

# GUIDEBOOK : KORINDIA

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# THE ISLE OF KORINDIA

*"It is not us who have disappointed them. It is they who have disappointed us. We are not "simply gifted" - we are especially gifted. We leave Landra'Feya not because of hate, but out of sadness and a yearning for peace." ~ Kor, 72 A.C.*

## KORINDIA GUIDEBOOK

Welcome to the Korindia Guidebook, the next step in your Shaintar journey. You'll discover the secrets of this fascinating island; learn more about how Korindians approach life. You'll find out more about their fabled city of Han'Dakor, the druidic magic and mindset that flows throughout their existence, and the tides of internal conflict that almost destroyed them.

There are new Edges, new insight into the martial art known as Kor-In, and a description of the Korindian way of life, known as the "Way of Kor".

You'll find plenty of secrets too, details on the Ironwood Gather, and how these outsiders came to live, work, and exist amongst the natives of the island.

Welcome to Korindia, please leave all metal weapons and armor in Kor'Davine.

## KORINDIA OVERVIEW

Roughly one hundred miles to the south of Illianor in Dregordia, lies the beautiful, lush, verdant, and picturesque Island of Korindia. Home to the descendants of the first half-elf settlers who fled during the Betrayal Wars, Korindia is a place of mystery, druidic magic, and the birthplace of the famed martial art known as Kor-In.

There are roughly 170,000 people on the island, most are Korindian, there's a smattering of Dregordians, and of course the Ironwood Gather. All of these outsiders have adopted the Law of Kor and live in relative harmony amongst the native populace.

Almost all Korindians revere the Ascended and Life. In fact, there are more druids per square mile on Korindia than there are anywhere else in Shaintar with the exception of Mindoth's Tower.

## Liner Notes: Inspiration for Korindia

An entire island nation of half-elves who've interbred to become their own race; that's the premise of the Korindians, right down the middle. The island is tropical enough to encourage a highly Polynesian flavor to emerge from this culture, with Okinawa having a strong influence on the cultural development.

So, if you can imagine tan-to-brown skinned, vaguely elvish looking people with an amazing range of eye and hair colors, you have the look of the Korindians worked out. If you understand the idea of a deeply spiritual people, very connected to their natural environment and living as a huge extended family, you've got the basis of the culture worked out.

Historically, Okinawa experienced long periods where weapons were forbidden to the people, which many believe led to the development of karate. This same idea, with a bit of a twist on the original (coming from the patron of an entire people, rather than from a dominant ruling order) figures into the development of Kor-In, a highly similar art much inspired by the Okinawan martial forms. Korindians are meant to add a touch of very different flavor to the classic fantasy tableau.

