

Black Sails

Thomas stood on the deck of the nightmare. His flesh had shriveled to his bones, leaving him a desiccated corpse. But his sightless eyes bulged with an understanding, and his white-knuckled fingers moved with a hideous intelligence. Behind him stood his new captain: a grinning monstrosity in powder and polish, bare teeth flashing behind drowned lips. The crew around them were equally horrifying: murderers and pirates a hundred years dead. They shuffled about their duties with the certainty of the damned, quiet moans echoing across the storm-filled sky.

"Why, Uncle Philip?" the tattered Thomas pleaded at him. "Why did you let them get me?"

Philip Gosse sat bold upright, his bedsheets soaked with sweat.

"The Black Freighter," he whispered. "He's with Legion's crew?"

"More bad dreams?" Hernando Ochoa asked from across the cabin. The old ex-priest folded his carefully over the Book of the Prophets as he gazed at his old friend.

"Even worse than before," Gosse nodded. Struggling out of his night-shirt he began to get dressed. "It's out there somewhere. And I think it's got Thomas."

"Thomas drowned saving Martin, you know that," Hernando spoke calmly. "I know you feel guilty about his death, but that is no reason to assume he's been claimed by some outlandish legend."

"How do you know?" Gosse almost sighed. "Sightings of the Black Freighter have run the length of Théah. Legends aren't always lies, my friend. You and I know that better than anyone."

The priest shrugged. "Thomas is with Theus now, legend or no legend. He was a good lad and died an honorable death."

"Yes, I suppose you're right," Gosse muttered as he buttoned up his coat. "Still, it's not saving me any sleep."

"With the Black Freighter on you mind, I'm not surprise," Ochoa closed his book. "It's a whale of a story, you have to admit. Ship's crew, betrayed by their captain, only to rise from Legion's pit for revenge..."

"...sailing the seas in search of the living..." Gosse continued almost unconsciously, "...sinking all they can find and conscripting the damned to join their unholy crew..."

The cabin rocked hard under the waves. The sky outside the window was an angry grey, punctuated by occasional flashes of lightning.

"Looks like a major storm is coming," Ochoa murmured. "You'd better make sure—"

"Ship! Ship off the port stern!" the cry came from the crow's nest. Gosse paled and charged towards the door.

"I knew it," he shuddered. "I knew it in my bones."

The deck of the *Uncharted Course* lurched as its crew battened it down in preparation for the storm. Ignoring them, Gosse stepped to the railing, producing a spyglass and peering towards the horizon. It took only a moment to

confirm; the spyglass slipped from his nerveless fingers as he saw the tattered black sails over the horizon.

"...The Black Freighter..."

The drenched hulk was covered in seaweed, its wooden sides swollen with countless unhallowed decades on the bottom. The front third of the hull seemed composed of huge bones, like the ribcage from some fallen giant. As he watched, the undead crew scrambled to their positions, their rotten flesh discernable even from this great distance. As the Black Freighter turned, the lightning around it grew more intense, as if feeding the cursed thing's hate.

A pale form could be seen high in the vessel's crow's nest. Gosse didn't have to look to see who it was.

"Thomas," he whispered. "Theus have mercy on us all."



"Many years ago, a pirate ship sank in icy waters, its crew betrayed by their own captain. Ever since then, legends of a haunted vessel have plagued the Thean seas—sailing from Legion itself to collect a bloody cargo of lost souls. Now, as conflict rages across the ocean, the legend has come to unholy life. Piloted by rotting hands, drawn to the scent of blood and decay, the Black Freighter arrives to take vengeance upon the living. Can anyone stand against it?"

Black Sails was the sixth release for the 7th Sea Collectible Card game. It was a special mini-expansion devoted entirely to introducing the unholy Black Freighter.

Actions

Innocent Bystander (F) -/- [D/p/t]

React: Play this card when you are sinking a Crew to absorb Hits. If your Captain is untacked, the Crew absorbs 3 extra Hits.

