

EPIC HIGH FANTASY

Shandar

GUIDEBOOK



NAZATIR

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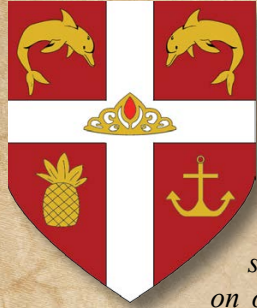
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THE ISLAND OF NAZATIR



"There are those who claim they know the sea, those who sail it, and those who are embraced by it. We are not those, we are Nazatir, native to the ocean -- those who claim all of the above are simply lying lest they were born on our shores." ~ **Kisalle Diante**

Dom de Miguel, Queen of Nazatir.

NAZATIR GUIDEBOOK

Nazatir is a lush paradise, a shining jewel of commerce amidst the glittering sea. This exotic locale has gorgeous weather, incredible vistas, and a people who live life to its fullest measure. Nazatir is filled with a wide assortment of people: farmers, soldiers, artisans, traders and, of course, the unquestioned masters of the ocean, Nazatiran Navigators and Seacasters, blessed with an incredible understanding of every aspect of sea-going life -- and the nuances of wind and tide.

Nazatir opens the doors on these people, their customs, their unique skills, and talents -- presenting an overview of life on the island, the ruling houses and families, and detail on the various towns, villages, villas, along with the capital city of Hazul.

For the first time we're taking away the veil of secrecy on the Nazatiran Seacasters, druids for whom the very sea obeys, unlocking their power, and presenting their unique talents regarding their connection to the seas, the Ascended, and the very ships on which they sail!

Welcome to the Island of Nazatir!

AN OVERVIEW OF THE ISLAND

Many miles to the south of Korindia lays the Island of Nazatir, discovered sometime in the year 1277 A.C. it is populated by a race of colorfully dressed, flamboyant, charming, and shrewd people who engage in trade with the southern coastal regions of Shaintar. The island is a beautiful one, full of lush valleys, gentle hills, deep jungles, and sandy beaches. It's often called 'The True Paradise of Shaintar', and when it's caught in the first light of a summer morning, it's not hard to see why.

It has excellent weather all year round, barring the odd vicious storm ripping through the area and blanketing the island in high winds, rain, thunder, lightning, and sometimes fog. Oh, and don't forget the hurricanes,

Nazatir boasts excellent fishing in the coastal waters, with some of the most mouth-watering seafood dishes available this side of Dregordia. In fact, there's a small population of Dregordians on the island who mostly fled the mainland and found work on various commercial and not-so-commercial Nazatiran vessels. These Dregordians join a good number of Korindians and even a decent number of Brinchie who settled on the island generations ago.

The island is also home to a variety of exotic nuts and fruits found nowhere else in Shaintar. Mainland nobility pay exorbitant prices just for a taste of these delectable delights dried and sugared. In Nazatir, they are plucked from the very trees and served fresh in mouthwatering concoctions renowned throughout the known world.

There are three main towns, a large village, and the capital city on the island, along with many smaller towns situated around the coastline and acting as small ports for trade and commerce. There's a rumor about a sixth 'hidden' town somewhere, and there are also rumors about the location of a rogue Nazatiran pirate flotilla.

The capital city is Hazul, which, along with the towns of Shovaz, Prastul, Fenchir, and the village of Toorn, make up the the island's major population centers.

The Nazatirans are hard-working, tough, and dark to olive skinned folk who share a passionate zest for life. They fight as hard as they live, and they embrace every day as if it might be their last. Visitors are welcomed to the island, and those who bring in exotic goods, trade, and juicy tales of rich Malakar, Kal, or Shaya'Nor fleets are very welcome indeed.

Yes, the Nazatiran people are still very skilled at piracy, which at one time was one of the major sources of income for the island. In more modern times, the Crown has seen fit to pass edicts banning piracy in Nazatiran waters hoping to encourage foreign trade and appear more legitimate to other kingdoms. Though, such laws are not so easily enforced...

HISTORICAL OVERVIEW

"It's hard to say where and when Nazatir actually began, how the people came to be, and what truly happened on the island over the last thousand or so years. The following history has been pieced together from documents donated to the university, discussions with prominent individuals, and research undergone on the island itself." ~Joachim Heiste, scholar, historian, and archaeologist.

THE GREAT WHITECAP FLOOD

In the year 400 A.C. a massive flood struck the southwestern coast of Shaintar, no one knows what caused this catastrophic event or the full extent of the destruction but the effects were felt as far away as Nazatir, in fact the event is so damaging that it devastated the island. Many, if not most, people were killed or injured, and most buildings demolished.

RECLAMATION

It's during the aftermath of the flood that many of the native people of the island pull together, repairing much of what's damaged and after a good 10 years, in 410 A.C. the foundations of all of the current settlements on Nazatir are formed.

NAZATIR IS DISCOVERED

1277 A.C. and the island of Nazatir is discovered by travelers on the seas of Shaintar, it's added to the mainland maps. A notable female explorer, Elora Galentia, is credited with the discovery; she later settled on the island and began a romance with a member of the de Marcel family. Later her son, Antonio de Marcel, became a famous pirate captain in his own right, sinking several Kalinesh vessels that got too close to the island.

THE SIEGE OF HAZUL

During a ten year war from 1280 and 1290 A.C., the great families of the island fought amongst themselves to claim the richest portions of land. The city of Hazul was the big prize, and many a fleet clashed. The strongest fleet, under the command of Antonio de Marcel, won the day. The city came under the rule of the de Marcel family, and remained so way for quite a while. Antonio is the first recorded King of the island.



UNITY ACCORD

After more skirmishes between the King's forces and the other families that wished to try and press their luck for the beautiful and resource rich harbor where Hazul now stands, the Unity Accords were proposed by envoys of the de Marcel family. Created in 1291 A.C., the idea was met with great success and the document became the beginning of the Legal Code which started Nazatir on the path to becoming the island nation it is today. The Accord bound the Nazatiran leaders in such a way that they could no longer engage in overt action against each other. Naval raids and assassinations were common in the early days. Now, the families and houses seek dominance through trade, though negotiations are just as cutthroat, though rarely lethal.

The Accords proved wise because fleets from both the Dominion and Kal-A-Nar Empire attacked Nazatir the following year.

ISLAND UNDER ASSAULT

In 1291 A.C., during the year of Black Waves, both the Malakar Dominion and the Kal-A-Nar Empire attempted to conquer the island of Nazatir. They were skilled sailors and excellent ground warriors,

but they were not 'Born to the Sea' like the Nazatiran people. In a massive campaign that lasted till 1302 A.C., the aggressors threw everything they had against the people of the island, coming up just short at each opportunity. They eventually withdrew to lick their wounds as allies from Korindia and Galea sailed across the sea to aid the Nazatiran fleets.

Ramon Dom de Miguel stood with Carlos de Marcel and drove the invading army from their waters. After a huge celebration he proposed to a Galean sea captain known as Abbey Jepson. This strengthened ties between Nazatir and Galea and, due to Abbey's grandfather's extensive trade connections on the mainland, increased Nazatir's trade opportunities. The de Miguel Trade House is the oldest and still one of the most prominent.

PARADISE DELIVERED

In 3046 A.C., after many years of preying on enemies and unlucky shipping, the Nazatiran Pirate King, Gonzalez de Marcel saved the Youlin Aradi city of Paradise from the Crimson Serpent Consortium, based out of Camden. He was rewarded for his efforts with the hand of Pakteh's eldest daughter and named heir to Paradise.

Liner Notes: Nazatiran Piracy

For centuries, Nazatiran pirates were the undisputed scourge of the seas. Even Kal-A-Nar and Galaeon captains feared the crimson and white sail on the horizon. No small wonder that the most celebrated, and feared, historical figures from Nazatir's past are pirate lords and ladies. However, as the sea and the winds change, so do the fates of nations.

Even today more than a few buccaneer crews sailing out of the Pirate Archipelagos do so with Nazatiran captains, navigators, and crew. In truth, Nazatirans take great pride in their freebooting past. Lords and ladies will often go by their Pirate titles for effect. This signals in trade negotiations that other party is taking no prisoners, proverbially speaking. It is even something of a style, with lords and ladies donning buccaneer attire or even speaking as their ancestors might have once done.

However, most true piracy sails from the ports of the aptly named Pirate Archipelagos. Despite their affectations, piracy, Nazatiran or otherwise, is the bane of the Grande Trade Houses of Nazatir. Those selfsame lords and ladies who pride themselves on their heritage would be the first to see a true pirate hanged!

