



## 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 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!

## Piracy of the Middle Ages

The most notorious of the pirates in the middle ages were the Vikings.

The Vikings were a name given to the Nordic peoples, specifically the Danes, Norwegians and Swedes, who had a maritime reign of terror from about 800 AD to approximately 1100 AD.

The first recorded raid by Vikings was a seaborne raid on a Holy Island in 793. However, there is evidence of Viking raids well before that, as the remnants of the Roman Empire collapsed into anarchy and were no longer

able to patrol the seaways.

Vikings fought the Carolingian Empire (part of the Holy Roman Empire) until 911, when by treaty, they were given the northern area of what is now France, called



Normandy. Thus, the Normans were very much of Nordic blood.

Piracy in the far east was also common, as there were a succession of Chinese emperors who were unable or unwilling to patrol the seas and thus suffered piracy throughout the whole region.

Originally Japanese, in later periods the Asian pirates were of mixed origin, but just as vicious. The Middle Ages were a good time for Pirates!

**Esteldin is infested  
with Elves!**

Esteldin is invested with Elves. As an Elven stronghold, Esteldin is an outpost that unfortunately doesn't have the beauty of Rivendell. Rather, its stone walls are built to handle the onslaught of the orc horde, should they ever get that far into the free people's territory.

### Esteldin

Esteldin has a number of amenities, including trainers for all of the professions, a full crafting ability, a vault keeper, and of course, multiple mailboxes. One can also purchase weapons, armor and food supplies from the various merchants which are scattered throughout.

The city also is the beginning of numerous quests, both epic and regular ones. Most of these are based in the regions surrounding Esteldin, so that one doesn't need to run far for adventure and comradeship!

## Member Spotlight: Lieutenant Galissia

Galissia, like many of the officers of the kin, comes to us from DAoC on Gaheris. Galissia began his career in the Blackheart Pirates, and has never been anything but a pirate. He served the pirates well in DAoC, and was promoted to officer there in March, 2006.

When the expedition to Landroval was announced,

Galissia promptly volunteered. He has been a vital member of our crew ever since, serving as our Pursor.

As Pursor, Galissia is responsible for maintaining the kin's funding, making sure that the upkeep is paid on the kinship house, and for distributing kinship funds as directed by the Captain or senior staff.

Galissia is busy in RL with full time school and work, and therefore, doesn't play as often as he likes. Look for him on more often as spring break and summer-time fast approach!

## Sir Francis Drake 1540–1596

The English considered him a hero, and knighted him. The Spanish, had they ever captured him, would have hung him as a pirate. Truly, the definition of a pirate can be in the eye of the beholder.

Francis Drake was born in February or March, 1540, the son of Puritan preacher. He learned navigation by practicing on local sailing vessels, and in his youth, served as an officer and navigator on West African slaving vessels.

Sailing in the Carribean in 1567, Drake and his cousin

were attacked by a Spanish fleet, which resulted in the destruction of their ships; they barely escaped with their lives. This created a lifelong hatred of the Spanish Catholics.



Drake soon made a name of himself by not only circumnavigating the world, but by plundering unimaginable wealth from the Spanish treasure ships which were sailing between

various Spanish ports, unaware of the danger.

When he brought his loot back to England, Queen Elizabeth I knighted him on the deck of his ship, the Golden Hind.

He died in 1596, and at his death, was buried at sea. Two captured ships were burned in salute, and as their cannons exploded, Drake's body was commemorated to the depths. So was buried one of England's maritime heroes.

## The Epic Books: Book 3

Book III takes place mostly in the North Downs. You are first tasked with the call of three major races: Dwarves, Elves and Man. Why the Hobbits aren't involved here isn't clear. Its probably best they aren't though, no food is involved.

After a series of adventures, you will travel from the Fields of Fornost, to defending Trestlebridge from the ravages of the orcs. You will also visit the Elves in their glade, and there go and defeat additional evil.

This quest is entitled

Council of the North, and reveals that a great council is to be convened, to discuss the problem of the return of the evil. Like all councils, its not clear what this accomplishes other than more argument.

Get to know the  
North Downs on  
Book III

## 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 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](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

Well, its been two weeks since I last addressed my beloved Pirates. In that time, we have had a member decide to leave us, and leave us noisily. The Pirates are an open kin. We accept new members freely, and if the Pirates are not for someone, then we wish them well along their way. However, abuse of ANY member of the kinship by a Pirate can and will result in immediate removal. Insubordination and public disrespect of an officer warrants flogging and then hanging. However, enough of that.

Recently, Cdr. Darerradan began to lead raids into The Rift. This is an exciting zone which has multiple end-game encounters. It requires coordination and everyone working together as a coordinated raid, with everyone

listening to directions and following them. While largely successful, the raid would have been even more successful if we had more Pirates on the raid and were less dependent on members from without.

This brings me to my next point. The Pirates, in addition to needing to grow, need to work to get at least one class to level 50. I understand that there are several out there who enjoy playing multiple classes. I understand also that it can sometimes be tedious to go and grind out the quests to get a class to level 50. However, a lack of high level members is hurting the Pirates ability to attract members, and to eventually go and control places such as The Rift, where there are both horrors and delights worth the experience.

In the next few weeks, I would like to see my Pirates working to get at least one of their classes to level 50. For those who tend to play multiple classes, now is the time to decide, perhaps after consultation with an officer, which class is needed the most, so that the Pirates can continue to excel at all they do, and truly continue the fine crew that I already know you to be!



Captain, Blackheart Pirates