



## New Offices Created

### Inside this issue:

Pirate Justice	2
Samur	2
Member Spotlight	2
Pirate Stede Bonnett	3
The Epics: Book 4	3
Members Needed!	3
Captain's Mast	4

The captain has created two new offices within the structure of the Pirate organization. These offices are the office of Quartermaster and the Personnel Officer. Each of those is described below.

The Quartermaster is responsible for all property of the Pirates, excluding kinship funds. The Quartermaster, in consultation with the other officers, and with the input of kinship members, makes changes to the decoration of the kinship house, and coordinates the arrangement of the kinship house to accommodate special events. As additional items of kin-

ship property are acquired, the Quartermaster will keep an inventory of these items, and loan them to kinship members if need be.

The Personnel Officer is the primary officer responsible for recruiting members of the pirates, although we repeat, ALL MEMBERS are requested to recruit members. However, the Personnel Officer will coordinate the activities of the kinship in bringing new members into the kinship.

The Personnel Officer also keeps personnel records, such as applications to the kinship and other

information on our members as needed.

The Captain appointed Lt. Kyarra as Quartermaster on March 25, 2008. Lt. Kyarra brings long experience in the decoration of housing, having decorated a number of houses in Dark Ages of Camelot, and is a sought after decorator. She is also organized, which will facilitate her handling this job with her customary efficiency. A personnel officer has not yet been appointed, but look here for information soon!



## Our Website—Use It Frequently!

Most of our members have been to the BHP website at least once... after all, you are reading this document by going to our website.

Did you know

that there are other reasons to read it as well? A host of other useful information can be found on our website, including announcements of events, and other items of interest to pirates.

In the near future, we

will be having website contests, which will reward pirates who successfully complete the requirements. However, these contests will ONLY be for pirates who use the website!

## Pirate “Justice”

One of the more interesting notions of Pirates, especially the pirates who are thought of as the villains of the sea in the 16th through 18th centuries is that they were diabolical men who killed wantonly, tortured, pillaged and raped, and treated their crews even worse. Most of these are exaggerations at best.

Most pirate vessels were quasi-democracies. Unlike a ship of the line of any of the world’s navies at the time, a pirate’s crew served because they wished to serve. There-

fore, if a pirate captain became too tyrannical, he found himself without a crew.

However, this does not mean that pirates did not make and break rules. Punishment ranged from flogging

to outright execution. Torture, however, was rarely used. Pirates learned early on that torture usually accomplished very little, as a person under torture will often say anything, (true or not) to make the torture stop.

In spite of what is commonly thought, there are also no documented cases of anyone being made to “walk the plank”. Most likely, this is a reference to simply tying someone in irons and tossing them overboard.. Occasionally used as a punishment for treachery!



**Sarnur has trolls  
and evil dwarves in  
abundance**

## Sarnur—Dwarven Reputation

Sarnur is the Dwarf reputation dungeon. Not far from Thorin’s Hall, the beasts which infest this place are a challenge for all but the highest level player.

From gigantic trolls in the lower level, to annoying birds throughout the dungeon, this

is a place to approach with caution.

There are several deeds which can be completed here, however, and there are treasures to be found. The trolls tend to drop recipes, and there are several of its inhabitants which drop a beryl

shard. Thus, the dungeon is constantly populated by adventurers attempting to cleanse of its evil.

Get your fellowship together, and if you are level 42+, journey to Sarnur!

## Member Spotlight: Lieutenant Kyarra

Kyarra, like most (but not all) of our officers, comes to us from Dark Ages of Camelot. There, she was one of the founding members of our chapter. She progressed through the ranks of officers on Gaheris, and was then promoted to the rank of Pirate Overlord.

In December, she and her RL husband accepted an invi-

tation to come to Lord of The Rings Online and to join the pirate chapter here. Once they were acclimated here, they were both promoted to the rank of Pirate Lieutenant.

Kyarra has long experience in healing, and indeed, her primary class is a minstrel. From playing clerics in Everquest to Clerics and healers in Dark Ages of

Camelot, she is well acquainted with this roll.