A CHANGE IN THE WATERS

In 3121, during the War of Flame, King Felipe is killed and Ceynara's minions send a large force against the Island of Nazatir. For six long months the sea-going islanders battled against ships full of Acolytes, demons, and childer. The allied forces of Nazatir, Galea, Korindia, and others joined together against this foe and managed to defend the island against the worst assault it has ever known.

During this time the people look to other families to lead them, and the sea-born young daughter of the de Miguels stepped up to the task. A headstrong woman with dark hair and a passionate spirit, Kisalle Diante Dom de Miguel united the remaining Nazatiran fleets and, with the aid of a sudden incredible storm, sank every last ship of Ceynara's fleet.

The losses to the enemy are devastating and the Nazatiran people crown Kisalle their new Queen.

NAZATIRAN CULTURE

"Nazatir has a rich culture, and whilst it might be an isolated island in the rolling ocean, it's managed to take some of the best aspects of other cultures and put its own unique spin on them. The culture is a mix of native islanders, Dregordian, Korindian, and Brinchie with elements of these peoples brought together.

It's very much a 'live for the now' kind of culture, with a strong emphasis on loyalty, family, bonds of deep friendship, and an adventurous spirit. These cultural specifics find their way into all walks of life, including romance, which the Nazatiran people are extremely fond of. Not the courtly love of Galea, but the fierce love of a people with the passion of a hurricane. "

~ Damon Alard, rogue, wanderer, scholar.

ARCHITECTURE

Nzatir is a land of colorful things; the very island itself is rich with a cornucopia of sights, from verdant flora to sunlight dancing off the beautiful ocean surrounding the coastline or a flock of brightly plumed birds taking flight against the horizon. It's no wonder that the people themselves embrace this flamboyance in everything that they do including their homes, inns and other buildings.

The island is rich with natural resources. Whilst it's not a great source of material wealth in terms of gold or silver, it's blessed with strong and durable construction materials. The Hook, the name given to the large mountain that dominates the center of Nazatir, is a grand source for materials like stone, or metal like iron. The large jungle dominating the Northwest area of the island provides timber for building and ship construction.

With these materials and savvy building techniques, Nasatiran towns are impressive places to behold. The three towns are described in greater detail later on, but they all share a similar design. To facilitate trade they all have large ports, with long piers and jetties, allowing for small and large ships to come and easily move their wares from ship to shore for selling in large market places.

They're colorful places rather than gaudy, using richly hued wood and colored glass in their windows. The stone of the main walls is usually painted. White and red is a favorite color combination for many of the coastal buildings, with burgundy and gold for curtains and drapes.

Many of the population centers are built around a central market, or trade hub. This is also often connected to the port by a white stone road known as the Queen's Tradeway. Each coastal settlement also has a large white stone lighthouse and several smaller buildings which house dedicated seafarers skilled in the art of search and rescue.

Outside of the cities and towns, the wealthy families maintain sprawling villas cut from the tropical forests of their island home. While not technically towns, each villa employs many people who produce food, cloth, and other goods for the Family. In style, the villas are a strange and beautiful marriage between local resources and ancient Nasatiran architecture.

No look at this island would be complete without some mention of the Gardo Shipyards and the beautiful vessels that Casmiro Gardo and his family have made for hundreds of years. This is one of the largest ship building facilities on the island, situated in the city of Hazul and one of the most beautiful examples of craftsmanship. It is at once functional, and gorgeous, made of dark timber and capable of handling up to the size of a Nazatir three mast Galleon.

NASATIRAN NAMES

Nazatir is analogous to Spain and, like Spain, has been influenced by its closest mainland neighbors. For Nazatir, those neighbors are the Youlin-Aradi.

Male

Adelio, Aliezar, Aznaro, Basilio, Braulio, Casimiro, Cebrian, Dario, Debian, Demetrio, Eladio, Evelio, Fabian, Felipe, Galeno, Gelacio, Heliodoro, Honorato, Ignacio, Isidro, Jacinto, Javier, Joaquin, Juan, Leandro, Lorenzo, Melquiades, Miguel, Nicodemo, Ofelio, Ondino, Patricio, Prospero, Rayoul, Roberto, Rubio, Sailerin, Silvio, Teodoro, Tiburcio, Uriel, Vimaró, Vincent, Zosimo

Female

Allessia, Angelina, Beatriz, Benita, Calixta, Chalina, Dalia, Dulcinea, Erendira, Eufemia, Eva, Faviola, Frela, Gloria, Graciela, Haydi, Herlinda, Ignacia, Inez, Juliana, Julietta, Lania, Leticia, Lucrezia, Maria, Melosa, Nazaria, Noemi, Obdulia, Octavia, Paloma, Raquel, Romina, Sabina, Sofia, Teofila, Vanina, Ximena, Yadira, Yesenia, Yolanda

Surnames

Alvaro, Azaria, Batiz, Bravo, Caldera, Cordova, Damian, Delgado, Elizondo, Escamillo, Falcon, Flores, Galindo, Garza, Guzman, Hierro, Huerta, Insulza, Jaramillo, Lamela, Luna, Mantequilla, Mora, Navarro, Oliva, Perez, Palacios, Platas, Quintero, Rivera, Ruiz, Sandoval, Soldadera, Terranova, Torpela, Vaindiez, Valero, Zamorano

PHYSICAL DESCRIPTION

Olive or tanned skin is the mark of a true Nazatiran, man or woman. Nazatirans can have any eye color, though green is the predominant, as is lush, dark hair. They always seem to have a zest about them, even when in old age, a sheen that almost glows from within. This is their lust for life, the spirit of the restless ocean, and the tempest which always lurks just below the surface.

They are often quite tall, swarthy, and lithe, especially those who have spent long months at sea. They tend to be quite muscular as well, with the men and women having around the same kind of muscle and body mass. The folk of Nazatir can turn heads with their smoldering good looks and dynamic beauty.

CLOTHING

Flamboyance is the watch-word for Nazatir, amongst both men and the women. There's no lower class in this society to speak of. They're all equal, save for those who rule, of course, and no one really argues with the Lords and Ladies of the Isle. They adore colorful clothes and expensive jewelry and favor tight fitting breeches, silken shirts, doublets or jackets, and in some cases long flowing coats.

Turn-top boots are the 'in' thing at the moment, and there's been a rise in orders of wide-brimmed floppy hats, often festooned with a long crimson, green, or gold colored feathers.

This might give them somewhat of a comical look to some of the folks elsewhere, but they are far from figures of amusement. Men or women who wear these clothes are not only consummate sailors, but hot-blooded individuals who know how to fight, and will settle an insult in the quickest way possible.

When they're not out and about doing seagoing things, the Nazatiran social dress is still flamboyant, usually elegant shirts, pants, jackets for the men, with women opting for the same along with beautiful fancy dresses when they want to impress socially. The women have developed a certain look which keeps the local dress makers in reams of business.

In a formal social occasion, such as a grand ball, or play, the Nazatiran women dress in their best gowns, with their most expensive jewelry -- and you can bet there's a hidden knife or two (or more) on their person even under all those delightful layers.

The men are no less well dressed, their best elegant frock coats, or tunics, their best boots, hats, you name it, all go into making a Nazatir male cut a dashing, and quite striking figure.

FOOD

Nazatiran cuisine includes a variety of seafood and game caught at sea and in and around the various forests. There's a particularly fat type of boar which gorges itself on water-rich moss found near some of the inland pools; these boars are also highly aggressive, more so than normal boars. They make a delicious clay-baked or roasted meat dish often served with thick vegetables, or on a bed of seasoned seaweed, or rice.

They serve a variety of fish dishes in the restaurants, and use a great deal of flavorings, imported spices, and olives in their food. Oil extracted from the olives is churned into butter, and mixed into a catch-all dish, combining rice, fish, stir-fried vegetables, and thin cuts of onion to create a unique flavor of the isle.

The tropical forests of Nazatir also provide a bounty of fruits and nuts harvested annually. Many of the bitter fruits have been found to keep sailors healthy on long voyages. Nuts can be ground, or sometimes even pressed to create a wide variety of products.

Nazatir also enjoys exotic cuisine imported from the likes of Korindia, Galea, and of course the Youlin Aradi lands of the desert.

Meals are extended affairs, where aunts, uncles, friends, their friends, and family members sit and spend hours talking and eating around a huge circular table. The leftovers from such a family meal are often reused in the next day's breakfast, lunch, or supper depending on what they are.

