



## BLOODLUST!

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On Saturday, March 8, over 18 pirates gathered in the Kinship Hall for our second Bloodlust! We are very pleased with the turnout, and a good time was had by all.

Captain Tpar addressed the guild for the first time via voice chat. All the pirates who were present joined in a raid and were then able to hear the speech.

In his speech, the captain emphasized the need for recruiting, and that the pirates need to grow in order to do more advanced raids. He also discussed some ways to bring members into the kinship, and to

help the kinship in this way.

Commander Darerradan then spoke about raiding, and how we will be getting ready to lead the Pirates into more and more advanced raiding situations. As preparation for this, Cdr. Darerradan will be conducting various teaching groups and raids so that he can teach our members the skills needed for these important events. Although the Pirates are not a true raiding kin, we certainly can enjoy raiding various areas of the game.

After the discussions, Milro and Rodus were called in front of the Cap-

tain. There, they were questioned about their wishes, and then were commissioned as Sub-Lieutenants of the Blackheart Pirates. Cpt. Tpar then pointed out that he will be doing no more promotions until the kinship advances in membership.

After the promotions, there were some questions and answers, and then was dueling.

In all, it was a great evening, and the Pirates conducted themselves with highest honor!

ARGH!



The Master of Crafts medal is presented to pirates who have achieved a GM ranking in all three of the crafts in a vocation. For instance, the Explorer is a GM Prospector, Forrester

### Master of Crafts

and Tailor.

Master of Crafts honors the hard work and dedication to betterment of the kinship exhibited by these individuals, who often spend vast amounts of gold and untold hours in honing

their skills to produce the very best of products for the members of the Pirates!

## The Moorish Pirates

Piracy from the “Moorish” or the Barbary coast was an ancient tradition that thrived for almost 1500 years.

Shortly after the fall of the Roman Empire, the North African coast was the site of a number of quasi-independent Moorish kingdoms, loosely tied to the Ottoman sultanate. Many of these kingdoms also allowed piracy to flourish, either by turning a blind eye to pirate activities, or by actively participating.

Until the early 1700’s, the Pirates mostly used galleys to

prettly on shipping in the Mediterranean. However, a Danish sailor taught them the wisdom of building and using sailing vessels, which increased their lethality and range of piracy.



In the early days of the American republic, several wars were fought by the US Navy against the Barbary cost pirates. The US Navy bombarded Tripoli several times in 1803. The British Navy actively attempted to suppress the Tripolitan pirates, and the French, when they invaded and took control of North Africa wiped them out entirely in 1830. A proud and bloody tradition thus ended after almost 1500 years of bloodshed.

**Esteldin is infested  
with Elves!**

Bree is by far the largest city in the known world thus far. Home of the race of man, it enjoys citizens of many races, from the hobits scurrying about to the aloof, nimble Elves.

It has a variety of interest to occupy the weary traveler.

### Bree

There are a variety of inns and other delights available.

The Prancing Pony is one of the common and interesting sights to behold. Smack dab in the middle of town, it’s an inn which has something for everyone. Smiling elven ladies await to entertain

the traveler, and trustly, burly bartenders keep order. A bard awaits to tend to one’s needs and to entertain one with tales of long ago. Bree truly is a cosmopolitan town that is on the verge of becoming a true city.

## Member Spotlight: Sub-Leftenant Milro

On March 8, 2008, Sub-Leftenant Milro was commissioned as an officer of the Blackheart Pirates. Milro brings three level 50 characters to the Pirates, as well as considerable skill in crafting.

He is a Grand Master Scholar, a Grand Master Jeweler, and a Grand Master Tailor. He is continuously improving his skills, and is able

to produce goods for almost any occasion. Many a Pirate event has not been complete with Milro’s hope tokens, and the kinship’s tailors, metal smiths and weapon smiths appreciate his abilities to make scrolls to assist them with the making of critical items.

Lord of The Rings Online is Milro’s first online game.

In spite of this fact, he has shown time and time again that his natural ability to deal with the stresses has made him a valued member of the crew, and after the last bloodlust, a valuable officer of the Blackheart Pirates! Welcome aboard, Milro!

## Captain William Kidd c. 1645– 1701

William Kidd was born in England around 1645, although the exact date is unknown. When he was a young man, he found work as a privateer, successfully raiding Spanish shipping in the Caribbean. So successful, in fact, that he was recalled to England and asked to take command of a new ship, the Adventure Galley. The Adventure Galley was well armed for a privateer: 35 cannon and 80 crew.

He set sail for New York and then set sail for the Madagascar coast. When

there, his crew mostly deserted to join the pirates there, and the few that remained wanted him to become a pirate as well.

After killing the ring-leader, he and his crew began a piracy spree along the coast of Madagascar, which turned out to be one of the most lucrative in history.



Shortly after this, Kidd attacked and captured a huge treasure ship,

the Quedagh Merchant. After a desperate battle, Kidd and his crew took their booty back to New York, hoping to convince the New Yorkers that this was actually loot from the French and Spanish.

Unfortunately, most of the loot was recognized as belonging to the powerful British East India company, and Kidd was shipped to England in chains. He was convicted of piracy, hanged, and his body was coated in tar and placed on display.

A short and brutal career came to an equally short end.

## The Epic Books: Book 4

Book IV takes place mostly in the Trollshaws and close to Rivendell.

In the beginning of this book, you will travel to the Trollshaws, and speak to various worthies. They will then send the stout adventurer on a series of adventures

around the Trollshaws.

This is a book which needs a full group in several places, depending on the level of the adventurers. At one point one will go into three different caves, and fight trolls to achieve your objective.

