

FORWARD

Welcome to our second anthology; Independent Cities & Kingdoms of Shaintar. Within this tome, you will find a compilation of all the Independent locations - whether city/state, small country or political system with no ties to the southern nations.

Player's and GMs will find background information, history, beliefs, dress and so much more about these cultures and how they've defined their place within history. This will help in character or NPC creation, and allow for a detailed background that can be used within a game to help further epic stories.

The following guidebooks can be found in their entirety within this volume:

Aeries of the Aevekar - visit the hidden rookeries that house this once prevalent race of fae. You'll learn about the culture and how a flying species tends to live. Their customs, from raising children to learning to fight are vastly different, though it can be seen where they borrowed from other cultures. You'll also learn of some of the hidden locations and most closely held beliefs of these folk and how they've fought against the Kal-A-Nar Empire.

Brinchie - The nomadic and misunderstood cat-folk are detailed here. You'll learn much about their society and even learn more about the Crescent Warriors (a secret society within the larger culture). The martial art of Kalanata is revealed and more forms are listed. There's also more history about where these folk came from and why they fight the Flame.

Desert Princes - Welcome to the Youlin Aradi, traveler; you've come a long way to enter a land of mystery and intrigue where the harsh climate can take your life on a whim, just as quickly as a bandit can with a sharp blade. This is the home of the People of the Sun, where the desert hides ruins beneath the shifting sands, the folk have secrets galore, and water is a precious commodity, even more so than silver or gold.

Dregordia - Welcome to the oldest race of Shaintar. Dregordians are users of The Way and have a strong and powerful society, shaped by war at every turn. There are secrets to their society which, if known outright, would shake the very foundations of their society to the core - for the first time in its history, we're going to reveal some of those secrets to you, dear reader, and you'll finally learn the truth about where Dregordians really come from!

Eastport - This is an excellent example of the kinds of city-states one finds throughout the Wildlands. Fierce independence collides raucously with corrupt capitalism to create a melting pot of intrigue, opportunity, and adventure.

Gobliness Gathers - The gobliness hold no country for themselves and rather have a series of scattered gathers and lands, usually buffering one country from the next. Each gather is governed in its own way, yet there is a tendency towards letting each being do what they do best - with a strong leader in charge, of course. You'll learn about a number of the gathers, where they're located and who is in charge.

Korindia - In this guidebook, 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.

Nazatir - Here 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.

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AERIES OF THE AEVAKAR

GUIDEBOOK

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AERIES OF THE AEVAKAR

"The wars of the Ground Walkers have taken their toll; too many of our people lie dead and broken on the cold hard earth. We must, for our own sake, retreat and take stock -- our place is in the high aeries of our forefathers, the gift of Zavonis."

~ Kelos Nom Zerinian: 1741 A.C.

THE AEVAKAR

Welcome to the Aeries of the Aevakar, the mysterious winged fae that were once so prevalent on Shaintar, whom most believe reduced to a mere few thousands or more, a steadily dwindling number against the ravages of their enemies, and the external forces which seek to destroy them. This book takes you on a journey into their various cultures, their history, and will shed new light on the strange aeries where they make their homes, as well as their ceremonies and traditions involving birth, death, and many other of life's twists and turns.

You'll also see their customs, the way they rule themselves, their conflict with the Kal-A-Nar Empire, and the role they have played in Shaintar's storied history.

There are also a few new edges and a detailed look at their governments and military structure.

A SCATTERED PEOPLE

The aevakar as a people have not had a tranquil life on Shaintar. In fact, many of them have fought hard for what they have, and others have died to ensure a future for their people. They have no lands with borders they can call their own, instead living high above the world in their lofty aeries, having endured incredible losses long ago against the Kal-A-Nar Empire for their role in the Battle of Aralon.

There are several thousand left, between their sanctuaries at Bastion, Last Home, and Adamant and many other, hidden, aeries. A few leave the heights of these hard to find aeries each year and walk among those below -- hiring themselves out as scouts, guides, or trackers due to their unique aerial advantages. Many reasons drive them: a desire to find others of their kind, see the world beyond, money, and just plain wanderlust.

Liner Notes: Broken but not Bowed

What we're doing here with the aevakar, is telling the story of what happened to them all those years ago and how they've survived since. You'll see in the upcoming history section, the why and the how. They're diminished in number, but not forgotten, and don't think for a moment that they've just rolled over to die.

The aevakar are great for players who like to play the lone hero from a broken people, they're perfect for that drama of the once powerful race now seriously reduced in numbers, but still just as powerful in their own way. And hey, you never know, it'd be telling if we said that the aevakar might rise again... wouldn't it.

If you want a number of aevakar that remain -- some think between around 5,000 and 7,000 is about right while others put the estimate at between 20,000 to 25,000. It's also great with us if you choose to say the aevakar are getting stronger and the population is growing, this book could certainly hint at that.

Many elders can remember a time when Flights of winged fae soared in the air along with the rest of the armies, meeting the enemies of Shaintar alongside human, dwarf, and the rest of the fae. What's left now are the strong, determined, rebellious descendants of those the Kal could not kill.

HISTORICAL OVERVIEW

The aevakar probably came through during the *Time before Time*, perhaps they followed the rest of the fae, jealous of the others' place in this brand new world. Regardless of how they found themselves on Shaintar, they became part of the Fae Nations and were simply another branch of that extended tree, with Zavonis raised from their number to become the Windmaster, Ascended of Air and the future seemed bright -- but it wasn't quite as bright as they imagined.

