



BLOODLUST SET

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Captain Tpar has set a date for the Pirates next Bloodlust!

Saturday, March 8, 2008, at 8:00 PM Central Time will be the date for our next gathering. For those who are less aware of the tradition of Bloodlust, its especially important that you read on.

Bloodlust is a semi-regular event where the members of the Pirates meet, hear a short talk from the Captain or a designated senior officer, and then will see the promotion of additional officers. Following the promotion of new officers, the members of the kinship have the opportu-

nity to ask questions of the Captain and his officers.

After the question and answer period, dueling is held. The duels can be very lengthy, such as when two minstrels go at it, or very short.

This is a MANDATORY guild event. What this means is that if you are online, you MUST be present for this event. The event is held in the Kinship house, and everyone has the ability to port directly to the kinship house. If you are online and do not attend, an officer will contact you and ask you to come. If you still refuse, you may be hanged from a

yardarm, and then removed from the crew.

Bloodlust is always a lot of fun. Most Pirates look forward to this time of camaraderie with their fellow Pirates, the opportunity to see their mates promoted, and the chance to interact and even duel their Captain and officers.

We hope all are able to come and enjoy the festivities.

Remember: Saturday, March 8, 2008 at 8:00 PM Central Time!



The Legion of Honor is the highest award of the kinship. This award is to be awarded to a kinship member who, through acts of selfless duty, has not only enhanced the

The Legion of Honour

kinship, but who has exemplified the epitome of what a pirate should be.

This award can be awarded posthumously. It is anticipated that this award will be relatively rare, and that it will be

awarded to a pirate upon recommendation for several acts, not just one or two.

The History of Piracy

Although there has been maritime piracy for at least 3,000 years, few pirates have every caught the imagination of the public like the pirates in the late 16th to early 18th centuries. Interestingly enough, many of these individuals started out as legitimate privateers, and then, when conflicts ended, declined to go back to a more sedentary lifestyle.

During the great European conflicts of the 16th, 17th and beginning of the 18th century, many countries commissioned captains to be a priva-

teer, and granted them a "Letter of Marque". This letter granted them permission to prey on the civilian shipping of the enemy of their home nation, with the provision that upon capture,

the merchant ship's cargo would be auctioned, and the crown would obtain a share of the proceeds. The intent was to put a stranglehold on trade with the new world, and consequently, cause harm to the enemy.

All the major powers issued Letters of Marque, although the British, French and Spanish were the most prolific.

Many privateers then graduated into piracy when they refused to share their profits with the crown.



Raids on Carn Dun

Early in the Third Age, the Dark Captain of the North, also known as the Witch-King, was sent to the slopes of the Mountains of Angmar. There he built a fortress city, Carn Dun.

This city he then filled with not only the Agmarin

who served him, but trolls, orcs, and other creatures of even more unspeakable evil. From this fortress, he laid waste to the surrounding area, until shortly after his victory over the North Kingdom of the Duendain, he was in turn defeated by an army of men and elves.

Recently, it appears that Carn Dun may not be as abandoned as thought. The kinship will be adventuring there this month, to help to quell the monstrous evil that still lurks within.

**Monstrous evil
permeates Carn Dun**

Member Spotlight: Bosun's Mate Danyel Ceola

Like Cdr. Darerradan, Bosun's Mate Ceola began his career in the Pirates on the Gaheris server of Dark Ages of Camelot. There he served as a crafter extraordinaire, specializing in many high end crafted goods until the makers of that game killed off any need for crafting.

When the Pirates came to

Lord of The Rings Online, Mr. Ceola decided to join the adventure.

The Pirates needed a webmaster, and as Mr. Ceola has experience in this field, he was appointed our Bosun's Mate, and therefore Webmaster, shortly afterwards.

In addition to his duties as Bosun's Mate, Mr. Ceola

owns his own business in real life, and thus plays as often as he can, (which is not often enough to suit him). We look forward to seeing more of him online as his business flourishes, and we are delighted to have a talented pirate serving us all!

Anne Bonny c. 1698—??

Although most pirates were men, there are a few examples of women pirates during the Golden Age of Piracy. Anne Bonny is certainly one of those.

Little is known about her early years, but she was probably born illegitimate in Ireland about the turn of the 18th century. Her father was a wealthy lawyer in South Carolina, and she grew up privileged and with plenty.

