

EPIC HIGH FANTASY

Shandar

GUIDEBOOK



KORINDIA

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version 161106

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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.

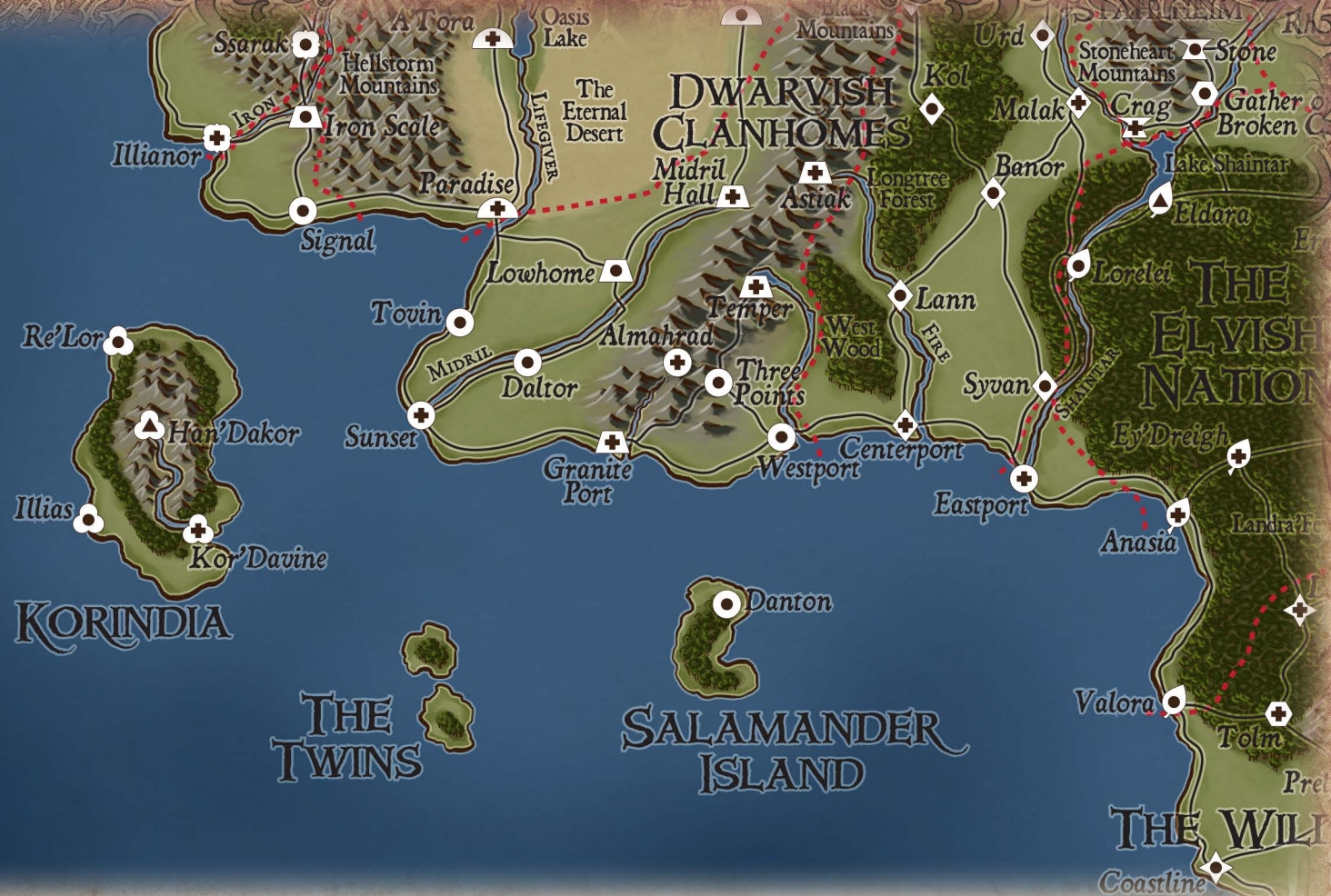
Historically, Okinawa experienced long periods where weapons were forbidden to the people, which many believe led to the development of karate. This same idea, with a bit of a twist on the original (coming from the patron of an entire people, rather than from a dominant ruling order) figures into the 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 parent 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 storms. 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.

KORINDIAN CULTURE

"It may seem simple on the surface but there are uncounted facets to Korindian culture one must be aware of. The right thing to say, do, or the correct way to carry oneself in company are all part of tradition. Bear in mind that unless one is wandering the streets of the Port City Kor'Davine, weapons and armor made from metal are strictly forbidden, failure to adhere to even these simple rules will result in incarceration or deportation." ~ Joseph Kraken, humble trader.