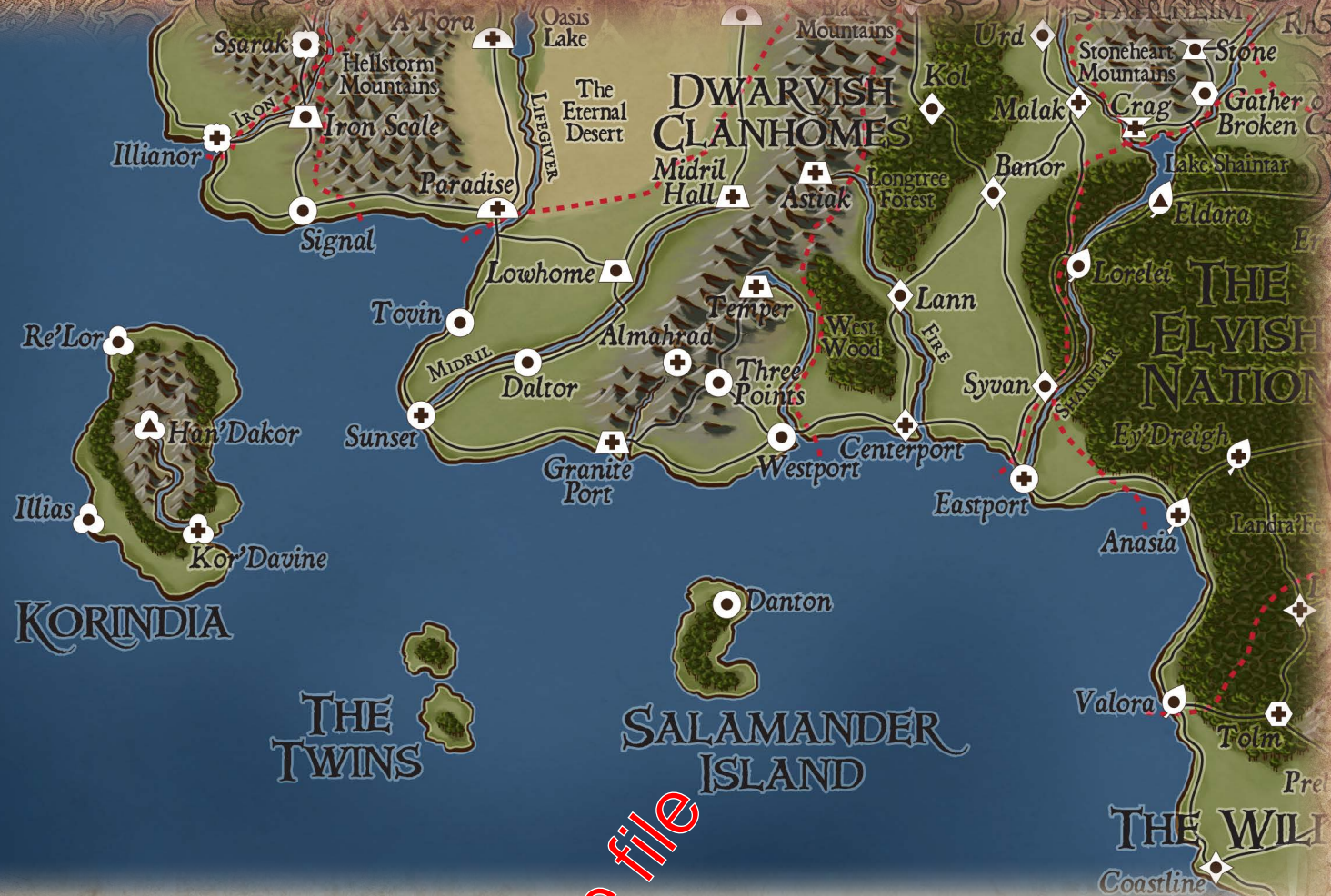
Their government is best described as one where the elders oversee the sharing of resources and tasks. In other words: Socialist Gerontocracy.

What sets Korindia apart from elsewhere in the Southern Kingdoms is how they live; their lives are deeply spiritual, and intertwined with their island and the sea. They live in a state of total holistic integration with their environment, at one with the land, sea, sky, and themselves.

Economic wealth is shared, with all Korindians enjoying a share of the bounty which the land provides for them. What little the land can't provide is left up to trade, though it is more akin to large-scale barter, given the Korindians' disdain for money. Trade the nation engages in secures materials from elsewhere which serves the greater good (and doesn't violate the basic tenets and beliefs of the people in the process).

As mentioned before, they live a peaceful life, devoid of any armor or weapon made of metal. To carry such things beyond the walls of Kor'Davine is dangerous indeed, and can result in serious misunderstandings at best, or a fight to the death with one of the natives at worst. Kor-In was developed for a reason, and there are a few unfortunate agents of the Dominon or Kal-a-Nar who've realized they can't set up shop on the island, and that fists, feet, and wood or stone weapons can defeat them despite any so-called superior armaments.





## HISTORICAL OVERVIEW

In the past, Kor gave many bitter and disillusioned M'adukar a place to feel welcome and call their home. Korindia is an island nation born from the tumultuous past, where a great many of these M'adukar (children born of both Fae and human parents, more crudely called half-elves) left their fae and human societies, and eventually settled on the island, following Kor, and founding a new nation. This is a snapshot of the events of the past, a timeline if you will.

