

Campaign/Game: Pirate Bastards - Pirate Borg

Date: October 13th, 2024

Session 4: A Patchwork Corpse of Scum and Villainy

Characters

Francois "Curly" Bonet, Swashbuckler (Craig)

Jerry "Red Eye" Davies, Buccaneer (Dave)

Juan Diaz, Zealot (Bob)

Tadg "Big Red" O'Mordha, Zealot (Quinton)

DM: Andrew

The Pirate Bastards point their ship toward Nassau to spend some coin and get to learn some more about the eldritch Bahamas in the Dark Caribbean. As they approach, ships of the French crown seek to intercept the Pirate Bastards. The crew's clever sailing and Big Red's magical control over the weather allows them to pass by them without incident.

They arrive in Nassau. They are met by Corporal Webber. He threatens the crew, telling them not to try any illicit behavior while they are in his city or else face his wrath.

There is a public hanging. The Pirate Bastards learn that the name of the condemned man is George Carroway. His wife Jessica makes a scene as he hangs by the neck, and she is shot in the face by Judge Smith himself. Red Eye Davies laughs heartily at the Carroway's misfortune.

The crew meet Arpad the tailor. They head to his shop for some basic armor needs. The tailor tells the Pirate Bastards that the Judge is the de facto ruler since the governor has gone missing 18 months ago. They ask Arpad to sew them an identity flag for their ship christened the "Happy Skull."

They go to Ace general store for canons. There, Curly asks the proprietor Zolst for a discount. If the Pirate Bastards rough up a lieutenant of Captain Henry Bromley named Blort, they can get some money off. The heroes confront the overly friendly Blort, but are instantly annoyed by his use of air quotes. Blort's buddies drag him off after the Pirate Bastards teach him a lesson.

Red Eye visits the rum distillery. There he meets the outgoing Prussian businessman Albrekt. He subtly hints to the pirate that he could use some help with some dirty deeds done cheap, but "Andrew Smith" as Davies has taken to calling himself is too clueless to pick up on the implication.

The Bastards go to Romeo Depot for shot and powder. There, Big Red meets with Captain Bluebottle. Bluebottle offers a reward for information about his mother's grave.

The Pirate Bastards go to the graveyard at the end of town. They briefly meet with the abbot, who seems morose and impotent as his monastery is defiled continually by those up to no good. Only the most recent graves seem to be disturbed. They lay in wait near the fresh graves of the Carroway's, who were just executed that afternoon. Seven grave robbers show up. The crew kills four of the seven. Juan brings one back to their boat, the Happy Skull, and continually raises him from the dead only to send him back to the darkness again and again. They learn that while the grave robbers are hired by Corporal Webber, they are servants of Delta of the Swamp.

The Pirate Bastards sail off from Nassau. They pass an anchored trading ship as they reach the river toward the inland of the island. They split up. Curly and Red Eyes stay on the ship while Big Red and Diaz investigate the ship.

Curly and Red Eyes fight off strangling black vines that try to crush their ship the Happy Skull. They fight off the alien plants. They have a civil exchange just out of musket range with a man in a straw hat who calls himself Delta who warns them about a curse that animates the ubiquitous vines on the island.



Big Red and Diaz row out to the merchant ship. They quickly realize that it is defended by a monster sewn out of corpses. It tears the ship up trying to kill Big Red, but the savvy Irishman knocks the beast into the sea. Its body is never located, leading the pair to wonder whether it will return. They toss the ship, bringing back two locked iron boxes. Inside are some rituals as well as a map and a deed to a lighthouse that stands on the north east corner of the island.

The Pirate Bastards sneak off the island. They learn that a French blockade has just been set up around Nassau. The crew sails back toward Seven Skull Cavern to hide their ill-gotten gains and create a sort of pirate hideout for their next capers.