ARCHITECTURE

The key to understanding Korindian architecture is to remember that whatever's built, it's usually in the trees -- and even if it appears fairly simple on the outside, perhaps a large hut, the interior is quite different. Korindians have little time for fripperies or flounces on the outside; they prefer to complement nature perfectly, by blending into the environment.

The interconnected huts are sealed, sturdy, and elaborately detailed within. There'll be private quarters, beautiful works of art, hand-crafted furniture to a high degree of skill, and extremely comfortable beds.

Korindians have an understanding of nature, including how to work with resources to provide lighting, heat, and of course water. Their understanding of water and its use indoors is second only to the dwarves, as shown by the beautiful and functional water features found in Korindian homes. There are complex water delivery systems, using the resource for cooking, cleaning, and bathing, as well as functioning as liquid art in between the more practical uses.

The only exception to this rule is the port City of Kor'Davine, where the culture of Korindia meets with the rest of Shaintar, and those who have come to work, live, and trade there have established their own cultural centers in the city. A mish-mash of architecture can be found here, and it clearly defines the wards of the city showing each cultural archetype dwelling there.

One of the greatest feats of engineering and architecture however, is that of the capital city of Han'Dakor, described earlier. The marriage of

interconnected treetop buildings and carved out plateau is a glorious thing, indeed.

The heart of the Kor-In main temple resides atop the highest point of Han'Dakor, and overlooks the whole region standing as a proud testament to the indomitable spirit of the Korindian people.

KORINDIAN NAMES

Korindian names have elvish roots, but have evolved in a different direction due to Korindia's isolation. They are often shorter but generally share the same sounds.

Male

Akea, Asallo, Bassi, Berris, Danel, Darsh, Eleso, Eja, Faro, Faven, Halo, Hevel, Iloa, Inash, Javala, Jovan, Kabaan, Kolalo, Leselo, Lovo, Makel, Moko, Nolek, Nuvel, Orosh, Pash, Palo, Samakel, Shen, Tor, Telo, Vesh, Vola, Yatalo

Female

Alaki, Annisa, Betta, Belissa, Dala, Davila, Ekela, Evesa, Fala, Filesa, Hana, Hiwala, Ilala, Ippa, Jen, Julia, Kali, Kora, Lala, Lalika, Melania, Malana, Nakela, Nesha, Opala, Pashana, Popola, Sae, Samudra, Telelia, Tarsha, Vatala, Vilia, Yalela

Surnames

As far as names go, Korindians only use one. They tend to view themselves as all part of the same family, so there is no need to distinguish which part of the family they are most connected to. Occasionally, an appellation of some kind may become common usage where a specific Korindian of notable accomplishment or notorious history is concerned (such as "Darsh the Protector" or "Jantor the Shamed"), but a Korindian will always call himself by his given name.

PHYSICAL DESCRIPTION

Korindians have changed from years of isolation to become a separate race, they have vaguely elf-like features, usually range in skin color from tan to brown, with a huge variety of hair and eye colors taken from their elvish ancestry. They tend to resemble elves in their build too, though slightly stockier, and shorter with more muscle mass, from their human ancestry.

Few have very slightly pointed ears, but most could almost pass for human.

CLOTHING

As their beliefs dictate, you'll see no metal in Korindian attire, instead there are polished stones and gems for jewelry for example. Other fastenings are made of wood, polished shells, and bone. Clothing is simple, and allows for freedom of movement -- unrestrictive clothing is important given that every woman, man, and child is proficient in the art of Kor-In.

Loose fitting tops, trousers, and thin soled shoes or bare feet are the order of the day. You'll not find any metal armor amongst these people. They prefer leather armor or armor studded with seashells or wood.

They also value decorative beads, some of which tell a story from carvings on them. Some are deeply personal and called Life Beads - they depict the significant moments of life. Life Beads are highly prized by collectors, though no Korindian would sell such a personal item -- the beads must be earned.

FOOD

Most people wrongly assume that all Korindians eat only vegetables, but they're far from solely vegetarian. There are farms and ranches in the interior of the island that are for the sole purpose of supplying meat and produce to the community. Pork and fowl are the usual fare, they're easier to cultivate and take far fewer resources than cows. They also fish in the waters around the island.

