

Campaign/Game: Pirate Bastards - Pirate Borg

Date: March 23rd, 2025

Session 13: The Scarlet Coral Citadel

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

The Pirate Bastards follow the Chart of the Drowned Isles which tells them how to reach the Scarlet Coral Citadel, a titanic growth of blood-red coral poking out of the Florida Keys.

As they approach, they are met by Chuffy the harbormaster. He directs them toward a crude pier in a cavern of the impressive coral growth. There, they find a bustling dockworking district. It seems to be a little shady, but for the most part it is a productive area. They meet Celeste, one of the leaders of the alien church there. She offers some "Red Coral Flesh" which she claims will allow them to live forever. She proselytizes to the Pirate Bastards, telling them that despite her youthful appearance, she is in fact 82 years old.

Juan shoots her dead in the chest, and she consumes some of the wet flesh, healing miraculously before their eyes. She is angered, but tells them that they have witnessed the power of the "Red Coral Flesh" for themselves, and if they decide they want some more they must find her at the church.

The Pirate Bastards explore up one of the coral limbs. They are ambushed by some Wretched who are very, very sick but unable to afford the "Red Coral Flesh" to heal. After learning that the leader Q'Zar'ith'rok Tempest Aquarius and Lord of the Scarlet Coral Citadel accepts cash for the gifts of "Red Coral Flesh" they decide that they need to meet this guy and decide how to take all his loot.

They head down below the waves to The Crimson Court. Here the pirates of the Brotherhood of the Coast rub elbows with the miserable Wretched folk and a whole bunch of alien Deep Ones. They meet a pirate who uses the pseudonym Andrew Smith who can translate the Deep Ones' speech for them. Curly buys some relics from the Deep Ones for a hefty price with this pirate's help:

- **Crustacean Claw Gauntlets** – A pair of gauntlets made from the massive claws of an ancient crab, granting the wearer an unbreakable grip. (+5 STR for grab 1D4+5 dmg)

- Great Tortoise Shell Shield – A shield made from an enormous, enchanted sea turtle’s shell, said to deflect cannon fire. Whether it can or not remains to be seen.

The leader Q’Zar’ith’rok requests that the Pirate Bastards talk to him through Andrew Smith the interpreter. He asks probing questions about their ship, and scoffs when they obviously give him fake answers. He loses his patience and calls them “bad pirates,” and threatens to have them kicked out. The Pirate Bastards have none of it, and throw down. However, the monstrous Deep Ones led by Q’Zar’ith’rok and the two Coral Golems are tough. Backed up by their access to the healing power of the “Red Coral Flesh” and the inaction of the members of the Brotherhood of the Sea gives the Pirate Bastards pause and they make a hasty retreat to their ship The Diablo. Curly makes it away safely before falling within gun range of the ghost ship The Kelper.

Next game will be set in South Florida Everglades, fighting gators, finding indigenous peoples’ lost gold and dealing with voodoo.