2400 B.C. - THE GOLDEN AGE ENDS

When Vainar took a third of all fae with him, those that embraced the Darkness, some few were aevakar who truly believed in Vainar's plan for Shaintar. It left the rest of the fae feeling betrayed and wounded by this betrayal. There were battles during the time that followed, with the winged elves at the forefront against the shayakar.



2350 B.C. - UNTO THE BASTION

During this time the aevakar population begins to boom and they begin to inhabit the various heavens left for them by Zavonis. Bastion, Last Home, and other aeries are populated by the aevakar. During this time wandering aevakar begin to explore in earnest, they move freely amongst the landwalkers, especially amongst the elves of Landra'Feya and around the forest there -- they are a common sight flitting above the trees. It's during this time that Kelos Nom Arianna becomes the leader of the aevakar.

2100 B.C. - AGE OF DOOM

This is the beginning of the Age of Doom, where war after war threatened Shaintar; all people were caught up in these wars. Flame and Darkness began to consume many of the peoples, but the aevakar resisted, and earned the enmity of those forces. Arianna's response is to send her people against the enemies of the elves, joining with the Fae Nation.

When Og 'M Drakar is created, all of the aevakar who joined the faelakar in their vain attempt to summon the Ascended perish.

1500 B.C. - HEROES AGAINST THE FLAME

As Ceynara leads Childer and Demons out from Norcann Darr, the War of Flame begins in earnest. Once again the aevakar are caught up in the struggle, three mighty heroes from the winged fae emerge, and battle against the Agents of Flame. They are the strong and willful Celestian, the noble Faerana, and the cunning Kalarona, a man and two women respectively.

1200 B.C. - ONE FALLS, TWO UNITE

At the end of the War of Fire, the aevakar suffer the loss of Kalarona when she's killed battling a powerful Demon Lord. The Demon Lord is destroyed, thankfully. Celestian and Faerana marry, and the aevakar mourn their fallen.

1100 B.C. - FINDING A PLACE

A few minor wars have broken out and the aevakar spread out further across Shaintar, and begin to travel amongst human settlements. Some find welcome in the most unlikely of places, and begin to live on the ground and work for towns and armies as scouts, couriers, and even spies. Meanwhile Celestian and Faerana have a son they name Solarin.

600 B.C. - AGE OF DARKNESS COMES

Solarin leads his people into an ambush, having been corrupted by the power of Vainar, and promises whispered to him from Shaya'Nor. So many are killed at the first battle with the minions of Darkness. This, along with Solarin and one hundred of their strongest warriors joining the other side, proved demoralizing. He battles his mother and father, sacrificing them to show his loyalty to his new master, the Shadow Lord.

500 B.C. - STRICKEN

Not even wings saved them from what was to come. A plague and famine ravage across Shaintar -- the winged elves are hit along with the rest of the fae, and many die. The Kelos Nom succumbs, and a new leader is appointed, the militant Tar-Ranil. Tar is quick to hunt down all sympathizers who show even a hint of supporting the Shadow Lord but an assassin's blade finds him only a year into his leadership.

A new Kelos Nom is elected and her name is Larana -- known to be tough but fair.

300 B.C. - THE TWIN WINGS

As Darkness begins to gain in strength, the Ascended walk Shaintar once again. They enlist the help of every living and powerful hero they can find, including the Twin Wings of Zavonis, Elodia and Estella -- deadly aerial warriors. The combined might of all these forces is turned against Vainar, and he barely escapes into his realm in the Nether -- but the plague continues to take fae lives. Two thirds of the population are reduced, and the fae, including the Aevakar are hit hardest of all. Elodia, Estella, Larana, and many others die before the cure is found.

175 B.C. - A CURE!

Cyria Eriador and E'lara R'eva develop a cure that stops the spread of Vainar's plague. A new and mighty Kelos Nom rises from the ashes of the old, born of the two clans. His name is Zerinian, and he takes the reins of power quickly.

0 - AGE OF HOPE

As the Fae Nation begins anew, and the Fae Calendar follows it, the Year Zero is a time where Zerinian takes his people to new heights, literally and metaphorically -- he is a wise and dutiful leader.

50 A.C. - AERIES NEW

Zerinian orders the construction of hidden aeries, which are veritable fortresses in the heights of the mountains or in the craggy cliffs overlooking the sea. In these aeries, some formidable armed warriors are trained, those who are capable of great feats of aerial combat. There are rumors about these hidden aeries, but most scoff and ask how no one else has found them in all the years since.

1741 A.C. - BATTLE OF ARALON

Zerinian had his winged warriors and scouts support Tavrín Ondori, the Elvish warleader, in a massive assault against the Kal Empire. The combined force of fae, gobliness, humans, dwarves, and brinchie face off against Jolokas ki Grilnas in a battle that lasts eight days, taking place near the Aralon Forest. Near the end of the battle, when it looked as if all was lost, massive reinforcements arrived -- the Youlin Aradi and aevakar swept in.

Aevakar archers kill Jolokas, throwing the Empire into disarray. This earns the enmity of Flame, having already done the same with Darkness. The Kal-A-Nar Acolytes attack the aevakar with magic and summoned gargoyles, decimating the winged warriors. As most of their people participated in the battle, the elders chose to "leave the world of the Walkers and their wars", and retreat.

Zerinian's plan is enacted and they retreat to their aeries, forgotten and hidden from the world. They now number only around 5,000 or so.

3021 - THE RETURN

Over time aevakar have begun to rebuild their population, yet thanks to the Kal Empire's open season on hunting these winged elves however, their numbers aren't climbing as fast as they could. Zerinian is still the Kelos Nom, and he's got a plan to bring them back to glory -- he's just not sharing it yet.