She eventually was married to a sea captain named James Bonny, against her father's will, but eventually

grew tired of the relationship, and began an affair with a pirate captain named Jack Rackham, also known as Calico Jack for his flamboyant dress.

They eventually were to



Print of Anne Bonny, circa 1718

go to sea together, and laid waste to a good part of the Caribbean area with their exploits. However, her husband, James Bonny, had not forgotten her, and was actively hunting for his errant wife.

Her life as a pirate drew to a close in 1720, when she and Jack were captured and sentenced to hang. However, it is known that she never hanged. She drops out of history after this, and no more is known about her, a woman of mystery.

The Epic Books: Book 1

The Books are divided into chapters, each one of which is a quest that tells the story of Frodo and his friends as they make their passage to Mount Doom.

The prologue introduces us to some of the story's lead actors, and then in Book 1,

we start the adventure in the area of Breeland.

The beginnings of the story involved tales of deception and deceit by the Blackwolds, a band of marauders who have invested the Chetwood forest and surrounding area for some time. The

brave adventurer is asked to rescue a variety of people from their clutches, as well as investigate the rumors that the Blackwold have been associating with an even more sinister evil than anyone yet knows. Later we find this to be true.

**The Blackwold have
been associating
with sinister evil.**

Officer Applications Are Due

With Bloodlust fast approaching, those wishing to apply for an officer's commission are required to submit their application, via email only, prior to February 24, 2008. To apply, see the application on the website and send an email to bhplotro@gmail.com with the requested information contained in the email.

Before applying, ask yourself these questions:

- Do you play consistently 3 to 5 hours per week?
- Are you willing to devote some of your play time to helping the members?
- Will you make a commitment to serve at least 6 months if selected?

- Is there at least one officer who will recommend you?

If you answered yes to these questions, then we encourage you to apply. For more information, ask any officer and they can answer your questions.

bhp-lotro.guildportal.com

The Blackheart Pirates is the chapter of the Blackheart Pirates on the Landroval Server, in the game Lord of The Rings Online™. We were founded here on July 1, 2007.

The Blackheart Pirates enjoys the company of all. We accept members of any playing ability, level, or race. We have an active membership who believe in enjoying the game together, helping others, and general silliness.

If you are interested in becoming a pirate, ask any of our members to introduce you to an officer!

ARGH!

Publisher's Statement: The Pirate's Log is published weekly on Fridays for the Blackheart Pirates kinship on the Landroval Server, in Lord of The Rings Online.™ The opinions expressed in editorials or other articles are solely those of the authors and do not reflect the official opinion of the kinship. Letters to the editor are encouraged. If interested, send email to bhplotro@gmail.com. Letters will be accepted for publication on a space available basis, but may also be edited for clarity and brevity. We also welcome suggestions for Pirate Spotlight and other guest articles. Send suggestions for articles or the Pirate Spotlight to the email above.

The Captain's Mast Reflections on Serial Altism

One of the more interesting complaints that I have heard in my time as Captain of this motley crew is "I'm bored." The crewperson then proceeds to go and make yet another alt, and in some cases, finds that alt to be more enjoyable than their other class that they previously played. Well and good.

Unfortunately, the old proverb that the grass is usually greener on the other side of the hill is also usually true. The trap of determining that one is bored with a particular class, and that switching classes will cure this boredom, is one of serial altism.

I define serial altism as people who are continuously switching between toons of a different class, and playing none of those classes exclusively. The

problem with this approach is that to participate in the high level, high end adventures and encounters, one must generally have accomplished at least 45 levels of experience, and level 50 is preferred.

There are several reasons for this. The one that comes to mind most often is that it will take one from level 39 to 50 to have accomplished all of the legendary deeds, and in many cases, those legendary deeds are important for the successful prosecution of a high level group or raid.

Serial altism creates problems in this area by reducing the time one spends on any particular class, and therefore, increasing the time needed to reach level 50. In order for the kinship to be able to do some of the high end and "end

game" type of activities, we need more people to have reached level 50, and in reaching level 50, to have also accomplished the legendary deeds and other items which allow them to play in these high level areas.

In conclusion, I ask each pirate to consider these words, and ask if they apply. However, the ultimate goal is everyone enjoy themselves, and continue to be the finest crew in the fleet! ARGH!



Captain, Blackheart Pirates