

MYSTARA DECLASSIFIED ARCHIVES PRESENT

MD04 BRETHREN OF THE SEA OF
DREAD FILES

COMPILATION BY IRVING GALVEZ



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Prologue

First of all I want to thank everyone that has written something to keep alive Mystara. This is a compilation of different authors put together by me. I also add some information to complement this work. My intention is to unify different ideas. I try to put the authors of each idea. This compilation is not intended to be sell and is for free usage by people that keep playing Mystara. Dungeons and Dragons and Mystara are property of Wizards of the Coast.

Of all the Mystara Declassified Files this one could be the most controversial one but if it is useful for you, use it.

Keep playing and keep making Mystara breath. Special thanks to Vaults of Pandius (<http://pandius.com/>) and to The Piazza (<http://www.thepiazza.org.uk/>)

You can find more work made by me at <http://pandius.com/igalvez.html> and The Piazza or you can contact me at irvinggalvez@gmail.com.



The Sea of Dread

The Sea of Dread vast and rich washes the shores of the Known World from Hattias to Jaibul and from Shireton to Raven Scard. Merchant, pirates and militia ships go back and forth trying to make a living. For many years the balance was steady and while the population grew, so did the ships that filled the seas and created chaos between good and evil. Without being able to be controlled the pirates grew and created conflicts that devastated entire cities and surrender entire islands. Before the problem grew bigger, a group of pirates decided to act before seeing their world destroyed by the greed and the uncontrolled rapine.

Independent pirates name a representative of each country (The Pirate Lords) and founded the Brethren of the Sea of Dread. Thou each pirate was going to continue to be independent there were certain rules that have to be followed in order to be able to work in the Sea of Dread. Disobeying the rules could mean creating a bounty to hunt the ship and its crew.

The Pirate Lords

Pirate Lords of the Sea of Dread by Colin D. Wilson

Pirates may ply their trade for many reasons: some do it for treasure, some for excitement and some simply from a love of violence. But for the most powerful pirates, the goal is to become a Pirate Lord. A Pirate Lord is a pirate so powerful in his sphere of influence that all other pirates in the area bow to his superiority and offer tribute. Though each pirate is a king on his own ship, they all owe fealty to the Pirate Lord.

Becoming a Pirate Lord is a simple process in some ways. When a pirate is so feared and so powerful that no other pirate risks a battle with them, they can claim the Pirate Lordship of their Sea. This is normally achieved through a combination of bribery, fear and personal loyalty. A simpler method is to kill the previous Pirate Lord, though holding the title may then become more difficult. Once accepted as Lord, all other pirates in the area must send them regular tributes. How much and what form these tributes take are all up to the Pirate Lord in question. Asking too little will mean they are not respected, but asking too much may lead to a concerted effort to depose them.

Apart from the benefits of regular tributes the Pirate Lord can also require the Buccaneers in his domain to form a pirate fleet under his command. This isn't often done, but should a country ever try to erase piracy from a region this may be the result.

Secrets of the Pirate Lords

For those fighting for it, being a Pirate Lord is all about the title. Little do they realize that, once they are granted the position, the role is much more than that. The Pirate Lords were created over a thousand years ago by a magician and pirate of astonishing power known as Twistbone. Nobody knows his true name and his place of birth is lost to history.

Even the Immortals are unsure, and some speculate that he came from another plane entirely. In his prime he was the most feared pirate on Mystara, using his supreme magical abilities to overwhelm his foes, burning their ships, taking their treasures and attacking their ports with impunity. With his magically long life, he sailed all the seas of Mystara and brought them under his control. But one man could not rule all the seas alone, so he created the Pirate Lords, each responsible for one Sea and answerable only to him. Using his powers he crafted a brass ring for each Lord. With these, he could track their movements, communicate with them and summon them to him. The rings also granted some magical abilities to their wearers. With his Pirate Lords, he sought to rule the seas

forever. But one should never forget the treachery of pirates. Within a decade, the Pirate Lords turned on him and magically imprisoned him in an ornate mirror. They agreed that none should have overall rulership of the seas and instead agreed to keep to their domains. Since that time there have been many such Lords. As each dies, a successor eventually takes their place and the rings magically find their new wearer.