Your average Korindian makes do with what they have depending where they are on the island. However, the Korindian meal is split into breakfast which is a simple affair, usually some hearty and simple dish, like porridge oats, or fruit. Perhaps a little goat cheese and bread.

Instead of midday meals they take smaller breaks and eat during the morning, again, usually bread or cheese, perhaps a few nuts, or berries. These snacks can number two or three a day. Many believe this is a healthier approach, and there's honestly little to say that would prove them wrong in this case.

The main meal is a more elaborate affair later in the day. The whole family participates in eating cooked vegetables, some meats, grilled fish, and so on, or perhaps a hearty stew. It's served in communal bowls around a large central table, where everyone digs in. There's a lot of rice and fruit available as well.

DRINK

The island gives the people a rich bounty of local fruits and berries, along with variety of mountain goats which provide a delicious milk (or an acquired taste if you're an outsider) which can also be used to make cheese (see above). They brew a variety of beers, make a few wines, and distill a potent alcohol from various root vegetables found on the island.

Some of this wine finds its way into family homes, whilst a portion of it is traded to the mainland and other islands through Kor'Davine.

SOCIETY

Although fairly simple in structure, Korindian society can be a confusing thing for those who come to the island from the other regions. Steeped in a kind of communal ideology, each village on Korindia is an extended family, or clan. In fact, Korindians share a remarkable similarity with the gobliness gathers, more so than any other region or culture from Shaintar's mainland, save certain aevakar aeries.

This isn't entirely by accident either. Kor traveled extensively in his younger days, before he led his great migration. He spent time with the gobliness of the south and appreciated the simplistic, organic nature of their lives, so he adopted their social structures almost completely.



He made one major exception the gobliness traditions; he avoided centralizing leadership. While the elders of a community may have influence, they don't hold command of villages the way a gobliness torkash does over his gather. More cooperative leadership and guidance is expected amongst the eldest and most gifted of a community. While this creates some difficulties when conflicting ideas and agendas meet, the simpler and more holistic nature of Korindian life works fairly well.

There's a Council of Elders who guide the whole of the island nation in matters that affect everyone. What trade exists with the rest of Shaintar (conducted exclusively from Kor'Davine) is overseen and managed by the Council, as are matters of mutual defense against outside aggressors. The sharing of resources is also a main function of the Council; they see to it that no community goes without if others have what's needed.

Another important key role of the Council of Elders is to interpret and, where necessary, enforce the Law of Kor. Some feel that this might well be the most important task of the Council, but a number of Korindians feel that this function is old, outdated, and in many cases unnecessary. It's a matter of increasing debate, and lies at the heart of the cultural conflict between the Traditionalists and Progressives.

Much as with the Fae, Korindians make little distinction between males and females when it comes to societal roles. It's generally accepted that women have a greater ability for taking care of the youngest of children, but there are no expectations placed on anyone regarding their gender and the tasks they're best suited to. Men and women alike stand on the shores when it comes time to defend their land, and share equally in all tasks and serving as teachers and leaders.

If you want to be accepted in Korindian society it's best you learn the Way of Kor. Those guests who regularly pitch in, help, and aid Korindians in their day-to-day tasks will be well respected, accepted, and befriended by these hard-working people. It's simple, respect them, respect their ways, and you will find welcome.

ART AND ENTERTAINMENT

Korindians gravitate toward arts using nature; painting, sculpture, and craftwork, especially carving (used in furniture design). There's a function to their art, they understand that the space between objects is just as important as the objects themselves.

They've also elevated gardening to an art form, where there's space for contemplation and meditation along with pleasing plants and sculpture. These gardens usually feature a single focus point, often a statue made of marble or wood or artfully stacked stones or driftwood.

For entertainment they like storytelling, plays, and creating and enjoying music -- they've perfected numerous wind-based instruments, and several melodic string based instruments as well.

BELIEFS

As previously mentioned, Korindians revere the Path of Life, and they work in harmony with the land and thus any beings who promote such an connection find a great deal of support in Korindia. This connection to the land makes them sensitive to local weather and their crops often survive due to lessons learned early on in the colony's creation.

DEATH

For a people who live in harmony with the land, they understand the connection that everyone has to each other. For Korindians, life is a circle, or a wheel -- with death as another element of the journey -- since they live half again as long as regular humans; they have a rather non-fatalistic view of the next stage.

Death is a matter-of-fact thing; they don't hold lavish wakes, or funerals. They bury their dead with simple markers to indicate who is buried there, and move on. They know that if the departed has lessons to learn, they'll be back on the wheel in some form to learn. Thus is the Way of Life, and the eternal wheel spins again and again.