DRINK

The Nazatiran people are fond of drink, they consume alcohol as part of many of their festivals, maintain large vineyards further inland on the island, and always have a bottle of wine at table for their meals. They favor heady drinks as well, such as rum, and strong Olan brandy.

Each one of the major ruling families has its own brewery, and is responsible for maintaining a healthy supply of beverages for the residents of the island.

SOCIETY

Nazatiran society is one of the more progressive societies, they don't condone slavery, embrace free trade, and have equal opportunity for most everyone. They live by the long-standing Legal Code, or the Unity Accord as it's more formally known, and this code gives men and women equal rights in every facet of their society. The women fight just as hard as the men, the men love as passionately as the women and everyone tends to get on with everyone else, barring the squabbles that happen when you put so many people together in one place.

Everyone pitches in if someone needs help, and there's a real spirit of community amongst the people of the island. It's very rare to find a selfish Nazatiran, since they all know the blood, sweat, and tears it took to get them where they are today, and the sheer numbers of those who had to cooperate to make their society and home as idyllic as it is.

Every single Nazatiran has some token of the ocean in their home, be it a souvenir from an ocean voyage, a bit of flotsam, or jetsam, or a flag captured from an enemy vessel.

You can find elements of Korindian, Dregordian, and Brinchie society melded into that of Nazatir, since the island's folk are very good at assimilating ideas from other sources.

LAW

What the Queen says goes, that's pretty much the extent of the law in Nazatir. After all, the Nazatiran people are descended from the earlier settlers, and

those were very much freebooting explorers, and adventurers who braved the harsh waters to strike out from the various conflicts in Shaintar's troubled past. The Unity Accord governs the day to day life of the folk, and there are elements of the law which are altered by each ruler who assumes the mantle of Queen or King.

In the past for example there were less sweeping reforms, certain races were excluded from taking part in certain things, and women didn't have such an equal role. These old ways didn't last long, they were soon ousted by the new rulers and especially during Kisalle's dominion, the position of women has increased significantly under her regime.

Laws are enforced by the titled and ranked mentioned above, as well as law enforcement, usually known as sheriffs. Sheriffs can have town guards working for them under an extended contract; they also employ mercenaries, and even those who lead a life of adventure when the need arises.



CRIME AND PUNISHMENT

There's a few elements on Nazatir law that bear pointing out, things that are going to get a native, or a visitor in serious deep water with the local rulers, constabulary, and enforcers.

- Stealing from a vineyard -- this is a definite no, and can carry sentences of imprisonment, enforced labor, military service and even in some cases loss of a hand.
- Murder -- if you're caught doing it, buckle up, because the chances of you being killed for it are extremely high.
- Stealing from any member of the royal family, the Lords and Ladies, or their chosen subjects -- this is a catch-all category used when the rulers want to make an example of a criminal who's flouting the law in some way. This crime can carry a sentence of imprisonment, mandatory military service, or if you're lucky -- exile.
- Ship theft -- expect to be keelhauled if you steal a ship that belongs to any of the ruling families on the island, they take this particular matter very seriously. Steal a ship from a trader, visitor, or someone else berthed here and Kisalle's law states that the offended party can do what they want with your carcass.
- Slavery -- those who dare to traffic in slaves are wise to make sure they never get caught; this crime is one with a death sentence attached to it. The royal family will seize any ships, incarcerate their captains and crews, and execute them.
- Any other crime -- they'll make something up if it's not covered by the Law, and if it's not too serious you can find yourself serving some time in a jail, or on a ship. These minor infractions can change day by day, and the more unscrupulous rulers can use them to great effect if you manage to cross a line they didn't want you to cross.

ART AND ENTERTAINMENT

For the average Nazatiran, in terms of art and entertainment, paintings of action or adventure scenes are popular, and they also adore a good landscape. They're also very fond of their heroes, ships, ship battles, or anything to do with the ocean.

They have mastered the art of sculpture, wood-working, and working in Nazatiran steel. Their swords are some of the finest in the land, and highly prized by warriors, collectors, and even their enemies. In fact they've elevated the skill of sword making into a fine art.

They also love songs, ballads, and shanties. Whilst they don't tend to favor the bawdy style of the Galean navy, they have a particular soft spot for the subtle ribald humor of a good sea shanty. Their own compositions tend to be songs of adventure, derring-do, dusky maidens from moonlit far off shores, and battles with mighty sea monsters. Their writings follow the same tone as their music.

Nazatir also boasts some fine poets and playwrights. The Dominion's Folly' is an entertaining play which re-enacts a famous engagement between a Malakar Dominion sea captain, and a dashing Nazatiran maiden who takes his ship from him and leaves him adrift in a little boat in the middle of the sea.

BELIEFS

Almost every person in Nazatir is connected at some level to Illiana, the Waverider, which should be no surprise to those who know these sea-going folk well. The ocean is just that, part of the Ascended's portfolio and the people of the island have a strange supernatural connection to the sea unlike any other on Shaintar. The Nazatiran folk are a little too headstrong, hedonistic, and zesty for anyone else, including the Church of Light, to gain any kind of large foothold.

Ceynara has a small following amongst some of those that still ruthlessly engage in piracy, and of course there are one or two hidden worshippers of Vainar, the Shadow Lord. These beliefs are, of course, anathema and ruthlessly opposed by the Seacasters and their mage allies.

DEATH

The subject of death is an interesting facet of life in Nazatir, because as one walks through the various towns, spends any time in the city it becomes apparent that there are no tombs, tomb-stones, or burial plots anywhere in sight. This is fairly simply explained due to the fact that the Nazatiran belief is to give the soul and body back to the sea.

All burials are conducted at sea, and the ocean reclaims all who die on the island. Even inland, where it's harder to get to the ocean, the dead are sent to the coast to be buried by Naztarian Druids, those who have the deepest connection to Illiana. A single ship's lantern lit for one single night at the home of the dead, followed by a massive wake with songs, alcohol, and revelry is how the Nazatiran folk honor their dead -- as they often say, "Death is not for the living, life is, let the dead rest, and let us honor them with pride!"

BIRTH

The birth of a child to those of Nazatir is as important as constructing a new ship, it's a momentous, and joyous occasion marked by a huge feast, revelry, songs, and drunken dancing. The new boy or girl is given a carved wooden ship, a token of Illiana, and the parents are treated to a bottle of wine.

Most women try to be near the sea when they are close to giving birth. To be born of the sea is a gift and these children are believed to make better navigators and sailors than those born on land.

LOCATIONS IN NAZATIR

"I was lucky enough to sail with Kisalle on her flagship, the Pride of Illiana when I was invited to visit the island. I had been negotiating for months with one of the captains based out of the Port of Granite on the southern coast in the lands of the Dwarvish Clanhomes. He claimed he regularly sailed to Nazatir, and that when he went on his next voyage he'd introduce me to the Queen herself.

I found out later on this was an idle boast when the woman he made a rather drunken pass at in the Windlass Tavern turned out to be the Queen. She floored him with a single strike from her now-dented mug, proceeded to down the contents and engage in a quick, but somewhat mesmerizing brawl with the rest of the man's crew.

When every single one of them was down, bleeding, or unconscious she walked over to me and extended her hand. It was then I learned who she was, somewhat flustered I introduced myself and asked if I might be allowed to visit Nazatir. Learning that there were no ships heading that way for a good few months, the

gracious Queen offered to take me, providing I lent my considerable literary knowledge to help decipher some interesting texts she'd happened upon.

How could I say no?

After a strange, eventful journey we finally came across the sun-drenched shores of the island, and I was immediately amazed by just how beautiful it all was. I first saw the city of Hazul come into view as we rounded the coast, it rolled upward inland against the gorgeous coastline and there were ships of all shapes and sizes moored there. The red rooftops, white stone walls, and elegant architecture were nearly equal to that of the elves -- and I don't say that lightly." ~ source unknown.

THE FISHING TOWN OF FENCHIR

Fenchir is situated on the northwestern coast and has some of the best fishing grounds in the island waters, there are dozens of boats that can be seen bobbing around on the beautiful ocean, moving back and forth between prime waters during the day, and lit up like tiny fireflies at night as their lanterns shine brightly against the near-endless horizon to the north.

Fenchir provides much of the island's exportable fish goods to the mainland, and of course to the other settlements on the island itself.

