

**Campaign/Game:** Pirate Bastards - Pirate Borg

**Date:** September 1st, 2024

## **Session 1: Marooned!**

### **Characters**

**Francois "Curly" Bonet**, Swashbuckler (Craig)

**Archie 'Beard' Raes** (NPC)

**Jerry "Red Eye" Davies**, Buccaneer (Dave)

**Orrick 'Shifty' Berkeley** (NPC)

**Ted 'Specs' Zell**, (NPC)

**Juan Diaz**, Zealot (Bob)

**'Sir' Chen Zuyi**, (NPC)

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

**Barlow 'Immortal' Breeden**, (NPC)

**DM:** Rew

Magic is real and dangerous. When Europeans settled the Caribbean there were no living natives, but there were hundreds of ruins filled with treasure and magical artifacts. After the masses had immigrated and built huge settlements, undead—known as “The Scourge”—appeared. Millions died. Now the sea is polluted with derelict ships filled with cargo. ASH, the ectoplasmic remains of destroyed undead, was discovered to have extremely valuable properties.

The Pirate Bastards find themselves serving Captain Bloodwhip on board The Tarantula, a small Brigantine merchant vessel. For weeks, they have been sailing around the Bahamas looking for whatever it is on the treasure map that the captain clutches tightly in his fist.

A freak storm comes out of nowhere, just as the sun sets. As the crew takes action to keep the ship safe from the weather, a ship crewed by skeletons bobs to the surface from below the waves. It chases after the Tarantula, and they are boarded by The Scourge! Skeletal sailors, supported by two giant skeletal brutes, push aboard. Many sailors were slain, including 'Sir' Chen Zuyi, and Barlow 'Immortal' Breeden. Captain Bloodwhip is gored through the chest by a harpoon thrown by a brute. Archie 'Beard' Raes grabs Bloodwhip's map just as the Tarantula hits some rocks. Many sailors are thrown into the surf, and Orrick 'Shifty' Berkeley's head is caved in by the crash.

The Pirate Bastards find themselves marooned somewhere in the Bahamas on a small island. Only the crewmates Specs and Beard managed to survive the crash. Juan and Tadg salvage what they can from the wreck, coming up with a keg of rum, a barrel of water, and some wood and sailcloth appropriate to make a raft. Curly and Beard explore the island, finding an abandoned camp on the far side of the island where something had dragged a camper out of his tent and left a blood and gore soaked trail to the waves. Red Eye and Specs use the

salvage, as well as a surprising amount of the rum, to build a raft. By the second night, they find the monstrous spider-crab things that come from the water to attack at night. They also decide to hunt down the gorilla sized crab things that live in the inland brush. Leaving Specs with the new raft, they find and attack these dangerous crustaceans. They take the flesh from these beings as food, board their raft, and head for the nearest sign of civilization.

On the raft, they review the treasure map taken from Captain Bloodwhip. It depicts a series of sea cave openings just North of a series of three standing stones. There are no signs of these openings on Rum Cay, but with their spyglasses Curly and Juan spot what might be those openings on the north side of the strange, uncharted island to the west.

Beard demands that the others make him the captain, and to prove his mettle commands Curly to hand over his pistols. Instead, Curly shoots the sea dog, and he is murdered by a shark that jumps up on the deck of the raft. The heroes fight off some other sharks before landing on the north side of Rum Cay. They cross the island, spotting several kettle ponds along the way.

They arrive at the British settlement of Port Nelson. It is a sleepy shanty town made of palm frond huts, driftwood shacks, a makeshift jetty, and dozens of tents and tarps. There is a shack near the beach that functions as the port's tavern. They serve warm rum and Jooba's crab-stuffed snails. Another more permanent building serves as a chapel. A small trading outpost on the docks sells basic wares, plus any recent imports. The settlement gets its name from the colorful seaman Captain "Davy" Nelson, who is well known in these parts for his acumen as a sailor and a deadly shot.

Jooba offers them cash to find sinister snails on the island. Esperanza offers to sell them her old long boat, but not the newer tartane. They consider whether they will rob the outpost run by Enzo the Merchant or not before they make their next move.