BIRTH

Birth is seen as a beginning step in the wheel's journey, Korindians are happy when a new child is born, but they don't give lavish praise of the birth. Traditionally, that is saved for when the child can be counted part of the family and in the past, survival was not ensured. Those closest to the parents give small gifts meant to be treasured. A parent might give a child a Life Bead as the first step of this journey on the wheel.

KOR-IN

The *Shaintar: Legends Arise* book has Kor-In Edges, and various styles mentioned within its pages -- what this book hopes to do is expand on the theme, adding more natural animal types, and provide a description of the martial art of Kor-In, its forms, ranks to be attained, and a typical Korindian attitude to battle.

It might be said that Kor-In is the true bare-handed martial art form in all of Shaintar, and one would be right. It arose out of the simple need of a people who rejected the trappings of war in all its forms. They needed a way to defend themselves from early Nazatiran pirate raiders, and invaders who came to their shores. Kor knew this from the very start, so he dedicated a lot of his study time watching the natural world, the bend of a willow tree, and whirl of a high wind, and the various animals that made up his new home. He also learned from the humanoid peoples of Shaintar in his travels, combining all of this knowledge together he began to understand how animals combined their natural tools and gifts in physical conflict.

He learned of the Paths of Life -- the speed and elegant subtlety of Air; the strength and resilience of Earth; the fluid flexibility of Water; and the unyielding power of Spirit and Nature. These ideas became the

heart and central foundation of the fighting style he created, as well as the core of the very philosophy he taught to his people.

It's important for any devotee of Kor-In to understand that it's a physical manifestation of the Will of Kor (that being, in fact, the literal translation of Kor-In as a term). All Korindians learn at least some of the art from the time they're able to stand, for the training of the body goes hand-in-hand with that of the mind, and the spirit. This training is core to the art as well, it never ends, and even those who have reached the rank of master still say they have lessons to be learned each new day.

This also folds into their concept of death, for the Kor-In masters know that when they embark on the next leg of their journey, they are about to unlock the next mysteries of the art.

For a very long time Kor-In remained an art without rank or formal structure to the learning of its various forms. Those who knew more became teachers to those who knew less. However, Kor came to understand that a sense of progress was needed for the youngest of his students. He knew the value of traditions as well as the impact many of them could have on a culture, including the art he'd created, so he worked with his greatest students and followers to codify the forms and set standards by which students could be tested and ranked.

There are five ranks in the study of Kor-In, with the first rank being the lowest and the fifth being the pinnacle of achievement for those who follow the art. In order, the names of the ranks are: Un, Tes, Vay, Pek, and Sha. Standing above the five ranks are the Fasun an Tal (the Chosen of the Master, his greatest student and his named successor), and the Uneras Tal. It is widely known amongst those who delve deeper into Kor's art that there are a few "wandering masters" who are far and above any attempt to quantify their skills. This has borne out the enigmatic phrase "invisible finger." When a Korindian observes the presence of a master who has clearly ascended beyond the five ranks, he will refer to that person as "one who possesses the Invisible Finger", meaning to be of the hidden or unofficial sixth rank of skill.

GM Notes: Kor-In Rankings

The rankings used in the martial art, Kor-In are almost entirely related to story and roleplay, having no real bearing on game play or mechanics. There might be 5 ranks, and a hidden 6th rank, but that's as far as it goes in terms of game play.

FISTS OF KOR

To say Korindia does not possess a standing army is to be disingenuous. The dark green tunics and shell scale-covered mail of the Fists of Kor are everywhere on the island these days, always watching for trouble and seeing to it that the Way of Kor and his people is forever protected and preserved.

A combination military force and constabulary, the Fists were not always so plentiful. All who are born on Korindia (outside of Kor'Davine, anyway) are trained in the martial forms of Kor-In, and all citizens of the land who are able are expected to stand in her defense against her enemies. In the broadest sense, all Korindians are "Fists of Kor," and that was the intent of the First Master.

However, even Kor recognized that there were those of his followers whose hearts ran more to martial matters than anything, and he saw wisdom in focusing those efforts with training, learning and practicing, keeping the peace, and maintaining the security of all Korindians. Eventually, the initial band formed to wear the forest green tunics grew to meet ever-increasing challenges. Each invasion or incursion by slavers or marauders led to greater numbers of volunteers seeking to increase their commitment to martial training and the defense of the island.