"I'm always so disappointed by incompetence in my adversaries..." - Reis

Kiss of Death (F) -/- [D/p/t]

Tack your Black Freighter Captain and Black Freighter Ship to play this card. Get a non-Loyal crew from your deck which does not have the Black Freighter symbol and hire the Crew. Attach this card to the hired Crew. This card gives the Crew the Black Freighter faction symbol and the Loyal trait. Shuffle your deck. If this card is discarded or sunk, immediately discard this Crew.

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Log of the Black Freighter (F) -/- [S/d/p]

You must tack one of your crew with Fear of 1 or more to play this card. Target a player. That player must discard one of their crew (except a Captain) with an Influence cost equal to, or greater than, the Fear value of the Crew tacked to play this card.

A litany of the Damned is inscribed on its pages.

Marooned (F) -/- [D/p/t]

You may only play this card if you have a Villainous Captain.

Target and discard one of your Heroic Crew to attach this card to your Captain, giving a +2 Influence.

The nasty part is, they left him with his share of the gold.

Moaning Song of the Dead (F) -/- [S/d/p]

You must tack one of your Crew with Fear of 1 or more to play this card. Target this Sea. Until the end of the turn, other players must tack one of their Crew (in addition to other costs) to enter this Sea. *The eerie cry echoed across the waves, chilling Gosse to his bones. He'd heard that noise before...*

Never Knew Him (F) -/- [D/p/t]

React: Play this card when you are absorbing Hits. Discard a Crew card from your hand to suffer 2 fewer Hits.

"Mark Scars: no family, no friends, not even a mother. Perhaps it's for the best, then - less people hurt."

Power of Purity (F) -/- [D/p/t]

Tack one of your Heroic or Holy Crew to target a Black Freighter Captain in this Sea. Inflict Hits on that Ship equal to the number of your Heroic and Holy Crew.

"Theus protects those who protect themselves." - Padre Esteban

Run'em Down, Boys! (F) -/- [S/d/p]

You may only play this card if you have a Villainous Captain. ..

React: Play when another player discards a Crew from play to sink that Crew and attach this card to your captain. .. React: When paying an influence cost, discard this card to produce 3 Influence if it was attached to your Captain.

Skull Shot (F) 2In/- [S/d/p]

React: Play when you perform a Cannon Attack. When Crew tack or sink to absorb Hits from the Attack, they may not absorb more Hits than their Swashbuckling.

The Sailors screamed like gulls as the unholy cannon shot tore into their flesh.

To the Death! (F) -/- [D/p/t]

Target one of your Black Freighter Crew. Until the end of the turn, that Crew gains +2 Swashbuckling.

"It hurts? That's good. Pain is the only link you'll have to the living." - Victor of Luthon

Would-Be Gunners (F) -/- [S/d/p]

React: Play when you are tacking a Crew to produce Cannon for an action. That Crew produces 2 extra Cannon. Immediately following the action, your ship suffers 2 Hits.

"Would someone please tell them they're pointing at their own mast?"

Crew

"Rigger" Mortis (F) Black Freighter 4I

C:0 S:4 A:0 I:0 Sw:1 [P/c/t]

Loyal..Topman .. Act: Sink Rigger to move your Ship to an adjacent Sea.

He never moves, save only to bellow a warning. Necros found a perfect job for him.

Dalia (F) Black Freighter 6I C:0 S:0 A:1 I:1 Sw:4 [P/c/t]

Experienced..Unique..Loyal..Swordsman+2 .. Immediately after Dalia plays a Boarding Attack, you may sink one of your Crew to draw a card.

"...do you still love me, Espera...?"

Denny La Bree (F) Black Freighter 6I C:0 S:4 A:2 I:1 Sw:2 [P/c/t]

Experienced..Unique..Loyal..Topman .. React: Tack Denny when one of your Crew is Tacking to produce Cannon. That Crew produces extra Cannon equal to Denny's Sailing.

His eyes betray the horror that has engulfed him. Some things, it seems, are worse than la Bucca.