### 300 B.C. VAINAR'S CURSE

In 300 B.C. Vainar released his terrible plague. Many thousands of fae perished before a cure to this horrible malady was found. Not only did the Fae Nation face the incredible challenge of rebuilding their once great civilization, but they also faced the problem of rebuilding their stricken population. The solution came from a rather unusual union between the Faelakar, Solange Elswyth, and a human, Zemos Al'astur. Solange chose to take the Life Bond so that she would not have to endure the pain of living a life devoid of her mate when he passed on.

Because of the taboo against interracial marriage they kept their union a secret, until the birth of their twins in 45 A.C. Word quickly spread of children born of fae and human, and by 50 A.C., the Quo-Unias endorsed marriages between the two races, but strictly forbade the Life Bond.

### 52 A.C. THE RISE OF M'ADUKAR

Over 16,000 children of Fae and Human parents were reported born in 52 A.C. Most were possessed of enough sulur-neh -- "trueness" of blood -- to still be considered fae, though they were called Alakar ("new-blooded") to indicate their mixed, new heritage. It didn't take long though for joy to turn to disappointment for many of the fae, as some of the new offspring displayed very little sulur-neh at all. Worse, most of the children born between 52 A.C. and 57 A.C. were so far removed from sulur-neh as to appear merely to be very beautiful humans. These children drifted to their human sides and began strong human bloodlines that excelled at leadership and magic.

A very small portion of these offspring could not easily identify with either heritage; these children were named M'adukar -- the "weak-blooded." Many



Faelakar and Eldakar believed that these children could not live up to the potential of the Alakar and couldn't be part of the survival of the Fae.

Unfortunately, the M'adukar didn't find the acceptance and love needed from the human societies, who were somehow unable to embrace beings so clearly from different races. They were still loved and accepted by their own parents, yet M'adukar children still experienced what's termed goltrai, or the "song of sadness." Goltrai is a very palpable, heavy sadness of the spirit. It isn't spoken of in polite society, and the M'adukar were made to feel unfavored, unwanted, and shunned by their society. Worse, they saw the opposite with Fae parents embracing their Alakar children, or how the more human fae-blooded were doted upon by their parents.

The M'adukar were tolerated, barely accepted in many places, and in rare cases of shocking hatred, were hurt or killed.

#### 49 A.C. CHAMPION OF THE OUTCAST

As Kor (who was born to Solange and Zemos in 49 A.C.) and many other M'adukar grew older, they quickly discovered that they were barred from attaining any position of importance in Fae society. They were told by their elders that they lacked the gifts to enable them to reach any higher positions. Kor's mother, Solange, believed that M'adukar children had great hidden potential and that they could achieve many great things, if only they were allowed that chance. She became a champion for her son and all the other M'adukar children. Sadly, Solange was in the minority. Whilst

many in Fae society accepted her, they secretly and sometimes publicly pitied her choice of taking Life Bond with a human. She was tolerated in the elder courts but her words did nothing but fall on sublimely deaf ears.

Solange passed away of natural causes in 72 A.C. shortly after her husband died.

#### 78 A.C. EXODUS

Kor was upset and angry over his mother's treatment and what he and his fellow M'adukar had endured. His bitterness distracted him, and after the death of his loving parents he spoke out. He declared that the best of Fae society had died with them. By now he was a charismatic leader and speaker. He reached out in a pivotal speech to those disillusioned M'adukar living on the fringes of both elvish and human society.

*"The time has come for us to leave behind our former cultures and make a stand on our own. For just as the baby bird leaves his nest, so too must we, if we are to grow and be recognized as a people."*

In 78 A.C., Kor and 2,258 M'adukar gathered in the port Town of Sunset and purchased or had built as many seaworthy vessels as they could manage. They sailed out, following a course set by Kor based (or so the legend goes) on a dream. Some chose to settle on Salamander Island, the first land they came to on their arduous sea journey. Most remained with Kor and set foot on a larger uncharted island farther to the west to begin their new lives.

