

Alliance of the Key

The Alliance of the Key is the faction where your actions speak louder than words. Your Heroic deeds or Villainous deeds are what makes you famous or infamous. You disdain the Nobility and have no time for the bureaucracy of those on land. You must proclaim your deeds, whether heroic or villainous, and claim your fame/infamy.

Tier 1: Ensign

Pay 50 Sterling and declare to Titles Mistress that you are going to tell your Epic Deeds.

Addressed as "Ensign"

Yearly Maintenance: 25 Sterling

Numbered allowed: (sixty-four) 64

Tier 2: Steward

Pay 100 Sterling, Present your Saga of Acclaim with four (4) witnesses and two (2) endorsements from other Ensigns

Addressed as "Steward"

Yearly Maintenance: 50 Sterling

Numbered allowed: (thirty-two) 32

Tier 3: Lancer

Pay 150 Sterling, gather two (2) more witnesses, gather two (2) endorsements from Ensign, and two (2) endorsements from other Stewards. Perform in a "Longest John" competition. (aka Biggest Fish Story)

Addressed as "Lancer"

Yearly Maintenance: 75 Sterling

Numbered allowed: (sixteen) 16

Tier 4: Warden

Pay 200 Sterling. Perform a Public Spectacle, during which you brag about your Heroic/Villainous Deeds (Must be at least 30 minutes long) Gather additional two (2) Witnesses, two (2) Ensign, two (2) Stewards, one (1) Lancer

Yearly Maintenance: 100 Sterling. Must participate in at least one Cross-Faction Act or Public Spectacle lasting no less than 15 minutes.

Addressed as "Warden"

Privilege - Silver seating at Court

Number allowed: (eight) 8

Tier 5: Marshal

Pay 300 Sterling. Secure a pact/alliance of a Ship Captain/Head of Household/Merchant other than your own and deliver proof to the Title Mistress. Host a Cross-Faction act or event for the Nation (Must be at least 60 minutes long and contain at least 4 members of other factions. Must be on the event schedule to qualify) Gather additional two (2) witnesses, two (2) Ensigns, two (2) Stewards, one (1) Lancer, and one (1) Warden.

Yearly Maintenance: 150 Sterling. Must host a Faction Gathering lasting no less than 30 minutes. Must compete as part of a Team in Tortuga Olympics

Addressed as "Marshal"

Privilege - Gold Seating at Court and Pirate Olympics with drinks provided

Numbered allowed: (four) 4

Tier 6: Commissar

Pay 500 Sterling. Secure a pact/alliance of a Ship/Household/Venture other than your own and different from Pact/Alliance gained in Tier 5 - present proof to the Titles Mistress. Must compete with other contenders to prove "worth" against other Marshals.

Gather additional two (2) Witnesses, two (2) Ensigns, two (2) Stewards, two (2) Lancers, one (1) Warden, and one (1) Marshal.

Yearly Maintenance: 250 Sterling. Must attend Court. Must lead a Raid against another Faction for Larceny or Hostage taking, or lead a Public Spectacle of adventure.

Addressed as "Commissar"

Privilege - VIP seating at Court and Olympics with drinks and food refreshments
Reserved Parking at Port Nassau and Tortuga

Numbered allowed: (two) 2

Retired: Moff

Hold Commissar for two (2) event seasons, no Sterling cost

Addressed as "Most Honored"