Don Deanna (F) Black Freighter 6I C:0 S:0 A:2 I:1 Sw:4 [P/c/t]

Experienced.. Unique.. Loyal.. Villainous.. Swordsman+2 .. Increase your hand size by 1 while your ship is involved in a Boarding.

Some souls are simply too wicked to die.

Gilles Allais du Crioux (F) Black Freighter 6I

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

Experienced..Unique..Loyal..Villainous

"The sharks took it all - all save the white hair that he hated so much. Legion, it seems, has a proper sense of irony." -Don Deanna

Iken of Venderheim (F) Black Freighter 6I

C:0 S:2 A:3 I:1 Sw:4 [P/c/t]

Experienced..Unique..Loyal .. You may sink Iken when he inflicts Hits with a Boarding Attack to inflict 5 extra Hits.

"Shall I show you Valhalla, Yngvild? Shall I show you the torments that await?"

Lord Windamshire (F) Black Freighter 5I

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

Experienced..Unique..Loyal .. Windamshire gains +1 Influence for every Adventure card attached to him.

"McCormick's quest continues, I assume. If I could show him the vistas I have found..."

Mark Scars (F) Black Freighter 7I C:5 S:0 A:2 I:2 Sw:2 [P/c/t]

Experienced..Unique..Loyal..Gunner

"I died alone and unmourned. But I swear before Legion himself that I won't be the last!"

Moldy Morris (F) Black Freighter 4I C:1 S:0 A:0 I:0 Sw:2 [P/c/t]

Loyal..Unique .. Morris inflicts 5 extra Hits during Boarding if an opposing Crew has pushed forward to fight Morris or vice-versa. If the opposing Crew is sunk, the number of Hits is reduced to zero. *The rot grows from his flesh, infecting everything he touches.*

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No-Leg William (F) Black Freighter 4I

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

Loyal .. William may attach up to two Leg Attachments .. William gains +2 to all skills if he has two Leg Attachments attached.

"You should see the shark."

Pete "Gang" Green (F) Black Freighter 2I

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

Loyal..No Attachments..Skeletal .. Pete may tack to absorb Hits.

Just don't ask him to tie any knots.

Reinheart the Ripper (F) Black Freighter 7I

C:0 S:4 A:0 I:1 Sw:2 [P/c/t]

Loyal..Unique..Topman..Fear 1 .. Act: Tack Reinheart and your Ship to move your Ship to a Sea that contains another Ship.

He had strangled on his own sail line and his crew let him hang there for three days before throwing him to the sharks. He's a trifle upset about it.

Samuel Smitts (F) Black Freighter 5I C:4 S:0 A:0 I:0 Sw:2 [P/c/t]

Experienced..Unique..Loyal..Gunner .. Samuel inflicts 3 extra Hits during Boarding Attacks.

"No one ever faced Reis an' lived, but plenty of us faced 'im an' died. Very soon, he's gonna find out how many..."

Skeletal Brutes (F) Black Freighter 1I C:0 S:0 A:0 I:0 Sw:1 [P/c/t]

Loyal ... No Attachments .. Skeletal ... When the Brutes sink to absorb Hits, they absorb 2 extra Hits.

"What are you lookin at?"

Skeletal Cannon Crew (F) Black Freighter 3I

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

Loyal ... No Attachments .. Skeletal

The crews that fail have their skulls added to the ammunition pile.

Skeletal Dans (F) Black Freighter 2I C:0 S:0 A:0 I:2 Sw:1 [P/c/t]

Loyal ... No Attachments .. Skeletal

"Look alive there, boys! Uh.. I mean.. uh... well... you know what I mean!"

Skeletal Deck Hands (F) Black Freighter 1I

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

Loyal ... No Attachments .. Skeletal

"Pull, ye lazy bones! Pull or I'll throw yer ribs to the dogs!"