The settlers established a small town, named it Kor'Davine and called their new homeland Korindia, in honor of the man who spoke up for them and led them there. From the beginning they looked to Kor to lead them, calling him First Speaker.

#### THE FIRST YEARS

The first years on their new home were not idyllic as this was not the paradise they expected. They were alien to Korindia and the island was hostile. Frequent intense storms, extreme heat, and a large variety of new predators took the early Korindians by surprise. They had little idea how to make shelter, gather food or water, and basic survival needs were not met until they learned a fundamental lesson.



They had to learn the island, and the ways of Nature. They shunned the trappings and chosen materials prized by both parent societies, adapting instead to a much simpler lifestyle in tune with their environment -- once they took this step, everything clicked, and their new existence became much easier.

Kor, like his mother, followed the Path of Life and instructed many others who came to take up the druidic calling. Others, like Kor, had learned the arts of hunting and trapping skills from their human parents. They became the teachers this time, and used those skills to great effect. Their first homes were simple huts on the ground, but after some deadly wildlife attacks, they moved their living spaces into the trees as the Fae do.

To this day they build in a similar style, with the Korindian capital city of Han'Dakor as their proudest achievement -- a massive city that spans a huge area of treetops and has wood and rope bridges connecting the trees to each other as well as to the portions of the city carved into the very stone of the highest plateau (an impressive feat when one considers no metal tools were used). The city remains lush, warm, and pleasant during the coldest night, or worst storm. This is partly due to the use of powerful druidic magic, along with the thermal vents at the heart of the city, which create the warm springs that flow underneath the whole area.

The only structures left on the ground are the pit ovens and the rocks for cooking fires.

## ARRIVALS!

In 85 A.C., hundreds of ships were seen approaching their island haven as the new day dawned. The Korindians armed themselves with wooden staves, sticks, and bows firing stone-headed arrows to face these invaders. What greeted them was the sight of more of their people, more M'adukar who had been led to their shores by Kor's brother and sister, Tallis and Tegan. They informed Kor that they'd received a vision previously and, being genuinely worried for their brother, they'd led many M'adukar to Korindia.

There are many ballads on the island that speak of this day, and the happiness that Kor showed when his siblings arrived. How he welcomed and greeted the many newcomers with open arms into Korindian society. The twins did not remain, however; they followed Kor's wishes and left to aid more M'adukar, helping them find Korindia.

## SAVIOUR OF THE WEAK-BLOODED

Between 85 A.C. and 203 A.C. the twins helped more than a hundred thousand M'adukar find the island. Many Korindians today point to the two small islands far off the Korindian coast and say, *"They are the Twins, the two ships who heard Kor's call and brought our brothers and sisters here."*

## MOURNING

Kor's death in 117 A.C. shook his people to the core, but he'd already helped create an incredible way of life and left an indelible mark on his people's history. To this day they hold to his belief of unity, peace, and harmony with the environment. Scholars who don't understand the deeper spiritual meaning behind the Korindian way of life, fail to grasp the concept that Kor is still with them, even though he's very much dead. The Korindians speak of the connection to him, that he lives on in each and every one of their hearts and minds.

## KAL-A-NAR AND OTHER INVADERS

Nazatir in its infancy troubled Korindia, due to those pirates plying their trade around Korindia's shores. It was many long years before the two peoples saw eye to eye and Nazatir called the island friend and ally.

Sometime between 400-500 A.C., invaders came to Korindia, challenged the Korindians, and left many of their beloved communities destroyed by fire. For a time they retreated inland, and left much of their coast to the invaders. During this time, a contingent of Korindians learned the forging of weapons to protect themselves from marauders, turning their backs on Kor's teachings, but saner heads prevailed.

