



To Bri'ayambe, Chief of the Ayambe, Ratsbane, Dueller of Knights, Knife of the Waves, the Corral Blade.

You are scum of the worst kind and, like scum, you have risen to the top. I congratulate you upon the Chieftainship of the Ayambe, and I acknowledge your new station with all honours and wealth.

The season of Ambition is upon us, and it is time to begin the Age of Piracy. We are the only lions in a world of lambs: it is time they hear us roar.

The following declaration is to be issued: any pirate will be given shelter in Keitan ports, provided they have not taken action against Keitan or Dun Sancerran ships, Keitan lands, or traders inbound for Keitan. These individuals will not be prosecuted for crimes against other nations. In addition, pirate captains may purchase up-to-date naval charts of foreign waters for an appropriate sum or as a reward for privateering services.

In conjunction with this, Okin'otollo is to select and release criminals of appropriate skills and temperaments from their mindbound service and take them through the pathways to Ayambe, Al Daric, or via Al Daric to the ports of the Sancerran kingdom of Beaucaire, where they will be loaned money to purchase any captured ships ("prizes") from our own piracy.

As to our own moves and actions. For yourself, continue establishing and improving our control of Ayambe, and have our traders begin trade with the ports of Dun Sancerre - including purchasing their "cannons" and equipping our ships with them (I attach 1 wealth for this purpose).



The Ayambe and the Navigators are to assist the Dun Sancerrans claiming the northern holds, then watch for any reprisals from the Rahastans.

As we have discussed, as you will be focusing on the Ayambe, we need a new field commander to lead the offensive fleets. Send to the Vira to send us Varthak Tribeless, for he possess the correct mix of cunning, loyalty and the capacity for leadership that we need. I enclose 4 wealth to pay honour to him, and 5 wealth to pay off the remaining 857 years of mindbound service to which the Vira sentenced him. It is a lovely day in Keitan, and he is a sufficiently horrible frog.

Varthak is to take command of the Shark Fleet, and Zami'okollo's Naga fleet is to work under him. For the Naga fleet, I attach 12 wealth with which to recruit further Cnidarians and construct ships upon their deep squid, swelling the Naga fleet to a great strength.

The Shark fleet is to assist in transporting the Crusade of the Dun Sancerrans from northern Tauhan back to the republic of Verlan. In Dun Sancerran ports, they will be able to refit themselves with cannons. At the same time, the ratfolk will be sending troops to Port Kaiwah and Port Kapiti to sign on as pi-rats. Use them aboard the Shagr fleet them as disposable shock troops and boarding/land forces for our piratical efforts, and give the survivors a proportion of the loot = to the strength they have contributed.

Once the Dun Sancerrans have been dropped off, Varthak has arrived, the rats are mustered and the Naga fleet is upgraded, our true purpose can begin: Piracy the likes of which the world has never known. The Shark fleet and the pi-rats are to begin piracy and raiding upon Rahastan traders and undefended settlements, starting in Weyl's grasp (before the Sancerrans are finished with Tauhan), then after the Sancerrans are transported move to the north and east of Aesling's Smile and then south towards the Green Deep.

The Naga fleet is to continue mapping the Labyrinth, moving through it and then through to the Gold Sea and the Green Deep. Resupply in Al Daric or Beaucaire as necessary. Once in the Green Deep, they are to scout the area for the Shark fleet and begin piracy upon Rahastan traders bound for the Quorum.

Both forces are to focus on hit and run piracy, attacking land settlements only if prey is insufficient upon the waves. Use bound parrots and albatrosses to locate ships upon the waves. Take their goods and ships, and mindbind their crews, though any ship that surrenders without a fight may keep the ship, its personnel and a third of its goods. Any ship carrying medicine directly bound for Dun Sancerre may keep its the medicine as this portion (or more), and may do so even if they have not first surrendered. Move swiftly so as to avoid retaliations, and be wary of a repeat of the assassination strikes upon our camps. As the Rahastans are skilled monster slayers, preferentially engage any armed forces with ratfolk pi-rats, our humanoid troops and war canoes. Use the crowding techniques suggested by Al Daric to purge our ships of any QQ spies.

To aid this campaign, the Dun Sancerran kingdom of Beaucaire will provide docks for resupply and the deposition of loot, and their traders and sailors will provide maps of sea routes and in person expertise. Any Tauhan allies or freshly captured and bound Rahastans with knowledge of the waters should be used to further guide strikes. Do not directly attack any ship flying the flag of Dun Sancerre, though any independent maritime traders in the area are fair game.

The Shark and Naga fleets standing orders after this are to continue heavy piracy and hit-and-run raids upon Rahastan, specifically focusing on their outgoing trade. Under the witch stars grace, I wish you good luck.



From his majesty Mansa Sino'otollo, the Shark-Binder, Voice of the Navigators, High King of the Four Fleets, Ruler of the Six Seas, Mansa of the Six Peoples, Lord of the Nine Islands, Viceroy of the Wreckage, Friend of the Cnidarians, the Starblessed, Binder of Men, Sitter of the Coral Throne, Warden of Ayambe, Plaguecleanser, Walker of the Elder Path, Cleaner of Latrines, Good Buddy, Keeper of the Ironscale Pact, First Sword of the Surf, Brine-bound and Iron Willed.