It's ruled by Lady Margaritta d'Alvaro, one of the daughters of the shrewd merchant corsair family d'Alvaro. She has the title Duquesa, but because she doesn't like the affectation, she uses the term Grande Captain instead -- much to the amusement of her peers, and the chagrin of her family members, including her brother Anton d'Alvaro, who believes that he should have been given the role due to his superior skill at crunching numbers.

Margaritta has a large fleet at her beck and call, and whilst she doesn't go out sailing much now since she's expecting a child soon, she's still very active in the mercantile side of her family business. She hopes that once the baby is born, she can convalesce and get back out, as she misses the sea.

THE PORT TOWN OF PRASTUL

The town of Prastul is a military port smack on the eastern peninsula of Nazatir; it's packed with warships, galleons, carracks, and all sorts of armed sea-going vessels bristling with ballista, crossbows and naval mages among other ship fighting tools. The town has a large sea wall for defense, and it also boasts several big fortified bunkers with mangonel and trebuchet built to either side, and for several miles down the shoreline to the north, and south.

The people of the port town are all well trained in tactics, as they pertain to proper military naval action, and ground combat. They are some of the best at boarding action, and some of the best marksmen on the island. They are ruled by Duquel Javier Caldera, an older, brash Nazitaran man with an elegant facial scar over his right eye, a scar he claims was given to him by Vainar himself. Probably pure fabrication, but it doesn't stop the man from talking about it.

The Caldera family handles the majority of the islands military training, export of weapons, fleet actions, and anything that pertains to war on the ocean waves. They do a wonderful trade, and have a group of active corsairs harassing the waters around their enemy's lands.

THE PORT TOWN OF SHOVAZ

The town of Shovaz is a beautiful and picturesque spot, set on the western shore of the island, amongst some of the lushest foliage to be found, it's often the place where the rich come to visit. The port maintains an area for transient population, employing people at peak times to look after foreign visitors and to make sure their every need is catered to.

It's also considered to be one of the best entertainment spots on the island, with nightly appearances by the beautiful songstress Sabina Quintero at the Nightingale venue. It's one of the highlights of the entertainment district. Shovaz is also considered to be one of the best trade hubs, barring the city of Hazul, on the island. It's here that the Nazatiran traders stock up on goods to export, and make extensive trade connections with visiting merchants from all over, even those from the Dominion and the Kal Empire.

As they say, *"They're all welcome here as long as they don't foul the water."*

Of course the canny merchants make sure to keep a note of which traders they do business with, and for the right price have been known to slip the information to the Black Lanterns.

Shovaz is ruled by the Duquesa Lady Benita Valero, a beautiful, ruthless, and talented sailor who has a keen eye for a good performance, and has been the darling of the stage for a good number of years. Of late she's beginning to ponder looking for a husband, this quest for the right kind of man might lead her directly to one of the de Miguel family doorsteps -- since she's also looking to advance her social station on the island, and a marriage to the ruling family would do wonders in that regard.

THE VILLAGE OF TOORN

Toorn is a small, but prosperous village situated at the eastern base of the only mountain on the island. The Hook provides the island with most of its building materials, and the village operates a sizeable quarry as well as the mine. The people of Toorn are mostly Nazatiran, but there are a few Dregordian workers there these days.

Toorn is under the care of one of the more reclusive Duquel, Lord Domingo Alazar Manteno, a work-driven man with no delusions of grandeur. Domingo spends his time helping out at the mine, and the quarry, is no stranger to back-breaking labor and has won the hearts, and minds of his people by being one of them.

Domingo has quite a sizeable fleet, and whilst he's not often seen at the helm of his ship, he maintains control with the aid of his Grande Captain in Hazul, Carla Inigo, his granddaughter.

THE CITY OF HAZUL

Quite possibly one of the grandest places on Nazatir, the port city of Hazul is a beautiful gem of construction on the southern coast of the island, next to one of the most popular beaches packed with miles and miles of glorious sand. Hazul is a testament to the determination and spirit of the island, destroyed by a terrible storm, raided by pirate clans, and finally given to the ruler of the island -- it's known its fair share of strife, like most of Shaintar.



It's protected by high white stone walls, and rises from the lower shore to the upper, in terraces as the city sprawls inland.

Hazul rose from the ashes, and was rebuilt into a magnificent port city, with tall towers, red tiled rooftops, a gigantic segmented sea-wall, towers for defense and shipping control, and a mechanical lock of dwarf design which is part of the Gardo Shipyard's Drydock.

It would probably take a bigger tome to describe everything the city has to offer, so consider this a snapshot of the most popular, or typical parts of Hazul.

THE GREAT DOCK

All shipping comes to the Great Dock, it's active day and night, twenty-five hours a day. A plethora of vessels of all shapes and sizes roll through here with their cargos. Situated on the western bay is the gigantic, ever-working shipyard of Gardo, another hive of activity and one of the major shipyards to deal with both civilian and military shipping.

Part of the dock also consists of several large trebuchet towers, excellent fortifications, and a special gate which can be closed to turn the city into a veritable fortress.

PORT TRADE AUTHORITY

This three story impressive-looking red and gold brick building deals with all the port's export and import needs. It's staffed with members of the different trade consortiums which come from all over Shaintar. Franko de Miguel, one of the ruling family members, acts as overall trade control and liaison to the other trade houses.

THE SALAMANDER INN

The feisty Donia d'Marco runs this upper-class establishment on the higher walk of the docks. It caters to only the best customers, and the entry requirements are quite high. It's a beautiful old building with exquisite furnishings, and the prices are extremely high.

SCALZORI'S INN

Juan Scalzori runs a cheaper alternative to the Salamander, and brings in a lot of regular customers through his door. His inn is actually larger than the Salamander, though it's not as gorgeous, and the décor is not as impressive. For those who just want a comfortable bed and a bite to eat, it's the perfect alternative to the pomp and splendor of the other.

GREAT DOCK TAVERNS

The Shimmer is a dockside tavern, rowdy, bawdy, and the perfect place to unwind.

The Golden Eagle is a moderate priced, highly frequented tavern on the western side of the Great Dock.

The Galleon of Hazul is the best tavern on the Great Dock. It sees a lot of custom from the shipyard, and is situated just off Mariner's Wharf at the western edge of the pier.

MARINER'S MARKET

One of the most impressive, bustling, and extensive markets in the city is that of Mariner's Market, accessed from a long stretch of white stone road which winds up from the Great Dock. The Nazatiran folk have every conceivable market stall here, and it's the best place to find rare/interesting items in the city, perhaps even in Shaintar.

The Youlin Aradi traders favor this part of the city the most, and thanks to the many diplomatic and family ties between Nazatir and the Desert Princes, you can find many traders selling lots of exotic goods within the large sprawling maze of tent-like trade stands.

There are numerous inns and taverns situated through this area, with the Dolphin Inn and the Silver Buckle Tavern offering the best service.

UPPER QUARTER

As you move up from the Mariner's Market, toward the higher areas of the city, the Upper Quarter is the name given to the various shops, residences, and industries that dominate the skyline here. Again, red brick and white stone are the order of the day, and the whole quarter is seeded with inns, taverns, gambling dens, theaters, and the like. Stand out establishments

like the Siren Inn and the Gilded Oyster Tavern are places where heroes can learn a lot of information, and even find willing ears to listen to their stories.

SKYLINE QUARTER

Right at the highest point of the city you can find the Skyline Quarter, the home of the de Miguel family, the current ruling family. Here's where all the wealth and money are, those who can afford to live the high life, run vast fleets of shipping. And of course, right at the top of Skyline is Casa de Miguel -- the home of Kisalle and her extended family. The villa that Kisalle lives in (when she's not elsewhere) is a magnificent building, covering many acres of land, and smack bang next to the de Miguel vineyard -- another source of the family's considerable wealth.

Not far from the de Miguel villa stands the sprawling estate of the de Marcel family. Older, but no less opulent, the de Marcel's and the de Miguels have shared a close kinship since Ramon Dom de Miguel stood with Carlos de Marcel during that fateful battle. Over the centuries, the two families have competed and cooperated in equal measure, both vying for power but never at the expense of Nazatir.

NAZATIR SEACASTERS

For a Nazatiran the sea is their life, it's in their blood, and it's in their souls in more ways than one. To this end they developed a particular bond with Both Illiana and Zavonis, Ascended of Sea and of Sky. They're a subset of druids who've been able to do more than just connect with the land, they have connected with the primal spirit of the sea, the storms, and the crushing force of the waves.