Today, there are nearly a thousand Fists of Kor, stationed mainly at coastal positions or patrolling the interiors. They act not only as the eyes who watch and the first line of defense, but also to see to it that traditions are observed and the welfare of the people is not threatened by the actions of anyone.

Korindia is not bound by law, and the Fists don't spend a great deal of time looking for infractions to punish. However, they are sworn defenders of Korindia and the Way of Kor, and it is impossible to find one who will not fight to the death to keep that oath.

THE BROTHERS OF KORESS

Most scholars of the history of Kor agree that he spent a great deal of time in the jungles of Dregordia. He is said to have admired the struggle of the lizard people to master their inner beast. Of course, it is highly likely that he was also studying their forms of weaponless combat; much of his journey across

Those from Outside

The Shaintar: Legends Arise book makes reference to teaching Kor-In to non-Korindians, and as you can see from the Uneras Tal it didn't take long for the Korindians to break with that tradition. They don't do this for everyone, but once in a while an impressive, devoted, and incredible student comes along who forces them to reevaluate their stance on teaching the art to outsiders -- it's rare however and the student should be subjected to a series of trials to attain this goal.

the land before is believed to have been learning each society so as to give his people the best from all societies.

Legend in both Dregordia and Korindia tell of Kor meeting a giant Dregordian called Kassull, and as is the way of such legends, it tells of a battle to test the others' martial skills. Depending on who tells the tale, and where, each of them won (the majority of tellers give the win to Kor) that battle, but the truly legendary part of the tale is that the contest lasted for days before a victor was decided. At night, as they rested and healed to start again the next morning, they sat at a fire and exchanged ideas and philosophies. The importance of ritual, concentration, and sheer will over one's physical nature are all wisdoms that Kor is said to have learned from Kassull.

Many centuries later, an exile named Koress came to Korindia, asking for sanctuary and to study the ways of "the one who both learned from and taught so much to my ancestor." He was guilty of murdering a government official of his land in a fit of rage, a serious crime among his people no matter the justification. Though the murder itself was eventually deemed justifiable (in the defense of another), to have acted with rage remained unforgivable, and Koress could not bear the shame among his people.

No one knows for certain, but it is believed that Koress swam the entire way from the coast of the mainland to the island nation. Since he eventually became the avatar of Illiana during the Betrayal War, it is difficult to deny this story.

Koress went on to become a great hero to the people who originally exiled him. In the wake of the Betrayal War, hundreds of young Dregordians made their way to Korindia, asking that they be allowed to live and study among the people who embraced their hero. They were embraced as "Brothers of Koress,"

and the community of Dregordians now living on the island carry that name to this day.

Powerful warriors who combine their gifts with the techniques of Kor-In, the Brothers of Koress are a unique force whenever military need calls for it. Using their aquatic natures, they often take to the sea to engage in surprise actions against marauding sea craft or to flank land-bound invaders. Most of the Dregordians live together in a village on the northeast end of the island, though some have taken up residence among the native Korindians throughout the land. Naturally, these folk won't touch a metal-headed Kayakor and have adapted shell, stone, or carved wood heads instead.

NEW STYLES

To represent the evolution of a martial art, Kor-In is not a static form, and so presented alongside the forms available in the Shaintar Legends: Arise book here are some other forms of Kor-In to add spice to the already formidable bare-handed combat style of the island.

- **Willow:** This form revolves around the concept of bending rather than breaking, the practitioner understands how to take a blow and turn its energy into a positive advantage. The character's Pace is reduced by half, but they may make one free counterattack at -2 (as per the Combat Edge); this stacks with the Counterattack Edge. If the character has Improved Counterattack, the free counterattack has no penalty, either.
- **Jaguar:** A form that involves a ferocious but cunning attacks, quick strikes with the hands give way to brutal follow-up strikes with the feet. The character's Pace is reduced by half, but they make one free extra Fighting attack per round at -2 (as per the Frenzy Combat Edge); this stacks with the Frenzy Edge. If the character has Improved Frenzy, the free Fighting attack has no penalty, either.
- **Snake:** This form focuses on trapping the enemy's blows, throwing them off balance, and locking them in place with paralyzing strikes. While Grappling, this character achieves a Shaken result with a standard success on the opposed Fighting roll.



- **Wind:** A sister style to Thunderbolt, Wind is focused on a flurry of disorientating attacks, strong strikes combined with quick kicks and punches. Characters gain a +2 bonus on Agility based Trick maneuvers; this stacks with the Dirty Fighter Edge.