The instanced quest will allow you to keep a rather annoying NPC alive, and at the end, you will finish in Rivendell so that you can be ready for the difficulties of Book V

Get to know the  
Trollshaws in 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!

## Assault on Urugarth—Lt. Cdr. Linnear

In the very small hours of March 8th, an intrepid band of adventurers explored deep into the stronghold of Angmar, Urugarth.

The band was lead by Dare, the burly guardian, with assistance from Tpar, the wiley, sage-old hunter from the deep of Fangorn. Along with those two worthies, Rodus, the Lore Master, Aminweild the Champion, Etymonia the hunter, and I (Soltaran) - ventured into the heart of the fortress, the home of Grogluk, Champion Commander of Urugarth. This is the story of the epic battle.

Dare warned us prior to commencing our attempts to throw down Grogluk, that he would bring four waves of minions down upon us. We were to not fight inside his dimense, but rather to back out as each wave assailed us, and fight along the ramp leading into his sanctuary.

When the battle ensued, the first two waves were quickly dispatched, killing trolls and sentries with ease. I healed my friends concerns, while the warriors and Rodus tore through the evil spawn of Sauron and the Witch King. However, when the third wave arrived, they decided to ignore the danger at their backs, and to come straight for lil ole me. I did my best to keep my companions whole and hail, but forgot to look to myself. With three sentries firing arrows into my breast, I quickly fell, and with me, the group was adrift. I rushed back from my recovery point, but unfortunately ran into wandering sentinels along the way - bringing no less than 8 more enemy down upon my friends, who, without my heals, were struggling with the third wave. Just as I arrived, the third wave was felled, and the fourth arrived - which, along with the mob chasing me, proved to be too much for us.

As we recovered to the front of the fortress, Aminweild and Tpar were unable to continue (it being 3:00 a.m.), yet Dare and I believed we might be able to proceed, so, we gave it one more chance, one more try to bring down the evil that ruled Urugarth.

We again engaged Grogluk, and he again summoned his minions onto us. The first three waves went down swiftly, I hid around the corner from my companions, cheering them on, singing their praises, and hiding like a little school-girl. Dare and Ety quickly brought down enemy after enemy, while Rodus and his feral companion - Catastrophe - felled yet more of the enemy. On the fourth wave, Etymonia fell, but I was able to revive her immediately after the fight and before Grogluk engaged us himself.

When the final battle started, Grogluk summoned some slaves to accompany him, which proved challenging, but by focusing on killing those first, we quckly dispatched them and began the awesome job of cutting down Grogluk. We had him down to roughly half health, when yet another wave of slaves assailed us. In the chaos, we nearly failed, with Dare coming dangerously close to death. Yet, again, by focusing on the smaller targets, we prevailed, and began beating upon Grogluk. He confounded us by healing himself almost back to half health during the confusion.

We fought and fought on, taking many minutes to wear him down. When he was nearly down, he used some powerful majiks to slay Dare - and we thought all was lost. Rodus and Ety took his attention while I tried to revive Dare. Grogluk took offense at my endeavors and came to kill me. I barely, just barely, got Dare revived, and we began anew attacking Grogluk. However, he decided then that Rodus was his cheif adversary and so attacked him with unbridled agression. Rodus fought valiantly, but was ultimately felled. We could not bring Rodus back (my in combat rezz had just been used for Dare), and so Rodus ran back from the start of the fortress, but without his damage assistance, Grogluk started again to heal, and again, we knew despair. We tried to at least hold even with Grogluk on health, awaiting Rodus' awesome firepower, but we had a new problem. Without Rodus' ability to feed me power, we were losing ground on power, and Dare was slowly losing health - and I could no longer keep up healing him at a pace necessary.

We used ALL of our special abilities, all of our potions, all of our heals - and still Dare was nearly dead, down to under 500 morale, when Rodus arrived on the scene. I used my last large heal, consuming the last of my power, knowing Rodus would replenish me, which he immediately did. He then replenished Ety and Dare, and began to drain Grogluk, denying hiim his own heals. We fought on for another few minutes, and finally, after what seemed like a lifetime, Grogluk the Wicked, knew the sting of death, and the taste of defeat.

The battle lasted more than 20 minutes, it was one epic fight. I barely managed to get Dare raised, and Rodus BARELY arrived, and we 4-maned Grogluk, a mob that most would say you need a 6-man group for, and 2 of the 4, weren't level 50. It was a terrific and very fun fight.

**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 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

I recently addressed the Kinship at the Bloodlust, and for those who were not present, I want to review what I said there, and what Cdr. Darerradan, my executive officer, covered as well.

One of the most pressing problems facing the Blackheart Pirates is in the area of recruiting. Its important to all Pirates that we continue to bring in new, qualified members to the Pirates, so that the Pirates can begin to go do things which will bring glory to the Kin, and allow us more opportunities for diverse play.

Its important also that we go to the website often, and check it out. Many of the events will not be announced in kinship, and therefore, if one doesn't go to the website, its likely that you will not see the posting about the

event, and might miss out on something truly interesting.

Cdr. Darerradan reviewed the importance of preparing the Pirates to be going on various raid activities. While the Pirates are not, and never will be a raiding kinship, we at the same time want to have the ability to raid when we want to. To that end, Cdr. Darerradan will be posting and asking for feedback on what nights are best for a series of adventures to get the membership caught up on their storyline (epic) books, as well as preparing the membership to go to Carn Dun, Urugarth, and eventually, The Rift and Hellescam.

I know that the Pirates will rise to this challenge, and will become a force to be reckoned with on the server in no

time, and as always, you all make me very proud. I am privileged to command the finest ship in the fleet!



Captain, Blackheart Pirates