Skeletal Saboteurs (F) Black Freighter 3I

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

Loyal ... No Attachments .. Skeletal...Act: Tack Saboteurs to target a Ship Attachment on another Ship in this Sea. Discard Saboteurs and the Attachment.

Chiseling knives in bony fists marked another ship the Black Freighter had sent to the bottom.

Skeletal Sail Crew (F) Black Freighter 3I

C:0 S:4 A:0 I:0 Sw:1 [P/c/t]

Loyal ... No Attachments .. Skeletal

On the up side, it doesn't matter if they fall.

Skeletal Shore Gang (F) Black Freighter 2I

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

Loyal ... No Attachments .. Skeletal

"Soft me lads! This cove has claimed us before."

Skeletal Thugs (F) Black Freighter 1I C:0 S:0 A:0 I:0 Sw:2 [P/c/t]

Loyal ... No Attachments .. Skeletal .. Skeletal Thugs inflict 1 extra Hit during Boarding Attacks.

The first one opened his mouth in a slient moan. The rest shuffled forward slowly, rusty blades hanging from their rotting hands...

Stench (F) Black Freighter 4I C:0 S:0 A:3 I:0 Sw:2 [P/c/t]

Loyal .. When Stench is pusehd forward in a Boarding Attack or an opposing Crew is pushed forward to oppose Sentsch, the opposing Crew has its Swashbuckling reduced by 3 until the end of the Boarding Attack (minimum 1)

The only thing they could hear was a hideous wet tearing sound as he slowly scraped himself across the deck.

The Bloat (F) Black Freighter 4I C:0 S:0 A:0 I:1 Sw:3 [P/c/t]

Loyal..No Attachments .. Act: Sink The Bloat to target a Ship in this Sea. Inflict 3 Hits on that Ship.

Two years on the bottom had filled him with water. It's only a matter of time before he bursts.

Thomas Gosse (F) Black Freighter 5I C:0 S:0 A:0 I:2 Sw:2 [P/c/t]

Experienced..Unique..Loyal .. The Adventuring cost of your action cards that reduce the number of Hits you suffer is reduced by 3 (minimum 0).

"Uncle Philip... why couldn't you save me, Uncle Philip..."

Ulrich the Unholy (F) Black Freighter 5I

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

Loyal..Villianous..Holy..Fear 1 .. Act: Tack Ulrich to target a Holy Crew in this Sea. Tack the targeted Crew.

"Shall I show you Legion's true face? Could you resist it more than I did?"

Victor of Luthon (F) Black Freighter 8I

C:2 S:4 A:3 I:3 Sw:4 [P/c/t]

Loyal..Unique..First Mate..Fear 2 .. All Cannon Attacks and Boarding Attacks inflict 1 extra Hit.

He was the most notorious killer in Avalon's history: the Unseele would have claimed him if the noose hadn't first.

William Toss (F) Black Freighter 5I C:0 S:2 A:2 I:2 Sw:3 [P/c/t]

Experienced..Unique..Loyal

His luck ran out at the same time Berek's did, only no one came to pull poor William from the sea.

Adventures

Cursed Cutlass (F) [T/c/s]

1 Sea Away - To complete: Tack 3 Adventuring (2 if you have a Villainous Captain). Item..Crew Attachment: +1 Swashbuckling. This Crew inflicts 1 extra Hit during Boarding Attacks.

It caused its owner no end of trouble... until he died. Ever since, his luck's been great.

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Feed the Hunger (F) [T/c/s]

1 Sea Away - To complete: Tack and sink one of your Crew, if you have a Villainous Captain. Crew Attachment: +1 Swashbuckling. This Crew inflicts 2 extra Hits during Boarding Attacks.

The undead aren't choosy. If they have no living victims, they'll turn on their own...

Gold Coins (F) [T/c/s]

1 Sea Away - To complete: Discard a card from your hand. Crew Attachment: React: Discard Gold Coins when you are paying an Influence cost to produce 2 Influence.