The Lords recognize no leader, but continue to meet secretly to ensure that piracy maintains its grip on the seas of the world (The Council of Dread). The meetings are irregular and are arranged using the rings to communicate. They take place in the captain's cabin on The Scourge, Twistbone's original ship, which is where the rings take their bearers when requested. The ship creaks and groans as it floats in a dark sea that is unknown to any Pirate Lord who has yet visited it. The ship has somehow become magically entangled on a series of sharp rocks, so the front half is separated from the back. On one of the rocks is a small lighthouse which illuminates the continual rain. With the ship stuck fast, no Pirate Lord has managed to leave the rocks to find out more about the region.

Inside the cabin sits a huge table surrounded by thirteen chairs, usually more than enough to accommodate all living Pirate Lords at any given time. Two walls are taken up by the windows and the door. On the third wall hangs a massive mirror, entirely covered with a thick, green cloth, while on the fourth there sits a framed painting of a huge port filled with lights and ships, covering beneath a lighthouse that reaches almost to the cloud layer. Beneath the painting is a glass-topped, wooden display case containing a large map of Mystara, on which sit the rings of those Seas currently without a Pirate Lord. Pirate Lords are the executor arm of the rules and consequently, his decision was definitive. So it was one more reason for every registered captain to do them favors because they never knew if in the future they would need from his judgment.

Pirate Lord must try to solve disputes between to register captains and must hear in the audience both parts. No one can question his decision but he needs to be wise and fair so that all captains can trust in his word.

When a Pirate Lord called to attend to The Council of Dread he must assist. He must cast a vote for any reason he was call and he must follow any resolution taken there. He has to communicate to all register ship captains any new information.

Dread's Brethren Rules

- Any new pirate captain must present with the Pirate Lord of his country to be registered in the pirate book and be assigned a symbol.
- The assigned symbol must be marked on the ship so that it can be identified at sea by any other registered pirate.
- 5% of each booty must be delivered to the Pirate Lord. This is to create funds for emergencies.
- You can't attack another registered pirate ship. This act causes the loss of registration.
- Unregistered pirate ships can be attacked without mercy or in their case can be reported with the Pirate Lord.
- To kill excessively innocent people, to constantly plunder villages, and to kill children and women will automatically revoke the registration and will cause the ship and its crew to be hunted until death.
- In case of disputes between two registered captains, they must appear before the Pirate Lord. If he can't reach a solution the captains must fight in a duel to the death.
- Appointments with the Pirate Lord must absolutely be respected, otherwise the register could be lost.
- Pirate's families must be treated with respect.
- Money cannot be appropriated if it belongs to other register pirate or to other pirate families.
- The Pirate Lord must go to the Council of Dread when called, if he doesn't attend his vote would be canceled and can't cast a vote on next meeting.

These simple rules must always be followed. It would seem that no pirate is independent, but at the end, it is an orderly way of doing their work on these seas. Even so, a pirate may decide not to register and do whatever he wants. But he must be concerned about being very powerful so that registered pirates are afraid to confront them. Although in the end the union is strength and more than one captain can join to collect the juicy reward.

Pirates Types

Pirates

Pirates are those who commit acts of violence or assaults on the high seas, by sea or by air, for personal purposes transcending the normal jurisdiction of a country or nation.

Pirates are considered adventurers who enter maritime territories for long periods hiding from the authorities.

These people for the sole purpose of personal gain obtained great booty after the capture of ships and sale of all that of captured value, the ship, pieces of artillery, slaves, and rescues by passengers. So the pirate was a vulgar sea thief, often bloodthirsty.

Corsair

The Corsair was a pirate "sponsored" by a Country. In other words, a country granted a license by which it can practice piracy against ships of enemy countries, receiving in return a part of the booty. These individuals recovered the investment with the booty obtained with the boats and small cities captured. They also demanded rescues for passengers and sold the captured slaves. Part of this booty is taken by the Nation that granted the license, in exchange for its protection and to be able to use its ports. They could only consider safe ports in their country. It also granted them protection, theoretically, a Corsair could not be hung for carrying a license, if it was captured.

Buccaneers

The Buccaneers were hunters who prepared smoked meat to sell to the boats. Some also did acts of piracy if the occasion arose. They live in uninhabited parts of Sea of Dread, where there are large numbers of cattle, which without predators had proliferated in large numbers.

