

GUIDEBOOK : NAZATIR

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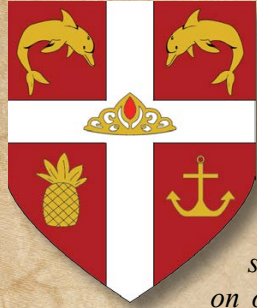
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THE ISLAND OF NAZATIR



"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

Nazatir 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 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, Vimaro, 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, Lucrecia, 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 dinner 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.