Kyarra also serves us as the Quartermaster, and as such, is in charge of all the Kinship’s property, and supervises the decoration of the Kinship House. For those who have not seen her work, check out the Kinship House today!

## Stede Bonnett (c. 1688 - 1718)

The tale of Stede Bonnett is one of the strangest in the history of piracy.

Stede Bonnett was an English aristocrat, coming from well to do family and who had established a profitable plantation in Barbados. However, in 1717 he shocked his friends, neighbors and his wife by purchasing (instead of stealing or capturing) a small ship, and outfitting it for piracy. He named it the Revenge.

He soon thereafter began a campaign of capturing, looting and burning ships off the

coast of the southern American colonies, and round the eastern Caribbean.

When he dropped anchor in the Bay of Honduras, he met the famous Blackbeard, who persuaded him to allow



one of his lieutenants to take command of the ship, and sail on Blackbeard's ship, the Queen Anne's Revenge. This lasted for about two months, until the two parted ways with

Bonnett again in command of his own vessel.

He continued to harass shipping until he turned himself in as a reformed pirate in early 1718. However, his ways weren't over, and after raiding more shipping, he was eventually captured and brought to trial before a Vice-Admiralty Court. He was hanged for piracy on December 10, 1718, ending one of the strangest careers in the history of piracy!

## The Epic Books: Book IV

In Book IV one gets to know the Trollshaws better than anyone would ever wish to do.

There are three quests in Book IV which require groups. The first is the hunt for the lost rider, and this requires a group only because

one needs to make one's way through trolls. The second quest again requires a search of caves, and in the process, killing multiple trolls, and the third quest deals with the suicidal elf, Legolas.

In the final part of Book IV, Legolas will lead the

party through an instance in which he is determined to visit death upon himself, and upon the party as well. However, by being proactive, once can kill the creatures in advance, and thus, save him and the party from death.

Get to know the  
Trollshaws—Book IV

## Members Needed!

The Blackheart Pirates need crew! Everyone needs to be doing their part to recruit more members of the kinship. To that end, there will be several changes made in the near future, so that we can bring more quality people into the kinship.

Unfortunately, only officers can actually invite someone into the kinship. How-

ever, everyone can recruit a new member. It just takes a bit of time and patience, and the willing to talk about your kinship with others.

If you are in a fellowship with others and they are not already in a kinship, why not ask them if they would be interested in the pirates? We accept members of all playing levels, abilities and play

styles. Some of our members are casual players. Others play almost all day ever day. Some prefer to have very little or no roleplay. Others, prefer more roleplay. All are acceptable styles for the Pirates.

Remember: when they say yes, then look in social and get an officer to invite! ARGH!

[bhp-lotro.guildportal.com](http://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 periodically 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](mailto: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

This time I have the privilege, my pirates, of addressing you on a serious topic. This is the topic of raid etiquette.

As the Pirates start to plan and go on raids, there are some basic rules of raid etiquette that are essential to maintaining a good reputation for our members, so that we are invited to other raids in the future. Some of the more important ones are listed below.

1) Show up on time. If the raid starts at 8:00 Central time, then be there at 8:00 Central time. Don't show up at 8:30 and expect to go along.

2) Plan to stay for the whole raid. If in doubt, ask how long the raid will last, and plan your schedule accord-

ingly. If you can't stay the whole time, then ask the raid leader if they still want you to come along. It may be they will prefer that you wait until you can stay the whole time.

3) When you commit to go on a raid, keep your word! We all know that real life sometimes intervenes. However, although this is a virtual world, real people are at the end of the computer line. Making a commitment here is no different than making a commitment in the real world.

4) Listen to the raid leader. Don't argue with their decisions, and don't countermand them. If you want to lead a raid, do it, but don't try and take over someone else's raid.

5) Understand what the loot rules

are in advance, and follow them. If you don't like the loot rules, you don't have to go on the raid. If you don't ask, and find out that you don't like them, that's your mistake. Grin and put up with it and remember it next time.

These are some simple rules, which if followed, will make raids go quicker, more efficiently, and will be more fun for all involved.



Captain, Blackheart Pirates