Filibusters

These men, who at first act free to attack small ships without going too far from the coast, are the first to turn piracy into something more than a crime, eventually creating a filibuster society. However, with the passage of time, governments saw a usefulness in the filibusters and welcomed many to focus their attacks on the territories enemies of their sponsors, becoming a midway between the pirate and the Corsair, being able to speak of domesticated pirates.

Pirate Ship Crew

Base on http://www.thepirateking.com/historical/ship_roles.htm

Ship's Captain

A common misconception about life on a Pirate ship surrounds the role and authority of the Captain. Unlike the Captains who are appointed by their respective governments and whose authority is supreme at all times, most pirate captains are democratically elected by the ship's crew and could be replaced at any time by a majority vote of the crewmen.

Some captains are voted out and remove for not being aggressive enough for their crews, while others are abandon by their crews for being too bloodthirsty and brutal. Pirate Captains are expected to be bold and decisive in battle as well as skilled in navigation and seamanship. Above all, they must have the force of personality necessary to hold together such an unruly bunch of seamen.

There are surprisingly few detail descriptions of what the pirate captains looked like, and those we do are rarely flattering. Most seem to have adopted the clothes of naval officers or extravagantly dressed merchant sea captains.

Quartermaster

Most pirates delegate unusual amounts of authority to an individual called the Quartermaster, who became almost the Captain's equal. The general rule is that during times of battle the Captain retained unlimited authority, but at all other times he and the rest of the crew are subject to the command of the Quartermaster.

The Quartermaster is usually elected by the crew immediately after choosing a Captain, and it is his duty to represent their interests. For this, he receives an extra share of the booty when it is divide. Above all, he protects the Seaman against each other by maintaining order, settling quarrels, and distributing food and other essentials.

Serious crimes were trial by a jury of the crew, but the Quartermaster has the authority that could punish minor offenses and kept the records and account books for the ship. If the pirates are successful, he decides what plunder to take from a prize. If the pirates decide to keep a captured ship, the Quartermaster often took over as the Captain of that ship until they dispose of it.

Sailing Master

This officer is in charge of navigation and the sailing of the ship. He directs the course and looks after the maps and instruments necessary for navigation. Since the charts are often inaccurate (or nonexistent) his job is a difficult one. Many Sailing Masters are forced into pirate service from captured vessels.

Boatswain

The Boatswain supervises the maintenance of the vessel and its supply stores. He is responsible for inspecting the ship and its sails and rigging each morning and reporting their state to the captain. The Boatswain is also in charge of all deck activities, including weighing and dropping anchor, and the handling of the sails.

Carpenter & Surgeon

The Carpenter is responsible for the maintenance and repair of the wooden hull, masts, and yards. He works under the direction of the ship's Master and Boatswain.

The Carpenter's duties are to check the hull regularly, placing oakum between the seams of the planks and wooden plugs on leaks to keep the vessel tight. More often than not, the Carpenter serves as the Ship's Surgeon and perform operations and amputations with the same woodworking tools (with no anesthetic!).

Weapon Master

The Weapon Master is responsible for the ship's weapon and ammunition. This includes sifting ammunition to keep it dry, prevent it from separating, ensuring the weapons and ordnance are kept free of rust, and that all weapons were kept in good repair. A knowledgeable Weapon Master was essential to the crew's safety and effective use of their weapons.

Mate

On a large ship, there is usually more than one Mate aboard (hence the title "First Mate").

Mates serve as an apprentice to the Ship's Master, Boatswain, Carpenter & weapon master and take care of the fitting out of the vessel, and examined whether it was sufficiently provided with ropes, pulleys, sails, and all the other rigging that are necessary for the voyage.

The Mate also take care of hoisting the anchor, and during a voyage, he checks the tackle once a day. If he observes anything amiss, he would report it to the ship's Master. Arriving at a port, the mate causes the cables and anchors to be repaired, and take care of the management of the sails, yards, and mooring of the ship.

Sailor

The common sailor, which is the backbone of the ship, need to know the rigging and the sails. As well as how to steer the ship and applying it to the purposes of navigation. He needs to know how to read the skies, weather, winds and most importantly the moods of his commanders.

Rigger

The sailors assign aloft to work the running rigging and to furl/release the sails are referred to as Riggers. Although there were not any truly "safe" jobs, due to the constant risk of falling from a slippery spar high above a rolling deck this was certainly one of the most dangerous.

Cooks

Pirate ships did not have professional cooks. Usually, a just ordinary crewmember was in charge of food making.