These Seacasters, as they're often called command an incredible power, they can cause weather conditions to change in a local area, they can propel a ship when the waters become becalmed, and they can protect a vessel from sources of damage.

SQUALL (STORM)

The druid calls upon her connection to the ocean, stilling a roiling sea and preventing a terrible storm from crushing the ship, or to send waves to smash enemy vessels into flotsam.

Squall renames the Storm power for Seacasters. In addition to the normal effects of the Storm power to a ship's crew (Vigor checks every 10 minutes) and low visibility, Squalls (Storms) at sea only also inflict a -2 penalty on all Agility, Boating, Fighting, Shooting, Repair, magic casting, and any other Trait test the GM deems appropriate for any ships and crew caught in the Storm. Furthermore, all ships, but not crew, caught in the Squall (Storm) suffer 2d6 Heavy Weapon damage every 10 minutes.

STRENGTHEN HULL

The druid witnesses a volley of ballista fire, the ship cannot avoid it, but with her power she strengthens the vessel against further attack for a short time. Hopefully it will be enough!

Rank: Veteran

Essence: 4+

Range: Touch

Duration: 3 (1/round)

Magic Styles: Channeling, Sorcery

This rare, and costly, variant of the Armor power allows a caster to channel power through the hull of a ship, reinforcing the timbers with essence. Odd enough, this power only seems to work on solid structures free floating in water as attempts to strengthen structures on land quickly sapped the caster's strength as the very earth absorbed the power. Strengthen Hull cannot be cast on characters, animals, spirits, or other objects, only free floating ships and structures (rafts, etc...).

To use Strengthen Hull, the mage or druid must succeed in a casting check of appropriate skill, Sorcery or Channeling, with a penalty depending on the size of the vessel. Large vessels such as a Pinnacle inflict a -4 penalty to all casting rolls, Huge vessels such as Brigantines or Caravels inflicted a -6 penalty, and truly Gargantuan vessels such as Galleons inflict a -8 penalty to the rolls.

Furthermore, the cost in Essence is 4+ the size based casting penalty. So, to Strengthen a Large vessel, the cost would be 8 Essence. For Huge vessels that cost would increase to 10 essence. And, for Gargantuan vessels the Essence cost would be 12!

Strengthen Hull only applies to the ship itself, not crew, passengers, or shipboard weapons. On a

simple success, the vessel's hull gains 2 points of armor. With a raise, the bonus is 4 points of armor. However, this power does count as Heavy Armor.

WIND CALLER

The druid needs a gust of wind, the seas are calm, and the wind doesn't blow. She calls forth her connection to the elements around the ocean, and the wind blows strong for her.

Rank: Seasoned

Essence: 4

Range: Spirit x 2

Duration: 10 minutes

Magic Styles: Channeling, Tempest

Somewhere between Elemental Manipulation and Storm, the Wind Caller power allows a caster to summon up a strong breeze. Few Druids outside of the Seacaster bother with this power as its uses on land are severely limited. A creative Druid might use Wind Caller to direct a brush fire toward or away from some place, but the additional wind would only increase the intensity of the flames, and there is little guarantee the fire would actually obey. Alternatively, with a successful casting, a Druid could provide a +1 bonus to Vigor checks vs environmental heat in a Large Burst Template for the duration of the spell.

At sea, however, where ships are at the mercy of wind and tide, the ability to master the winds can mean the difference between life and death. With a successful Channeling roll, a caster may either boost a ship's Acceleration or Top Speed by 1. On a raise, the bonus to either is 2. Alternatively, if the craft is becalmed (Sailing Ships, Savage Worlds Deluxe), a successful Channeling check means the craft travels 1 x Top Speed (with no bonus from the power) in miles for that day (eight-hour stretch). On a raise, the craft travels 2 x Top Speed in miles.

However, since each Boating roll is based on eight-hour stretches of sailing, the Druid would generally need to meditatively cast and have sufficient Essence to maintain the power for the 8 hours to be effective (GM discretion). Also, it requires greater power and concentration to move larger vessels. Large craft inflict -2 on the casting roll, Huge vessels inflict -4, and Gargantuan vessels inflict a -6 penalty.

If there is ever a situation in which two, or more, casters are battling for control of the winds, treat the check and an opposed roll. The winner maintains control for 10 minutes unless otherwise interrupted. After which, the casters may attempt another opposed check. If a caster attempts to use the Wind Caller power during a squall summoned by another caster's use of the Storm power, this is also opposed to the Storm caster's roll. However, unlike opposed Wind Caller attempts, succeeding in an opposed roll vs the Storm power does not grant control of the Storm, merely grants speed bonuses to the caster's ship. They and their vessel are still subject to the damaging effects of the Storm. Failure simply means the Wind Caller attempt is not successful.

TITLES AND RANKS

Nazatir is a small island kingdom, it has very few titles, and the ones that matter are held by the undisputed ruling families of the island. It must be noted that all of the following ranks and titles have power to make great changes, sweeping decisions, and enforce the Queen's laws.

KING OR QUEEN

This is the traditional title held by those who truly rule the island, currently it's the role of the de Miguel family with the capable ruler, Queen Kisalle Diante Dom de Miguel at the head. The ruler makes all the decisions that affect everyone on the island, and ensures that the other Lords and Ladies fall in line. They traditionally command the Royal Navy, though

Liner Notes: Kisalle de Miguel

This headstrong, olive-skinned, dark haired woman is a major engine of change on Nazatir. She's determined to alter the status quo of the surrounding islands, not just her own people. Vehemently opposed to slavery, and injustice in all its forms, she's a passionate leader, with a deep hatred of both Kal-A-Nar and the Malakar Dominion. She was born at sea, and some say she might be blessed by the Waverider herself -- it certainly shows somehow, rumored to be able to dive deeper and longer than any on her crew, handle a ship in inclement weather and command the power to change the most vehement storm, Kisalle is certainly one of those epic types that make Shaintar extremely interesting. What it means for the island, the surrounding isles, and the mainland is up to you. Use her sparingly if you want, turn her into a mythical figure of legend, or just a strong willed woman who wants to make a change -- most of all, have fun!

in actual practice that duty is carried about the Lord Admiral. Prior to the Accords, the King or Queen would have been called Pirate King or Queen and is still often referred to as such by Nazatir's enemies.

DUQUEL OR DUQUESA

This title goes to the heads of the most powerful families who control Nazatir's large provinces, and it's traditionally where the King or Queen is chosen from. The Duquels and Duquesas run family fleets, businesses, and holdings from the various towns, cities, or villas on the island. They ensure everyone below them tows the line, keeping a steady flow of goods coming into the island, via trade.

CONDE OR CONDESA

These titles go to the heads of the lesser families that owe allegiance to the Duquel or Duquesa head of their province, though they have sufficient power and influence to maintain their own holdings, fleets, and business ventures. More often than not, the heads of the Great Trade Houses also hold this title except in a few circumstances.

COMMODORE (GRANDE CAPTAIN)

Commodore is a rare title bestowed upon those who have acquitted themselves in some way, benefited the island and its people greatly, and have impressed the various Lords and Ladies. Commodores, formerly known as Grande Captains, are given a great deal of responsibility, and they may command a flotilla of ships under the banner of the lords. Commodores are even entrusted with Nazatir's greatest vessels as their flag, mighty Galleons, and carrying at least one Seacaster aboard. They nearly always have a naval background, and are extremely well versed in the tactics of ship based combat.

MERCHANT CAPTAIN

No less important than the Commodore, the Merchant Captains are responsible for every single aspect of sea going trade. They're consummate mathematicians, and often come from excellent navigator stock. They've a great skill in calculating the right ship, the right course, and the right amount of cargo to turn a tidy profit. They're also versed in combat, and whilst not as tactically proficient as the Grande Captains they're still extremely dangerous in

a fight and will defend their vessel to the hilt. While the Houses own the ships and control trade, it is the Merchant Captains who truly command Nazatir's vast trade networks

BARON OR BARONESA

Cities not directly ruled by greater nobles are typically managed by a Baron or Baronesa, duly appointed representatives. If these lesser nobles manage well, and the city is prosperous, the title is considered hereditary, until such time as the land becomes unprofitable. In these instances, the governing family will quickly replace the failing individual. Wise men and women in this position seek to arrange marriages into the lesser or greater families to ensure continued wealth and good health making the familial structure of Nazatiran politics rather convoluted.

