

Campaign/Game: Pirate Bastards - Pirate Borg

Date: September 15th, 2024

Session 2: Seven Skull Cavern

Characters

Francois "Curly" Bonet, Swashbuckler (Craig)

Juan Diaz, Zealot (Bob)

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

Robert Van Halen, Buccaneer (Travis)

DM: Rew

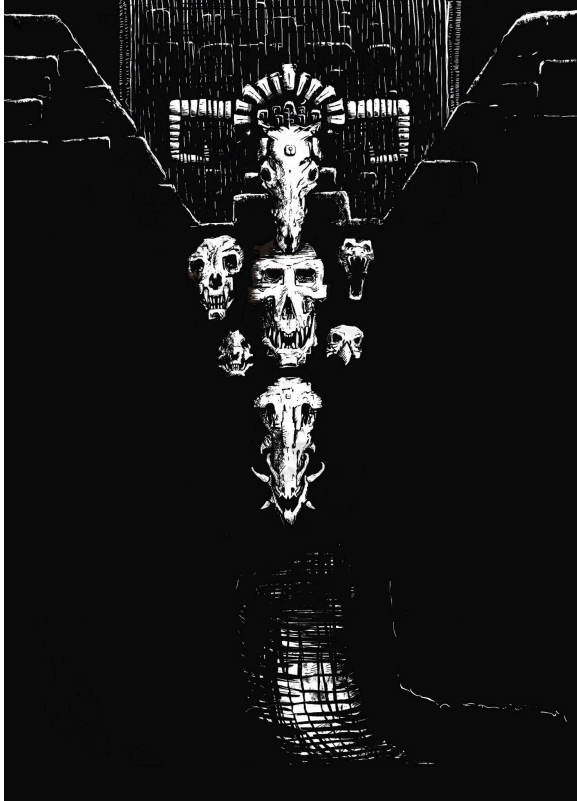
The pirate bastards make a plan to rob the outpost run by Enzo the Merchant. Curly shakes the front door menacingly while Tadg makes ghostly noises by the back door of the small shop. Enzo is overwhelmed and cowers in a corner. Tadg breaks through the window and knocks the shopkeeper unconscious before he can see who has attacked him. The crew takes the cash box, a pistol, all the shots, and a number of other items. They load it onto Esperansa's Tartane and make off into the night pulling the longboat to keep anyone from following.

The crew make their way to the west and drop anchor for the night. They awaken with the dawn and find themselves a few yards from a shipwrecked cargo ship. Juan takes a bath of sorts and jumps into the seas to investigate. Despite a close encounter with the demon sharks, he manages to net the crew a few hundred silver bits. A second brave trip to the bottom by Tadg wins the crew some more value in lost city gold.

The Pirate Bastards head toward the Isle of Yuma, looking for the sea caves and three monoliths shown on the map they took from Captain Bloodwhip. They immediately identify it on the north end of the long island. They sail their Tartane into one of the larger sea caves and fasten the ship. They begin to explore.

They find a flooded cave, decorated by the ancient Piragua, with a boat on an island in the center of the cavern. As they approach, they realize that four Ancestral Spirits protect this cave. Luckily, they can be sent back to hell just like any mortal man. Tadg retrieves a bit of the spirits' ectoplasm in a rum jug emptied by "Red Eye." The Pirate Bastards retrieve the ship and add it to their growing flotilla.

The heroes proceed deeper into the caves. They find a stone door with seven pictograms of animals on it. A depression by the door reminds them of the saying on the treasure map, "Only those with a heart of the sea may pass the doors of blood." Tadg mixes ectoplasm, blood, and seawater to open the door.



The crew enters a temple room with seven tapestries and coals burning fresh in iron braziers. A monstrous clay golem with seven animal skulls appears and attacks. Its various heads calling on them to flee or be destroyed. The pirates' weapons are ineffectual. Tadg locates a glowing green orb that calls on him to look into its depths and receive a vision. He knocks it from its pedestal, and it falls down the stairs to burst into pieces. The Pirate Bastards soon get the idea to burn the seven tapestries as each corresponds to the seven heads. Once that is done, the clay golem hardens and the crew is able to destroy it. They find a small fortune of gold and jade, as well as an artifact and a tablet with a ritual. They leave the cavern of seven skulls heading back to a civilized port to perhaps spend their booty.