Cabin Boy

A young boy who works aboard pirate ships as a servant. Many cabin boys make their way aboard ship by being kidnapped by pirates or are runaways looking for a means of escape.

Ammunition Monkey

A role filled by young boys on the ship in which they run ammunition from below decks to the cannon crews during battle.

Swab or Swabbie

Although not technically a rank, a person who mops the decks using the swab is called a swabbie.

The Pirate Code

Adaptation from <http://www.goldenageofpiracy.org>

Before a pirate ship leaves port all pirates collaborate and sign a document called the pirate code. The pirate code is a group of rules that all pirates had to follow aboard a ship. Some of these included things like keeping ones weapons at ready at all times. Others were curfews for drinking and partying below deck and efforts to curtail gambling which create internal conflicts. Overall, pirates are pretty democratic but the punishments for breaking the agreed upon articles is often severe.

The pirate code would determines what shares each pirate get along with regulations for inter-group fighting and discipline. They also regulate what happen when things like loss of limb or eyes occurred.

Before leaving each crew member must sign the pirate and then swear an oath of allegiance to the crew and the captain. The oath is usually conducted on a special ship object, but other objects including rings, swords, axes, skulls or even maps have been used. After signing the articles, a pirate is formally induct into the crew, giving him a vote for officers and his share of the loot. Once the codes are signed they are often placed in a visible location like outside of the cabin door.

Sometimes when pirates capture a ship the crew would chose to join the pirates. If the pirates are in need of sea-ready hands and require skill artisans such as carpenters or healers they will recruit them into their ranks. However some of these skill tradesman, and others who are not became conscripted into piracy if they refuse. This do not happen all of the time and is actually only a practice done when they were running low on men.

These pirates will be force to sail with the pirates and if they do not sign the articles they may be torture, however in a few cases they mutinie against their captors and turne themselves into the authorities.

Bounty Treasure

When it comes time to split the captured wealth into shares, profits were normally given to the person in each rank as follows: captain (5-6 shares), individuals with a senior position like the quartermaster (2 shares), crewmen (1 share), and individuals in a junior position (1/2 a share).

Punishments

All of the pirates who signed the articles of agreement know all of the rules before signing so one can't plead ignorance. Therefore the punishments for violating the rules were often very strict and very harsh.

A pirate who disobeys the pirate code can often find himself maroon on an island with nothing more than a bottle of rum and sword. You could also be thrown overboard, but that is done by two crew members holding your hands and feet. Other breaches of the code are met with being whipped 39 times, or even execution.

However cruel these punishments seem, all pirates agreed on these before leaving and knew full well of what the rules are. The punishments are designed to be deterrents against behavior that could divide the crew and cause internal conflicts. Most of the rules are common sense ones anyway such as keeping ones weapons ready for combat because you never know when an unsuspecting merchant ship may come along or even a military vessel.

The Articles

I. Every man shall have an equal vote in affairs of moment. He shall have an equal title to the fresh provisions or strong liquors at any time seized, and shall use them at pleasure unless a scarcity makes it necessary for the common good that a retrenchment may be voted.

II. Every man shall be called fairly in turn by the list on board of prizes. But if they defraud the company to the value of even one golden peace, they shall be marooned. If any man robs another, he shall have his nose and ears slit and be put ashore where he shall be sure to encounter hardships.

III. None shall game for money either with dice or cards.

IV. The lights and candles shall be put out at eight at night, and if any of the crew desire to drink after that hour they shall sit upon the open deck without lights.

V. Each man shall keep his piece, cutlass, and bows at all times clean and ready for action.

VI. No boy or woman to be allowed amongst them. If any man shall be found seducing any of the latter sex and carrying her to sea in disguise he shall suffer death.

VII. He that shall desert the ship or his quarters in time of battle shall be punished by death or marooning.

VIII. None shall strike another on board the ship, but every man's quarrel shall be ended onshore by sword in this manner: at the word of command from the Quartermaster, each man being previously placed back to back, shall turn and fight immediately. If any man do not, the Quartermaster shall knock the piece out of his hand. They shall take to their cutlasses, and he that draws first blood shall be declared the victor.

IX. No man shall talk of breaking up their way of living till each has a share of 1,000. Every man who shall become a cripple or lose a limb in the service shall have 800 pieces of eight from the common stock and for lesser hurts proportionately.

