

detailed description of the card game's most important locations, plus a look at the legendary Black Freighter.

The third chapter contains information intended for Game Masters only. It includes discussions on running campaigns based around various types of crew, plus adventure hooks involving items and artifacts from the CCG. It also contains the secrets of the dreaded Black Freighter, as well as ideas on integrating the haunted ship into your campaign. Finally, it covers the secrets of the Island of the Sunken Eye including its past, its purpose, and a detailed encounter chart for exploring its hidden depths.

The fourth chapter consists of new rules for players and GMs alike. Most importantly, it contains extensive guidelines on transforming your RPG Heroes into Crew cards for the CCG, allowing you to play your favorite home-grown characters in the card game. It also allows you to reverse the process, turning CCG crewmen into NPCs for the role-playing game. In addition, it contains reprints of popular rules from the *Pirate Nations* sourcebook, as well as a new advantages, new shipbuilding rules, and an advanced form of naval combat.

Finally, a pair of appendices provide an overview of the CCG timeline, and an extensive description of the game's most popular characters, including RPG stats and information on their vessels. The first appendix is rendered in a series of color plates, highlighting artwork from the game as well as the timeline.

Whether you're a bloodthirsty pirate or a noble Explorer, a heroic naval officer or a wily privateer, opportunities abound within the Théan seas — as do all manner of threats. We hope *Waves of Blood* serves as a useful guide to the allies, enemies, and wonders you may encounter there.



Chapter One

History

The following manuscript was discovered floating in a bottle near the island prison of Talon by a Vodacce merchant trawler. It was dated Septimus, 1668.

Greetings. I am the Kire. Nobleman. Pirate. Soldier of fortune and prisoner for more years than can be comfortably reckoned. No doubt you have heard the Kire's name before. It is well that you should. He has traveled far and seen much; he has watched good men die and new worlds emerge. He has observed the terrors hidden in the far corners of the world and the heights men can reach in the name of courage. The seas of Théah are of particular interest to him, for he has spent more time among the waves than he has upon land. Salt water flows in his veins; even now he can feel the pull of its siren song. The Kire has a tale of the Théan seas to tell, and he craves your indulgence as he attempts to recount it on this insufficient parchment.

He speaks now of Cabora, known to laymen as the Island of the Sunken Eye. Built by a long-dead civilization for some purpose known only to themselves, the Isle held more power than the richest Imperator — and more terrors than the Schwarzen Walden itself. Some say it holds the key to the 7th Sea. Others believe that it serves as the herald of the Fourth Prophet, signaling the end of the world. The Kire knows nothing for certain. All he knows is that some long-forgotten cataclysm sank it beneath the Théan sea known as the Mirror, hiding its secrets from the eyes of man.

For countless unhallowed centuries, the Isle kept its secrets hidden beneath kelp and sand. It took a pair of driven sailors to raise it from the ocean floor: two men hounded by demons of the most personal sort and willing to take any steps in order to silence them. Their twin quests ultimately merged as one and together, they

uncovered the long-forgotten Cabora... and threatened to unleash an apocalypse.

By now, all of Théah knows about the Isle, but few know of the events leading to its emergence. To understand Cabora, you must understand what took place before. The Kire's tale is not what happened after Cabora rose, but rather *how* it was lifted from the sea floor. It has a beginning without an ending; a start, but no conclusion. Many crews are involved in this story: the Avalon Sea Dogs, the mercenary General, the vicious pirates known as the Crimson Rogers, and others. Each had their own fate to pursue and yet each contributed — sometimes imperceptibly — to the fateful rise of Cabora. The threads are complex and become easily tangled, but the Kire will attempt to guide you through them as clearly as his humble skills allow.

The Beginning

Guy McCormick

The tale begins with a sea captain named Guy McCormick, who belonged to the Explorer's Society, a group of archaeologists and sailors dedicated to uncovering the mysteries of Théah. McCormick's wife Amanda was a member of the order as well and for many years, the two of them served diligently to further the Society's aims.

Amanda disappeared while on an Explorer's mission, taking an entire vessel with her. McCormick was despondent at the loss of his wife, but he knew the dangers she faced as an Explorer. He wept, he grieved, he built a monument in her honor, and then he went back to his work for the order, content that her soul rested in peace.