

Campaign/Game: Pirate Bastards - Pirate Borg

Date: March 9th, 2025

Session 12: Volcanic Shanties

Characters

Adelmar "Cannonball" Cateryk, Brute (Pete)

Francois "Curly" Bonet, Swashbuckler (Craig)

Jerry "Red Eye" Davies, Buccaneer (Dave)

Juan Diaz, Zealot (Bob)

Percivell "The Knave" Waldyby (Jason)

DM: Andrew

For weeks, the Pirate Bastards had Percivell "The Knave" Waldyby by their side on adventure after adventure, but they were simply unable to perceive or remember he was there. It was quite a feat, but the whole crew had to admit once the evidence was revealed that his was the case. The Pirate Bastards sent Percy into the volcanic tunnels once they realized how sneaky he truly was. They detected some more members of the Blue Oyster Cult, whom were slain like their cannibalistic brothers back near Santo Domingo.

They encounter several different piles of garbage and ick. A mighty Grue attacked Red Eye from one, because the pirate's skill was in detecting valuables and not monstrosities.

The heroes encounter more cultists. Cannonball is shot as he recovers a "free torch" just lying on the ground. The cultists are defeated, but they encounter another Oyster Queen presiding over a Dark Ritual with a half-dozen fish-men. All are slain in a pitched battle. Inside the sarcophagus are a moldy skeleton of bones. The Pirate Bastards destroy the bones. Here they find some silver as well as some magical trinkets:

The Singing Cutlass – A silvered blade that hums sea shanties when swung, growing louder when blood is spilled. It does D6 on its first hit of a fight, D8 on its second, D10 on its third, and D12 on the remaining rounds. If the PLAYER actually sings a few bars, the damage increases by two die types for each attack!

Chart of the Drowned Isles – A waterlogged map that reveals an enchanted coral reef big enough for ships to dock at located just off the coast of South Florida that sells medicine that allows one to live forever! Unfortunately, this map only works when submerged in saltwater.

The Clamshell Codex – A book of blasphemous dark sea magic bound in thick clam shells, written in a language only understood when spoken underwater.

The Pirate Bastards also recover several applications of Gunpowder Jerky which gives them a extra actions on their turn.

As the heroes progress, they are attacked by a Brinebound golem, some more Deep Ones, and a Crab God. Jacques Feratu is killed in his own boiling cheese trap. In the caldera of the volcano, a green, roiling pit of liquid throws off all sorts of smoke. The Pirate Bastards manage to defeat the horror living in the pit, cover it with some lumber laying nearby, and claim the three chests for their own. Inside they find a fortune in silver and an Iron Conch. After some inspection, they realize that blowing this shell will summon a spectral crew to sail or fight a single battle - for a price.

The Iron Conch – A heavy conch shell that, when blown, summons a spectral crew to fight for a single battle before vanishing, but for a price to be named later.