CAPTAIN

Even a simple captain can command a great deal of respect. They're usually the ones out there on the ocean, in the front lines of skirmish, sorties, or all out naval warfare -- they brave terrible storms, becalmed seas, enemy fire, and even sea monsters on a day to day basis. The Nazatiran people love them, they're the folk heroes and inspirations to the locals, and even if they sail on a beaten up old schooner, they're still something to be proud of.

MAYOR

The Mayor and their chosen delegates lead the small towns, making the day to day decisions which impact the lives of the people there. They always defer to the ranks above them, and can be overruled by even a captain should they found to be in error. They are in many ways the common face of the people, someone a little more relatable and approachable, compared to the legendary rulers who have taken on an almost mythical appearance in the eyes of many of the regular people of Nazatir.

DOM OR DOMA

At the lowest rung of noble society are the Lords and Ladies, officially titled Dom or Doma. While still members of Great Families, Doms and Domas lack title, and sometimes land. They are the equivalent of a knight in Galean or Olan society, though do not have same connotation of military obligations.

GENTARE

At the lowest rung are the Gentare, or people. These are the recognized citizens of Nazatir. They make of the bulk of the populace, serve as able bodied seamen aboard ships, work the mines and fields, and serve their Lords. Unlike other kingdoms, the gentare are not able to own business, or even land. Instead, they labor for a Family or House for a share of the bounty. In most other respects, they are free to go and do as they please.

GREAT FAMILIES

Within Nazatiran society, below the king and queen are the Great Families. Most Great Families trace their lineage back to the first crews to land on Nazatir's shore. In more formal settings, even Duquels are sometimes called Captain during certain traditional rites. Each Family has jurisdiction over one of the island's provinces and is charged with managing those resources on behalf of the king or queen.

DE MARCEL

The de Marcel Family is the oldest, and arguably most influential, family in Nazatir. It was Antonio de Marcel who defeated the Kal Empire at the Battle of Hazul. It was also members the de Marcel family which manipulated the other families into signing the Unity Accords creating the Kingdom of Nazatir. And, most famously, Pirate King Gonzalez de Marcel defeated the Crimson Serpent Consortium at Paradise securing him as the most famous Nazatiran in history. More kings and queens have been de Marcells than any other family.

The de Marcel Province is based out of the capital Hazul, and covers a vast territory around the city. To the north, the de Marcel's mine stone from the Hook. From the forest to the west and south east they mill trees and lumber for ships. More food is grown on the large grasslands north of the city than anywhere else in Nazatir. They also control the entire southwestern coastline, from providing ample fishing, salt collection, to trade. It is small wonder how the de Marcel Family has maintained dominance for centuries. Though no longer the ruling family, Duquel Antione Calvera Ramone Domingo de Marcel still wields considerable authority within

the capital. Publically, he supports Queen Kisalle de Miguel's rise to power, and has strengthened ties to the powerful de Marcel Trade House. Even so, there are those who wonder what machinations lie beneath the smiles and courtly dances.

D'ALVARO

To the far north lies the d'Alvaro province based out of the town of Fenchir. The people of Fenchir are equally accomplished fishermen and sailors. d'Alvaro captains are wont to title themselves Corsairs, merchant or naval. Pride aside, the d'Alvaro family controls a large coastline and are often the first line of defense against Kal raiders sweeping in from the north. For this reason, the citizens of Fenchir, and elsewhere in the province are independent, proud, and quick to rashness; all much needed traits for those living under constant threat.

To those in Hazul, the d'Alvaro family has always been a bit...crude, living as they do so far from the center of civilization. But, none can doubt their loyalty, or their spirit. Other than fishing and trade, the d'Alvaros also benefit from plenty of lumber and decent shipyards. Lady Margaritta d'Alvaro, or Grande Captain d'Alvaro as she prefers, controls the family's trade interests. Despite her youthful beauty, she is a ruthless negotiator.

CALDERA

The Caldera province encompasses most of the southeastern horn of Nazatir. From their fortress port in Prastul, the Calderans are the undisputed military masters of the island. Though they, like all families, participate in active trade, the Caldera Family's true industry is warfare, specifically naval.

The Nazatiran Naval Academy is based in Prastul overseen by the greatest naval commanders and captains the family has to offer. The Calderans also construct the majority of the naval siege engines for the various Nazatiran fleets, both civilian and navy. Foreign allies routinely dock at Prastul seeking the latest upgrades and innovations to their ships. Even the occasional privateer also finds cause to consult the naval engineers of Prastul. For the past few decades the Caldera forces have been commanded by Duquel Javier Caldera, a cunning and severe leader.

MANTENO

The Manteno province covers most of the Hook and the bay just east of Toorn, the Family seat of power. At best, the Manteno Family can be described as industrious. A visiting Olaran declared the entire family to be "positively Olaran, unlike those posh blackguards in Hazul." If the Manteno Family is offended by their severe reputation, they have never bothered to complain.

Mining is the source of Manteno power and wealth. Over the years, the family has expanded the mines and quarries into truly massive operations feeding the kingdom's ever-present hunger for stone and metal. The Manteno family also boasts the largest land force in Nazatir. In fact, nearly every port contracts with Manteno marines to provide port security. The Manteno Family is currently led by Lord Domingo Alazar Manteno, a large, powerful man.

VALERO

Entertainment and trade are the two pillars upon which the Valero Province stands. Centered in the tropical paradise of Shovaz, the Valero Family has spent decades expanding and improving the area's villas and access to the islands natural beauty. Now, Shovaz boasts playhouses, hot springs, taverns, theaters, music halls, and the best food on the island...all for a price, of course.

Sheltered on the west part of the island, Shovas has never suffered greatly from attacks, but that is not to say the Valero family takes defense lightly. Due to their wealth, and influence with foreign dignitaries, the Valero Family enjoys contracts with Galean and Dregordian captains who are more than willing to defend the Shovaz docks if it means a discount for their crew on shore leave. The Valero Family is headed by the beautiful Duquesa Lady Benita Valero who has done much to expand the Family holdings during her time at the helm.

GREAT HOUSES

The Great Houses of Nazatir control much of the island's industry and trade. Similar to the Great Families who wield considerable political influence, the Houses wield economic power across the island. Where politics end and commerce begins is a labyrinthine tangle of treaties, trade agreements, marriages, and land contracts. Suffice to say that

when it comes to Nazatiran society, one should always show greatest deference to these lords and ladies for the power they wield is considerable.

CORDOBA

Every major port in Nazatir capable of supporting shipyards has offices for House Cordoba. Cordoban shipbuilders are the finest craftsmen, rivaling Galea's greatest masters. Due to the ever present need for the repair of older vessels and the construction of newer ships, the Cordoba House is one of the wealthiest in Nazatir, despite being one of the smallest. While their main headquarters is in Hazul, they maintain a nautical engineering college in Prastul just down the street from the Nazatiran Naval Academy.

DOM DE MIGUEL

Up until recently, the de Miguels were considered the undisputed masters of Nazatir's mainland trade. The Great House boasts trade offices in Galea, the Malakar Dominion, Dregordia, and even Shaya'Nor, the Kal-A-Nar Empire, and the Pirate Archipelagos. In many ways, the de Miguels rival the de Marcel in terms of sheer political and economic power. Small wonder then that a de Miguel now sits upon the throne.

Even without the power of the throne, the de Miguel Trade House is one of the largest in the world shipping more tonnage than most of the Great Family fleets combined. To protect their interests, the de Miguels also employ a large flotilla of warships built in Nazatiran shipyards, with Calderan Captains, guided by Nazatiran navigators, crewed by Galean and Nazatiran sailors, armed with the finest dwarven engineered siege weapons out of Prastul, and supported by Dregordian marines.

Now with the power of the Queen, the de Miguels are set to dominate both politics and economy in Nazatir. How the other Great Families, and Houses, will respond is a matter of much debate. Time will tell how well the House rules.

NAVAQUILERA "SEA EAGLE" MAGES GUILD

Respected world over, the Sea Eagles, as they are known, fetch top coin from any Captain fortunate enough to afford such luxuries. Understandably, the Navaquilera Mages Guild and the Navigator's Guild

Liner Notes: Family vs House

Traditionally, the title of Great Family is reserved for the families of the Duquels and Duquesas which rule over the five Nazatiran provinces. Vassals and cadet branches are simply referred to as Family. Houses, by contrast, typically refer to merchant or artisan groups who manage industry and trade in Nazatir. Truthfully, the terms are archaic, and confusing as the leader of House de Miguel now sits on the throne making the de Miguels both Great House and Family. Add to that, all Great Families control vast trade fleets and you begin to understand the complexities of Nazatiran politics.

share a close bond, their campuses are quite literally on opposite sides of the same courtyard. They will even pair Navigators and Mages together who will learn to function as a team greatly increasing the effectiveness of the other. Only the mightiest navies and wealthiest trade groups can hope to afford such assets, but those who can dominate the oceans.

