

The Corsair Lord

In the City of the Corsairs, a new lord has arisen to power, and has built the Corsairs into a formidable naval force, threatening the ports and shipping of the Havenscoast, and even the elven galleys of Mirranor.

Quote

If you don't like being plundered, well then I suggest your ships remain skulking in your puny ports.

Usual Location

The Corsair Lord's main base is of course the dark and decadent City of the Corsairs, situated deep within a narrow inlet north of the Havenscoast and hidden behind the treacherous skerries known as the Corsairs' Teeth. Many an attacking fleet has come to a tragic end upon these jagged, often half-submerged rocks.

Known within the city as the Duke of Blood, the Corsair Lord rules his city of pirates with an iron fist from a basalt citadel built high upon the promontory overlooking his harbour. He is seldom known to leave the city, although as it is rumoured that he is a master of disguise, magical or mundane, the truth of this is hard to ascertain.

Common Knowledge

It is rumoured that the Corsair Lord is not human, but some infernal being or half-breed. No-one can really say this for sure, as those unfortunate souls who merit an audience in the citadel are never seen again.

Adventurers and the Icon

The Corsair Lord rules over a pirate rabble, but has welded them into a force to be reckoned with by cunning and brute force. He could not have achieved this without relying on the help of many individuals strong in martial, arcane or other arts. He is certainly not above enlisting adventurers to carry out his dirty work, both in the city or abroad. Some of these may be associated with the Dark Blood, a sorcerous sect believed to have made an eternal pact with infernal powers.

Allies

Although there are plenty of potential allies in the Gorakian wastes, suspicion and ambition seems to limit real alliances coming to fruition, thankfully for the civilised lands of the Havenscoast. The Corsair Lord and the followers of the Mailed Fist look to have similar aims; namely the conquest and subjugation of all around them. In a similar vein,

the Corsairs and humanoid tribes owing fealty to the Fire-Lord of Asjarn have often banded together, at least for a time when plunder and destruction are on offer. The Corsair Lord seems content also to play the long-game, and there are rumours that he has a secret deal with the Emperor of Death, and is prepared to help him regain his realm, for a price...



Enemies

Some are obvious. Pretty much any icon whose goals include a desire for peaceful trade and civilisation is not going to be on the best of terms with the Corsair Lord. In the Havenscoast region, this obviously includes both the Knights of Watch and the Prince of Camlan, and the Sea-Lord of Mirranor is a bitter foe.

History

As little as 50 years ago, the City of the Corsairs was no more than a decadent, chaotic and decaying den of pirates, sell-swords, dark arcanists and other evil scum, squabbling for power over the ancient and largely ruined Gorakian port. Merchant ships were wary of the area, as there was always the chance of encountering a pirate cog or galley, but the naval patrols of Camlan and Mirranor kept this to a minimum.

With the rise of the Duke of Blood, all this has changed. The decadence and debauchery remains, but the Corsairs are now a ruthless and deadly organisation. Fleets of black-sailed, heavily armed cogs and caravels swoop upon shipping all over the western reaches of the Inner, or raid ports and coastal regions, burning and pillaging. A stream of plunder and captives flow back to the hidden City to increase the wealth and power of its dark Duke.

The True Danger

Everything will be alright as long as the Knights of Watch and the Sea-Lord of Mirranor can keep the Corsairs pinned inside their den of debauchery. The question is, can they?