

SINISTER MINROTHAD GUILDS

I was looking back at X10 “Red Arrow Black Shield” and the alternate Mystara history by Mr. Welch in “War on all sides”. The Minrothad Guilds weren’t really worth recruiting per se in X10 due to the bribes or time spent on the adventures for the units you would receive. Whereas Mr. Welch also has them sitting out of the action for nearly the entire expanded war.

Minrothad has a vast sea trade network which would have been impacted by the occupation of Sind and the allied nations, so why would Minrothad stay essentially on the sidelines? The answer was they did not actually stay neutral.

Why wouldn’t the Master of Hule bribe and offer favored status to the Minrothad Guilds? Obviously it would have been a secret treaty so as not to offend their other trading partners. Minrothad would gain a monopoly on trade with the Savage Coast and in exchange would covertly transport supplies and troops in the Sea of Dread for Hule.

The secret treaty would explain how the troops that were ferried over to the Black Eagle Barony, being transported covertly by Minrothad ships, managed to land the forces without naval opposition from Ilerendi or Hin ships/pirates.

I could also see a minor occupation of the Sind coast by Minrothad, who would then gain a trade hub/stop over to the Savage Coast. This would free up additional frontline troops for the Master rather than having to occupy all of Sind. I see a similar situation to what the East India Company was in the real world India. Using a few Minrothad mercenary companies and forming local units they could occupy the coastal areas, likely no more than the province of Putnabad and Jalawar at most.

Should the war turn against the Master, Minrothad could show the allies that it took over the Sind territory as a protectorate, whereas Minrothad could stall in joining the war effort per the process in X10 if pressed. It also creates plausible deniability due to the fractured guild design of the nation.

Guild Corser would have the most to gain with their focus on spices, exotic animals and alchemy by occupying parts of Sind. It could also be part of the larger effort by the family clans Elsan and Verdier to remove Oran Meditor; if the occupation fails or becomes too expensive to maintain, the blame would fall on the ruling guild master (since assassination attempts keep failing).

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Adventure hooks

- The PCs are agents of Darokin sent to incite a rebellion in occupied Sind to draw the Master's troops away from the central military campaign in Darokin.
- Alternatively the PCs are agents of one of the guilds sent in to maintain order and protect trade and shipping;
- Either way the PCs must decide: Do they root out the insurrection in the face of the relatively benevolent occupation by Minrothad? Or do they allow it to occur /succeed knowing the Master's forces will respond to crush the rebellion with heavy-handed methods?
- The PCs could be Minrothad privateers patrolling the shipping lanes in the sea of Dread. Or prey on Minrothad shipping as Hin/Ierendi pirates.