Sorin, who is believed to be of Kor's bloodline, rejected these plans, knowing they didn't hold true to Kor's vision. After successfully leading a force of his people to repel the pirates, he created a school to teach the techniques his family had long practiced. Taking cues from nature, Sorin and other accomplished fighters developed a style that uses hands and feet as weapons, mimicking the attacks of the predators on the island. The martial art of Kor-In was formed and that gave the people a powerful and effective defense against marauders.



Eventually this training proved vital when a Cauldron was opened centuries later during the Dragon War. Many Korindians battled atop the Norshanos Mountains to defeat their enemies using only these techniques; the Childer were unprepared to battle against such a different fighting style.

### **NAZATIR BEFRIENDED**

In 1278 A.C., traders from Nazatir brought gifts to the Korindians. They were an apology, as new power centers were being established in Nazatir. Whilst no firm friendship was cemented then, it was a start. Only in 1290 A.C. did Nazatir and Korindia establish friendly relations, and the Nazatiran people began to trade. Some Nazatirans accepted Korindians aboard their ships, understanding the value of their new allies' fighting skill.

In 1291 A.C. the Korindians sent their warriors to aid the Nazatir against the forces of the Malakar Dominion and Kal-a-Nar. In 1302 A.C. the assault against the Korindian's new allies was stopped.

### **REFUGEES**

In 2009 A.C. hundreds of Alakar, Eldakar, and humans came to Korindia seeking safe haven. They'd been led to the island by the spirits of Life in order to survive the coming dangers of a new and terrible age. Many Korindians resented this, and felt their own rejection so many years ago shouldn't be so easily forgotten. They campaigned that Fae and humans shouldn't be welcome in their homeland. The Council of Elders didn't see it that way; they deemed that past mistakes and intolerances should not be repeated again.

It was a rough time; half of the refugees had difficulty adapting to Korindia's unique way of life and for years this created many difficulties for both communities. The First Speaker and the Council of Elders formulated a plan which would strike down two birds with one arrow.

### **THE WALL OF KOR'DAVINE**

They built a wall around the port town of Kor'Davine in 2020 A.C. This was a shrewd and clever move, because it meant that the ways of the newcomers could be preserved in the town, and in turn it would open up chances and opportunities for

more trade with the mainland. Today it's the only place on the island that tolerates non-Korindian traditions. Nazatir cemented even more trade agreements and alliances at this point, along with Galea and other countries with naval elements.

### **CULTURAL WAR**

Sometime in 2600 A.C., perhaps due to non-Korindian elements in Kor'Davine, a cultural war began between two camps. The Traditionalists and Progressives -- many young Korindians flocked to the port city around this time, abandoning tradition and eschewing the ways of Kor for more hedonistic pursuits. Most remained only a short time before boarding ships bound for other islands or the mainland.

The most outspoken amongst them called for a reevaluation of the cultural norms, a change in the ways of Kor and Korindia itself. They claimed that it was time to end their isolation and join the rest of the world, strike out for new pastures, and embrace new things. This was fueled in part by successful raids from the Kal-A-Nar Empire against their shores.

Many wanted to adopt the weapons of their foes, the killing instruments of steel and iron.

What began as a merely philosophical debate between the camps grew into near-revolution when it became known that prominent community leaders were hoarding material wealth and armaments. Things came to a nasty conclusion in 2992 A.C. when the First Speaker, Jantor, was revealed to be the very leader of the Progressives and his stockpile of weapons was uncovered.

He was publicly shamed and exiled for his duplicity; his removal took a great deal of energy out of the Progressive movement. It didn't stop it dead, though, and there are Progressives still working toward becoming part of the world.

### **KORINDIA FIGHTS BACK**

In 3121 during the War of Flame trouble once again came to Korindia's shores, and during their fight, they aided Nazatir and the incredible onslaught they faced at this time. The actions between both nations cement their friendship for years to come, and result in a vast celebration in the port City of Kor'Davine at the end of the battle.