

SKATHA'S REST

ABOUT

- Skatha's Rest is an old, ruined building in the Black Loch. Located on Cairnhollow Isle, the ruin is unoccupied, but is often visited by the orog raiders of Clan Tideborne, who dock here to meet up and drink with other crews.
- Skatha was an admiral of the Tideborne long ago. She started a tradition known as the "Conclave of the Fleet," a yearly gathering of all the clan's ships and their crews. The old ruin in which the event is held has been named after her.

THE CONCLAVE OF THE FLEET

The Conclave of the Fleet is the closest thing the orogs of Clan Tideborne have to a holiday. Held once a year, it is the only time the entire seafaring clan is in one place at the same time.

The tradition was originally started in order to maintain a sense of unity among the clan, as well as to give the captains and crews a chance to meet up, share information and make plans for the future. The establishment of a permanent home port in the Deep Spire has made disseminating information among the fleet much easier, making the Conclave somewhat obsolete, but the tradition continues nonetheless.

Today, the Conclave is more of a party than anything else. This was largely true in the past as well, but, while the first few hours used to be set aside for serious discussion, this is no longer the case. The Lord Admiral and the captains do still hold a meeting to resolve issues and discuss the state of the fleet, but most everyone else goes straight for the ale.

The clan spends the day drinking, feasting and carousing long into the night. In a typical year, about a third of the clan's young are conceived during the Conclave.

THE CODE

The Tideborne are orogs, a close relative of orcs. While the two races are similar in appearance, orog societies tend to be much more organized and sophisticated, closer to what would be expected from humans. This is the case with the Tideborne as well.

The Tideborne clan does not maintain a complex set of laws, but they do have a list of rules known as "the Code," which serves a similar purpose. Even the captains and the Lord Admiral are expected to adhere to it.

All Tideborne are taught the Code at a young age and are expected to know every word of it:

- Tideborne do not steal from Tideborne.
- Pacts made will be honored.
- Obey those above you. Respect those below you.
- Crews choose their captains. Captains choose their admiral.
- Half of all plunder will go to those who earned it. Half will go to the clan's coffers for ships and other needs.
- Violence between Tideborne and neglect of duty will be punished as the captain sees fit.
- Roles will be found for the injured and crippled.
- Tideborne may follow any god they wish.
- When the clan is attacked, all Tideborne will aid in defense.

NOTES

- Skatha's Rest is not visited exclusively during the Conclave. Tideborne ships will often stop here to rest and relax when they are nearby. A few non-Tideborne ships whose crews have friendly relations with the clan occasionally drop by as well.
- Skatha's Rest no longer has a roof.
- The Tideborne have constructed a crude bar and several benches in Skatha's Rest. Several chairs have been brought here over the years as well, all of which were stolen.
- Skatha's Rest is believed to have been a large manor, although it is unclear who lived here or when it was last occupied.









