

Campaign/Game: Pirate Bastards - Pirate Borg

Date: January 26th, 2025

Session 10: Port Royal, Jamaica

Characters

Adelmar "Cannonball" Cateryk, Brute (Pete)

Francois "Curly" Bonet, Swashbuckler (Craig)

Jerry "Red Eye" Davies, Buccaneer (Dave)

Juan Diaz, Zealot (Bob)

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

DM: Andrew

New Information:

- NPCs will just be zeros
- Cannons will do x2 dice damage at 6 hexes (200ft) range 12 hexes 400ft
- Advance characters

Curly had an old friend he heard had moved to Port Royal named Dogsboddy. At least that's what Curly called him. Curly thinks his real name was Dennis. Or Danny. He could probably help the Pirate Bastards find what they might need in Port Royal.

The Pirate Bastards are attacked by El Diablo and Santa Maria. They take the El Diablo under the leadership of the "Dread Pirate Rick James." They see the Santa Maria consumed by some undersea menace. They escape on the newly captured El Diablo as the Fiancee is also consumed.

As the Pirate Bastards arrive in Port Royal, the locals are a little disappointed when they see that the Pirate Bastards are not Davey Nelson.

They meet Goose the Harbormaster.

Juan buys the pickled hand with an evil ring for 150sp. The hand can be used to control a zombie of his own. Just cut the hand off a body, put the ring on it, and drop it into this jar, and then that body can be controlled through mental commands by whomever holds the jar.

Red Eye / Rick James gets blackout drunk.

Cannonball goes to the Ale House, has dinner with a barmaid and wakes up from the bender with 140sp in his pockets.

Teeg heads to the Scarlet Robe. There he meets Fiona. Teeg spends a perfectly pleasant night.

The heroes procure 20 muskets and more cannon ammunition for El Diablo.

Captain Morgan of Port Royal offers a deal.

- 500sp per spanish ship captured
- 2000sp if the ship is given over to

Mr. Calypso wants to hire a team to explore the interior of Jamaica.

Curly sells the Spanish Marines captured from El Diablo off to Mr. Calypso.

Juan sees something flash on the West ridge, but can't make out what it is.

Curly checks on the Mansion of Gilbert.

The Pirate Bastards pay 300sp for two more cannon fights and rum for Red Eye for a week.

The crew parties it up in town, paying for the crew to "take care of their own needs."

20sp for old crew each, bringing their morale up to "good."

10sp for the new crew each, bringing their morale up to "poor."

As the Pirate Bastards pull out of port, they are attacked by a giant zombie Megladon.

It puked up Drowned Zombies

Edward is pulled to the bottom of the sea and slain.

Stefan has a pegleg because it was bitten off by a Megladon.

Next game, the Pirate Bastards will explore the lost island listed on the treasure map taken from the Blue Oyster Cult.

Appendix: The Pirate Bastards' flags

French

English

Spanish

Pirate

Dutch