



The Five Pirate Kings of the Shattered Seas

1. Jasper Barrow

The Ghost Captain of the Righteous Tide

Theme: Curse • Justice • Ghosts • Vengeance

Alignment: Chaotic Good (Relentless, Unforgiving)

Status: Undead (Revenant / Reborn)

Backstory

Once the youngest son of a revered admiral, Jasper Barrow was raised on honor but denied the sea. When he finally earned his own command, he became a protector of the innocent rather than a conqueror. His downfall came when he uncovered his father's betrayal—selling naval secrets to pirate lords for gold.

Declared a traitor and disowned, Jasper was lured into a storm by a false distress call and sunk by his own blood. Death could not still his sense of justice. He rose as a Ghost Captain, bound to the sea until corruption is punished.

Now, Jasper hunts tyrants, pirate kings, corrupt rulers, and bullies—especially those who prey on weaker crews or islands.

Familiar

Gloomfeather – Spectral Parrot

- Debuffs enemies (fear, misfortune, cursed rolls)
- Scouts invisibly through fog and darkness
- Mimics enemy voices to sow panic

Domain

The Veilwake Sea – fog-choked waters where ghost ships drift silently

- His ghost fleet can **ignore blockades**

- Ports under his watch see **reduced piracy... unless they're corrupt**

Playstyle / Mechanics

- Teleports between ships via mist
- Punishes aggressive or dishonorable players
- Revives if slain unless his core injustice is resolved

Player Hooks

- Appears to **aid bullied players** mid-fight
 - May spare or reward honorable crews
 - Can become a powerful ally... or relentless enemy
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2. Captain Mordekai Drakon

The Sea Serpent King

Theme: Curse • Serpents • Ancient Magic

Alignment: Lawful Evil

Backstory

Mordekai was once a cabin boy aboard a doomed merchant vessel. When the ship was attacked by a colossal sea serpent, he discovered an ancient blade sealed within the hold. Slaying the beast bound its dying spirit to him.

Over time, the serpent's curse twisted Mordekai—granting power, longevity, and dominion over the deep, but slowly replacing his humanity. He now rules through fear and inevitability, believing the seas demand dominance, not mercy.

Familiar

Ssyrix, the Bound Serpent Spirit

- Wraps ships, immobilizing them
- Inflicts stacking curses over time

- Can briefly possess Mordekai to amplify power

Domain

The Coiled Expanse – waters marked by massive serpentine shapes beneath the waves

- Ships move slower
- Crew morale drains over time

Playstyle / Mechanics

- Attrition-based combat
- Heavy debuffs, poison, constriction
- Thrives in long engagements

Player Hooks

- Hunts players who grow too powerful too quickly
 - May offer cursed power in exchange for loyalty
 - Slaying him risks releasing the serpent upon the world
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3. Lady Adara Thalassa

Queen of the Leviathans

Theme: Atlantis • Leviathans • Ocean Sovereignty

Alignment: Neutral (Ruthlessly Pragmatic)

Backstory

Adara was born to a sunken empire—one of the last true descendants of Atlantis. When her people fell beneath the waves, she reclaimed their legacy by stealing the **Trident of the Tides**, an artifact granting command over leviathans.

She does not raid for gold—she conquers to rebuild a lost civilization beneath the sea. Islands that swear fealty are protected. Those that resist are erased.

Familiar

Pearl – Juvenile Leviathan

- Shields allies with tidal barriers
- Heals ships and structures
- Grows stronger the longer Adara reigns

Domain

The Drowned Crown – a semi-submerged kingdom of coral and ruins

- Can **flood islands**
- Controls trade routes via sea beasts

Playstyle / Mechanics

- Zone control and battlefield manipulation
- Summons waves, currents, sea monsters
- Strong defensive scaling

Player Hooks

- Can become a powerful political ally
 - Might task players with reclaiming Atlantean relics
 - Open war with her reshapes the map
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4. Nimue Tideborn

The Kraken Caller

Theme: Darkness • Abyss • Madness

Alignment: Chaotic Neutral

Backstory

Once a fisher's daughter obsessed with legends, Nimue discovered an abyssal song etched into black stone. Singing it summoned not death—but a young Kraken. Instead of fleeing, she bonded with it.

As the Kraken grew, so did Nimue's power—and her distance from humanity. She no longer raids ports; she drags entire fleets into the dark to “feed the deep.”

Familiar

Inkshadow – Living Shadow Octopus

- Creates zones of magical darkness
- Blinds and disorients enemies
- Can merge with the Kraken to empower it

Domain

The Black Spiral – waters that absorb light and sound

- Visibility is severely reduced
- Sanity-testing environment

Playstyle / Mechanics

- Burst damage, chaos, battlefield denial
- Kraken acts as a moving raid boss
- Unpredictable patterns

Player Hooks

- May ignore players entirely... until provoked
 - Can be reasoned with via ancient lore
 - Killing the Kraken may break her mind—or free her
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5. Captain Ebon Flameheart

The Dragon Marauder

Theme: Fire • Dragons • Conquest

Alignment: Chaotic Evil

Backstory

Ebon was once a subordinate pirate, hungry for more. During a raid on a volcanic isle, he stole a dragon egg and survived long enough to hatch it. That dragon—**Blackfang**—made him a legend.

Ebon believes strength is the only truth. He conquers islands not to rule them, but to burn them into submission, forging a fleet of fear and fire.

Familiar

Ember – Fire Phoenix

- Revives after death
- Ignites ships and crews
- Buffs allies with flame-based rage

Domain

The Ashen Reach – scorched islands and burning seas

- Constant fire hazards
- Volcanic events during combat

Playstyle / Mechanics

- High damage, aggressive AI
- Aerial combat with dragons
- Rewards bold, risky strategies

Player Hooks

- Ultimate test of naval combat skill
- Can trigger massive world events if unchecked
- Slaying him may leave the dragon unbound...