X. The captain and quartermaster shall each receive two shares of a prize, the master gunner and boatswain, one and one half shares, all other officers one and one quarter, and private gentlemen of fortune one share each.

XI. The musicians shall have rest on the Sabbath Day.

The Actual Pirate Lords

(11 Actually, 2 Vacancy)

Atruaghin Clans Captain Tenoch (From Mystaraizing the Savage Tide: Tides of Dread by David Keyser)

Darokin Captain Amella Vankalie (From The Savage Tide from by C. Richard Davies & David Keyser)

Ierendi Captain Clegg, the Devil (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Sind Captain Ismeron (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Karameikos Captain Branek Korolenko "Deadbeard" (From Twin Soul Rocks by Irving Galvez)

Five Shires Captain Greylan Narrowgirth (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Minrothad Marie Raye Sariena Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Thyatis Marcus Kerral (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Isle of Dawn Nathaan McRhomaag Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Davania Adrienne Xylonias, of Petra (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Savage Coast Captain Pablo Silverleg (From The Three Star Flowers by Francesco Defferrari)

Thanegoith Archepelago Captain Slipknot Peet (From Campaign Log: Sasserine/Sea of Dread by Ray Allen)

Known Pirates of the Sea of Dread

Atruaghin Clans

Tenoch, Favored of Atzanteotl, and Crimson Fleet Pirate Captain (From Mystaraizing the Savage Tide: Tides of Dread by David Keyser)

Captain Otetiani

Darokin

Captain Roberta "Black Sheep" Vitaly

Captain Onorino Giarusso

Captain Amella Vankalie (From The Savage Tide from by C. Richard Davies & David Keyser)

Davania

Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Captain Owethu

Captain Kubu

Adrienne Xylonias, of Petra (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Five Shires

Captain Red Rory Hackskull (From The Five Shires by Ed Greenwood)

Captain Crommor "The Hammer" (From The Five Shires by Ed Greenwood)

Captain Jalassa Longwinkle "Jalassa of the Long Whip" (From The Five Shires by Ed Greenwood)

Captain: Mulgor Loberlinn (From The Five Shires by Ed Greenwood)

Captain Craneolimpio "Cleanskull" (From Sailor rumours in the sea ports of Darokin (and nearby) by Pol Ginés)

Captain Uritran Softhand

Captain Oralie "The Wisper"

Captain Greylan Narrowgirth (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Hule

Zeren "Blackbeard" Tural (From The Bleak League by Christian Constantin)

Krondarl "The Dream Hunter"

Ierendi

Black Adder (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Drunk Old Captain Marlboro (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Big Fat Keoni (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Lali Surf-Rider (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Nakana Attleby (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Zachariah the Far Wanderer (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

The Gaius Gang (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Mungo Ship-Shearer (From Alternate Ierendi Gazeteer: The Pirate Kingdom of Ierendi by John Biles)

Captain Clegg, the Devil (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Appendix A - Rings of the Pirate Lords

From Pirate Lords of the Sea of Dread by Colin D. Wilson

Pirate Lord Rings have the following abilities.

Once per day: clear sight, nightwatch, water breathing

Once per week: talk to sea creatures, control winds, weather control¹, commune with pirate lords, teleport

Commune with Pirate Lords

This allows the wearer to mentally commune with the other Pirate Lords. The wearer can target a specific Lord or all of them and they are put into instant mental communication.

Teleport

This spell will teleport the wearer to the Captain's cabin aboard The Scourge (and back again whenever they wish). It cannot be used to teleport to any other location.

On the death of their wearer, the rings magically return to the display case on The Scourge. When a new Pirate Lord of a particular Sea is declared and recognised, the ring for that Sea appears on their finger. While the rings can be removed, they cannot be discarded. Even if thrown over the side, they return to their owner at midnight, reappearing on their finger. The same occurs if the ring is stolen (though its other functions can be used in the intervening time).

Apendix B - Pirate Lands and Towns

Five Shire

Port of Tothmeer

Orlin Island

Ierendi

Roister Island – Ronowac

Ierendi Island - Tooraka

Karameikos

Port Bright (From The Blight Swamp Compilation by Irving Galvez)

Minrothad

Fire Island – Cove Heaven

Thyatis

Hattia - The Island of Alfeisle

Terentias - Town of Crossbones

Savage Coast

Vilaverde Porto Preto