Sorcerers and mages wishing to join the Guild are encouraged to seek admission. If accepted, they are trained in the ways of wind and tide by experienced instructors to best utilize offensive and defensive Principles on open water. Once graduated, they indenture to the Guild for a set number of years, or until their training debt is paid. After which, Sea Eagles are free to leave the guild, though few choose to do so. Just being a member almost guarantees the best assignment and top coin from any client.

NAVIGATOR'S GUILD

One of the best known and most respected Nazatiran House outside of Nazatir is the Navigator's Guild. From this House is drawn the finest Navigators in all of Shaintar. In fact, even Galea, that great sea power, contracts with the Navigator's Guild for its own fleets.

The Guild House sits at the heart of Hazul, built around a tall, stone tower resembling a lighthouse. In this most ancient of campuses, only the most gifted men and women are selected to undergo years of rigorous training and education to one day become Nazatiran Navigators. The curriculum is one of the most advanced in Shaintar, focusing on weather, oceanography, stellar navigation, mathematics, and lore of Illiana.

Once graduates, Navigators enter the guild which provides them with housing, food, clothing, and a

stipend. The guild arranges all contracts and posts of the Navigators. Only after decades of service may a Navigator petition for independence. If approved, they are issued a Letter of Release which allows the Navigator to enter into contracts on his or her own behalf. The price for such experienced individuals is staggering, often fetching an annual salary many times that of the entire rest of the crew.

NAZATIRAN NAVY

While each province maintains a small defense force, the true power of Nazatir lies in her navy. In number of ships total, the Nasatiran navy stands as the fifth largest, after Galea, Kal-A-Nar, Shaya’Nor and the Prelacy of Camon. This is still incredible considering that the entire Kingdom of Nazatir is a fraction of the size of any of the mainland kingdoms.

Furthermore, Nazatir is located in dangerous waters threatened by the Malkalar Dominion’s Black Fleet and the Kal Empire’s enormous Crimson Fleet. It is a testament to the skill, bravery, and luck of the Nazatiran sailors that the small island kingdom has not fallen to enemy invasion. Nazatir at least enjoys close ties with both Korindia and Dregordia. The three kingdoms routinely engage in coordinated operations to check the other naval powers. Galea also supports Nazatiran operations, but Galea’s navy rarely operates in Nazatiran waters except in dire circumstances.

Nazatir also benefits greatly from its special services. Flagships are routinely crewed by a Master Seacaster, a “Sea Eagle” mage, and a Nasatiran Navigator. Such potent combinations make engaging the Queen’s fleet a foolhardy enterprise at best.

NAZATIRAN SHIPS

The Nazatiran navy is also the most advanced fleet on the seas. Galea has more galleons, monstrous mutli-decked, multi-masted vessels that equally serve as cargo ships, battle ships, or floating castles, but they make up a relative small percentage of the navy’s ships. By contrast, galleons make up nearly a third of the Nazatiran Royal Navy. Additionally, Nazatiran galleons are typically leaner and more maneuverable than their Galean counterparts, though

not as well armed or armored. A Nazatiran galleon is most recognizable by its rounder belly and narrower forecandle.

Nazatir fields relatively few carracks, large double decked and triple masted monsters, mostly to serve as super cargo haulers or larger weapons platforms to counter the Empires own massive carrack fleet. Of the smaller vessels, Nazatirans prefer caravels, both war and cargo, for their speed and maneuverability. For coastal interdiction, the navy uses oared brigantines, and even small pinnaces.

THE FLEET

Understanding the construction of the Nazatiran Fleet requires an understanding of the interplay between the Great Families and Houses. The throne, regardless who sits upon it, commands the proper Royal Navy through the Lord Admiral, today Conde Ramone Caldera. These ships have no allegiance to any Family or House, and are the only permanent warships in Nazatiran waters. Due to the costs of maintaining a large fleet, the Nazatiran full time Royal Navy is surprisingly small.

However, each Great Family also commands a sizable fleet of ships for trade, and defense. While these ships are not counted as part of the Royal Navy, the Queen or King may commandeer any Nazatiran Naval forces in times of war. Therefore, while not Royal Naval ships, when combined with the Navy, Nazatir can field an impressive wartime fleet, making it the fifth largest navy. The same holds true for the Great Houses, though typically with the exception of the de Miguels, House fleets are only called upon in truly dire circumstances.

As an island nation, Nazatir always struggles to match the vast resources of mainland nations like the Empire. In times of strife, Nazatir has a long-standing tradition of hiring freebooting captains to sail under the Queen’s Letter of Marque. These ships are authorized to attack enemy shipping and harass their naval operations for a significance percentage of any booty captured. Nazatir will generally purchase the prize vessel from the venturing crew. This tradition is but one of the reasons Nazatir is still considered by many kingdoms little more than gussied up pirates.

TRAVELLING NAZATIR

The oceans around the island are fairly calm, unless there's a particularly vicious storm brewing. The inland is an interesting place to explore. The majority of the population centers are located around the coast, usually due to the excellent fishing, and good opportunities for trade.

THE DREGORDIAN RUINS

Not much is known about this area, and it's fairly hard to find unless you have a particularly seasoned guide who knows the inner-island well. It's the ruin of an old Dregordian settlement on the island, quite possibly where the first Dregordians came to live on Nazatir fleeing the events of the mainland.

THE VALLEY

This area runs between the southwestern shore diagonally to the northeastern shore, creating a natural, and quite perilous, split between these two parts of the island. There are a few roaming Thunder Lizards here, as well as other dangerous monsters. A large bridge spans the gap and allows access.

THE HOOK

A large mountain in the middle of Nazatir, home of the Toorn mine, quarry, and of course village. The Hook is riddled with ancient caves, tunnels, and secret passageways carved by the first settlers of the island. It's here that the hidden Town of Algo resides. The Hook is also home to a particularly nasty variant of the Thunder Lizard which has adapted to mountain life.

CARMINA JUNGLE

In the northwest of the island, running from Shovaz on the southwestern part of the coast, to Fenchir on the north is the Carmina Jungle. Dotted with ancient ruins and destroyed buildings littered with archeological finds, it's a prime place to learn more about the early inhabitants of Nazatir. It's also inhabited by a wild Brinchie clan who has chosen to live apart from the rest of civilization.



BLANKA JUNGLE

Close to Prastul on the eastern shore of the island is the Blanka Jungle, a strange place of white barked trees, deep foliage, and fluctuating magical energies. No one's quite sure what happened here in the past, but rumor has it that during the War of Flame one of the Cauldrons opened here and was swiftly shut by the concerted efforts of some very powerful visiting heroes. Needless to say that spells here go awry, ghostly lights appear at night, and sinister shadows seem to have a life of their own.

All magic users suffer a unique backlash when casting within the Blanka Jungle. In addition to any other backlash, whenever a caster rolls a one on the Trait die, they suffer a cumulative -1 penalty each time this occurs (max -4) on all future casting rolls while within the Jungle. If at any time a magic user fails his casting roll *due to this penalty*, the spell not only fails, but does so in a strange and confusing way (GM discretion). A priest might have his Healing Miracle burst into tiny motes of light which just cling to everything like fireflies. Or, a mage's bolt Principle might pop and crackle, veering wildly off course only snuff out with a pathetic puff. Gamemasters are encouraged to be creative, though the effects should never cause any further penalty or damage.

THE SECRETS OF THE ISLAND

THE STONE SHIP

Just to the very western edge of Blanka Jungle is a strange anomaly, known to the locals as the Stone Ship, this is a perfectly preserved wreck of a galleon, turned completely to stone and trapped between two large rocky promontories. The ship, the crew, and the enemy they were fighting at the time are all frozen in time -- demons from Ceynara's unleashed hordes. There's no clear indicator what turned them to stone, why, or even how.

THE ORRERY

Hidden away close to the Village of Toorn is a large stone structure, perhaps a temple of some kind, or an ancient laboratory. Most of this building is ruined, with few clues on who used it, or what the majority of the complex was built for. However, a partially destroyed central room still holds an ancient orrery within, and the mechanism with some work could be made to function once more.