High Morale (F) [T/c/s]

2 Seas Away - To complete: Tack 5 Adventuring (3 if completed in the Trade Sea). Captain Attachment: React: Discard High Morale when you are absorbing Hits to suffer 3 fewer Hits. If your Ship's crew maximum is less than 9, you suffer 6 fewer Hits, instead.

Scarlet Gem of Death (F) [T/c/s]

Unique - 2 Seas Away - To complete: Tack 9 Adventuring (6 if in the Mirror). Artifact..Captain Attachment: Your Skeletal Crew gain +1 Swashbuckling.

The gate to Legion has more than one key.

Well of Purity (F) [T/c/s]

Unique - 2 Seas Away - To complete: Tack 3 Adventuring (2 if in la Boca). Captain Attachment: Your Heroic Crew inflict 2 extra Hits during Boarding Attacks if the opposing Captain in the Boarding is Villainous.

If true evil exists, then it must be balanced by an equal amount of true good.

Attachments

Armed Sloop (F) 6In [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 attach it to a Sea adjacent to this Sea. Target a Ship in this Sea. Inflict a 3 Hit Cannon Attack on the target.

Black Heart of the Sea (F) - [C/d/s]

Black Freighter Captain Attachment - Unique..Item .. Act: Tack this card to untack one of your Skeletal Crew. Discard the Crew at the end of the turn.

Necros held his hand out, displaying the putrid organ for all to see. As they watched in horror, it began to pulse...

Black Siren (F) - [C/d/s]

Black Freighter Captain Attachment - Unique..Patron .. To play this card, another player must have 1 or more Crew in their sunk pile. .. Any player in the Trade Sea may sink this card by tacking 5 Swashbuckling as an action. .. Other players must pay 1 extra Influence when hiring a Crew.

Plague Ship (F) 2Sw [C/d/s]

Sea Attachment - Unique..Ally .. Any player in this Sea may discard this card by tacking 4 cannon as an action. .. No player, except those with Black Freighter Captains, may hire Crew in this Sea. .. Act: Tack this card to attach it to a Sea adjacent to this Sea.

Savage Storm (F) - [C/d/s]

Sea Attachment - Weather .. Any player may pay 1 Adventuring as an action to attach this card to a Sea adjacent to this Sea. .. Any player may pay 5 Adventuring as an action to discard this card. .. All Ships in, or moving from, this Sea have their move costs increased by 2.

The Curse (F) 2Sw [C/d/s]

Black Freighter Captain Attachment - Letter of Marque..Unique .. You must have 2 or more non-Skeletal Crew on your Ship to put The Curse into play. .. Act: Tack this card to move your Ship one Sea Closer to another player's Ship.

The Traitor's Scream (F) - [C/d/s]

Black Freighter Ship Attachment - Unique..Figurehead .. React: Tack when an opposing Crew is sunk during a Boarding involving your Ship. If you have 2 or more completed Adventures in play, you may put a Skeletal Crew into play from your hand, without cost.

The former captain, now a living figurehead. You can hear his folly in every tortured howl.

Vile Temple (F) 6Ad [C/d/s]

Sea Attachment - Unique .. Any player in this Sea may sink this card by producing 5 Swashbuckling or Cannon as an action. .. When Heroic crew tack to produce skill points, they produce 1 fewer point (minimum 0. Crew with a 0 skill still produce 0).

Ships

The Black Freighter (F) Black Freighter 13 CM / 4 MC

Act: Once per turn, you may get a Skeletal Crew from your discard pile, and put it on top of your deck. .. React: Tack before performing an action, to move to an adjacent Sea.

Captains

Captain Necros (F) Black Freighter W7 C:3 S:4 A:2 I:3 Sw:4

Starts in The Mirror - Villainous..Fear 1..Swordsman+2 .. You may only hire Crew cards which have the Black Freighter faction Symbol. .. Act: Once per turn, while you have 2 or more other non-Skeletal Crew on your Ship, you may hire one Skeletal Crew by discarding cards from your hand equal to the Crew's Influence cost.



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