THE HIDDEN PORT OF ALGO

Where the coast puckers in on the northeastern shoreline, there's a hidden channel just wide enough to allow a ship to pass. Hidden reefs lie just beneath the waves along with all the ships the channel has claimed. Only those who know the path and are daring enough to navigate it can safely pass, but the prize is worth the risk.

The channel leads to the hidden Port of Algo which resides in a natural cavern beneath the Hook Mountain. This channel is lined with defenses, and even ballista built into the walls closer to the port. Algo is home to a small flotilla of ships captained by pirates, privateers, and freebooters. Though not overlarge, this hideout is one of the best kept secrets on the island. The channel itself is cloaked by a powerful illusion, so that only those who know are brave enough to sail at the forbidding rock wall which presents itself. Wise captains know to enter only under cover of night, or when the fog rolls in, all lights extinguished. Anyone foolish enough to attempt to enter during light of day when eyes upon the shore can see will find their vessel and crew succumbing to a horrible accident long before they reach the port.

Here, in their private sanctuary captains may hire crew, trade information, and purchase upgrades and repairs to their ships. The port is generally well stocked with provisions, so it is also a good place to replenish food and water stores. Due to the transient nature of ships and crew that pass through Algo, there are very few permanent residents; just a few shopkeepers, shipwrights, and sailors too old to set sail. Odd enough, there are even Sea Eagle Mages for hire, if you have the coin.

For the most part, the Port of Algo remains a rumor to the people of Nazatir, a persistent myth that everyone knows, but no one believes. Interestingly, the current Queen Kisalle is well aware of the port and has dropped anchor there on more than one occasion. And yet, she has elected to allow the port to continue as before. How better to monitor piracy in Nazatiran waters than to allow them the illusion of secrecy. Of the few outside the court who know of the port, there are those who have long suspected that the throne has always been aware of Algo, and that Queen Kisalle is merely continuing an ancient tradition.

THE SIX MARKERS

What island would be complete without buried treasure, Nazatir has ancient secrets, and one of them is related to the famous pirate Captain Fabian Navarro. A pirate, a sorcerer, and a bit of a ladies man, he amassed a massive haul during his career -- then one night his ship, his haul, and every trace of the man just vanished. Those who explored his last known position found stone markers which led to puzzles, tricks, traps, and even underground chambers where parts of a mysterious copper compass resided. The rumor is that if the compass is ever put back together, with all six pieces placed in the casing, it will show the location of the man's treasure haul and his fabled ship -- the Black Corsair.

VON DIETRICH MANOR

Sometime in the late 1700's, a cadet branch of the Von Dietrich family of Undead Slayers followed a cabal of cultists to Nazatir. Upon arrival, the Von Dietrich slayers attempted to hunt down and eliminate the followers of Vainar hiding in the jungles, mountains, and hidden places across Nazatir. What began as a brief mission turned into a centuries' long struggle between an ever encroaching Darkness

and the men and women of the family. After a few generations, the Von Dietrich family established a manor house on a micro island just north of Nazatir. However, by 3123, the island appeared to be uninhabited, but cursed by some evil force.

SHARDS OF ADVENTURE

These are a few adventure story hooks you can use to give your heroes a taste of island adventure!

RELUCTANT SEACASTER

Julian d'Marco Vega is a seacaster, a good one, but he's also a drunk and a bit of a ladies man. The heroes encounter him in a pitched battle with some would-be felons, but not all is what it seems, the felons are in fact Kisalle's men sent to bring the man back to Hazul so he can crew an outgoing ship. Julian is having none of this "duty" thing so he's resisting with all his power -- he's not trying to kill, but he's certainly not being gentle about dissuading them.

TREASURE HUNT

This adventure should take players on a hunt for the six markers, they'll meet a woman called Lady Gracelyn Leeton, from Galea, an adventuring archaeologist -- she's on the island looking for the markers and the fabled treasure of Captain Fabian. She's found several clues, but currently the first marker is beset by monsters -- in this case -- a thratchen and ratzin are blocking her progress. So she's come to one of the population centers to seek some brave or foolhardy heroes to help her.

ASSASSIN BLANKA

The heroes are drawn into the aftermath of a plot to assassinate Kisalle. The plot's failed of course, and the assassin has fled into the Blanka Jungle. The heroes are asked to help Lucia de Miguel find and capture the assassin; there's a big reward in it for them, including a rise in station on Nazatir and the personal gratitude of the de Miguel family. The assassin is a Shaya'Nor necromancer called Darokin, a nasty piece of work, one of the Shayakar and deadly with a blade. He's hoping to use the strange effect of the jungle to confuse and disorientate his pursuers. His motives are his own, and you can bet that someone higher up the food chain has a good reason for wanting Kisalle dead!

NEW EDGES

BORN IN THE RIGGING

Requirements: Novice, Agility d8+, Strength d6+, Sea-Born, only applies while in rigging of waterborne vessels

This Edge represents the Nazatir sailor's ability to move around a ship faster than their counterparts, they learn the quickest routes to get from one part of the vessel to the other.

Characters with this Edge gain the benefits of the Acrobat Edge while on any waterborne vessel. With this Edge, the sailor gains +2 Pace while in the rigging, as well as +1 Parry and ignores any difficult ground penalties

NAVAL WEAPON MASTERY

Requirements: Novice, Strength d6+, Shooting d8+, cannot have Blind or One Arm Hindrance

Nazatir siege weapon masters are feared for their understanding of trajectories is legendary and they can hit targets normally considered out of range.

Characters with this Edge increase the range of all naval siege weapons (ballista, mangonel, etc..) by 25% (rounded down). Example: ballista becomes 2d8, 25/50/100, AP4), and a mangonel becomes (3d6, 18/31/56, MBT).

ONE WITH THE SEA

Requirements: Seasoned, Agility d8+, Sea-Born, only usable on deck of waterborne vessel

This Edge gives the Nazatir sailor even more command of himself, his ship, and a greater understanding of the ocean. They seem to be supernaturally connected to their vessel.

Sailors with this Edge gain +1 Benny while aboard ship. This benefit stacks with the Luck and Greater Luck Edges.

SEACASTER

These Nazatiran Druids have mastery over the ocean, storms, ship hulls and more.

Requirements: Seasoned, Druid, Spirit d10, Knowledge (Cosmology) d6, Sea-Born, Special (see next)

Some druids – those with particular affinity for Zavonsis and the Path of Wind or Illiana and the Path of Sea– have a unique and powerful connection to the ocean. They tap into the power of the open waves, calming the fury of the storms, summoning gusts of wind, and directing the very tides.

In addition to the listed Requirements, a druid must have at least three of the following Powers in order to become a Seacaster Druid: Blast, Bolt, Damage Field, Deflection, Environmental Protection, Farsight, Jet, Mend, Obscure, Pummel, Smite, Storm, and Stun.

Seacaster Druids enjoy a +2 when casting any of the listed spells; where applicable, they also enjoy +2 damage. Conversely, Seacaster Druids suffer a -2 (casting and, where appropriate, damage) when using any other Powers. Seacaster Druids' effects are always accompanied by howling wind or crashing waves. Once a druid becomes a Seacaster Druid, they are restricted to the following Trappings: Flowing Water and Speed of the Wind (from the Shaintar Channeling Trappings)

SEAMASTER

These Nazatir Seacasters have learned to push their magic to new heights.

Requirements: Legendary, Path Walker (Stream Channeler/Waverider), Knowledge (Magic) d10+, Vigor d10+, Special

Some Seacasters have such a connection to the ocean that they become one of Illiana's chosen. They are granted her title of Waverider and gain a great deal of strength and power from their connection with the open ocean. When the Seamaster Edge is selected, the character may select one of the benefits listed under the Waverider Edge, though they ignore the Dregordian and Stream Channeler requirements. Unlike Waverider, this Edge may only be taken once to gain a single benefit. In any instance where the character already has the Waverider Racial Edge, there is no added benefit. Players must gain GM permission before taking this Edge.

THROWING SPIKE TRICKS

Requirements: Veteran, Throwing Spike Proficiency, Tricky Fighter, requires Nazatiran Throwing Spikes

This takes mastery of the Nazatiran Throwing Spikes to the next level, hurling them further, harder, and even allowing the thrower to perform trick shots.

Characters with this Edge increase the Range of Nazatiran Throwing Spikes to 5/10/20. In addition, when attacking a target while successfully tricked by this character the Throwing Spike damage increases to Str+d6.