Rumours persist of a secret Kor-In art which is based on the mighty Thunder Lizards from Dregordia, but no one has found evidence that teachers of this style exist; most likely it's just flights of fancy.

TITLES AND RANKS

For a simple way of life, the Korindians have little time for fripperies and lavish titles -- what they have is functional, based on Fae-related government structure, and named in a similar fashion to the Fae, for that's the root of the Korindian language.

UNERAS NOM (THE FIRST SPEAKER)

In principle, no Elder speaks for any other on the island of Korindia. In practical terms, however, there is one voice selected to represent Korindia to the rest of the world, and that is the First Speaker. Kor was, not surprisingly, the very first one, and the tradition has been maintained ever since.

An Uneras Nom (literally, "first voice") serves either for life or until deemed unable to serve the greater good of the people by the Council of Elders, they then choose another First Speaker from their ranks. It's really that simple.

In addition to representing Korindia to the outside, the First Speaker presides over the Council of Elders. When necessary (which is very rare), he casts the deciding vote if there is a tie. In times of great strife or conflict, the Uneras Nom's voice becomes that of law, until such time as the Council of Elders declares the crisis over. However, in the last couple of centuries it has become something of a tradition for the Speaker to relinquish this privilege to the Uneras Tal, the First Master of the Fists of Kor, if battle is needed.

The current First Speaker is Anselia. She is relatively young for an elder, but has proven her intellect and wisdom are exactly what Korindia needs during these troubled times.

UNERAS TAL (THE FIRST MASTER)

Though Kor and those who followed him abhorred the necessity of war when they came to Korindia, they knew the need to defend themselves against those who would inevitably come to take and destroy. Kor taught them a form of fighting that required no metal weapons, and was perfectly effective with no weapons at all. The greatest of those who learned what would come to be called Kor-In came to be known as the "Fists of Kor," and they strove to put themselves forth and defend their island.

At first, Kor stood as their master. However, as his duties as the Uneras Nom took more and more of his time, he chose his most dedicated student, Shavala, to train and lead the island's defenders. She became Uneras Tal - the "first fist," or more appropriately translated as the First Master. Since that time, the current Master always chooses their greatest student to succeed him.

The current First Master is Darsk the Wanderer, a highly controversial choice as he's one of the few Korindians not born on the island. He spent years traveling the lands of Shaintar after he was born in Mindoth's Tower to his druid mother. He studied methods of combat on mainlanders and, to the great shock of many Korindians, has trained with swords and other weapons of metal.

Upon reaching the land of his people, Darsk threw his metal possessions into the ocean and presented himself to First Master Yor. He proved to be without peer. Though he has forsworn the weapons he once used, his knowledge of them and his keen strategic mind have made him one of the greatest military leaders Korindia has ever known.

ELDAS NOM (ELDER VOICE)

The Council of Elders of Korindia is more properly called the Corras an Nomas, the Circle of Voices. Korindia is divided into communities and regions, and each community has an Elder to represent their needs to the Council. Normally, messages are simply run between the communities, and an Elder gives his opinion on a matter as a reply to be sent back to Han'Dakor, where those who serve the Uneras Nom tally the responses and inform the First Speaker. Four times a year (and when the situation calls for

it), the Council gathers at Han'Dakor. Sometimes a representative is sent in the place of a Eldas Nom who is either too old or too busy to make the journey.

THE MAYOR OF KOR'DAVINE

For a very long time, the Corras an Nom resisted the idea of a non-Korindian holding any position of power or authority within their lands. Kor'Davine was overseen by a Korindian elder chosen by the Council, though this person rarely deigned to live within the actual city. Depending on who held the post, the results were fairly extreme, ranging from corruption and criminal activity (if the Elder maintained a hands-off approach) to totalitarian rules that nearly halted trade and productivity (thus driving off citizens in droves).

Finally, a committee of dedicated businessmen and residents, observing Korindian cultural law, presented themselves at a meeting of the Corras and pled their case. They were able to point out that, at the best of times, Kor'Davine contributed significantly to the well-being of the island allowing for interaction with the rest of the world, while, at the same time, serving to preserve the Korindian culture.

The committee's respect and understanding, coupled with their irrefutable logic, won the day. The Corras agreed that a mayor from the population of the city should be elected to run the affairs of the city and see to law and order. Since that day, the Mayor of Kor 'Davine has been regarded equivalent to any other Eldas Nom.

The current Mayor is, ironically enough, a dwarven metal smith and merchant named Argen MacDurrin. He has served stalwartly for nine years, and has a surprisingly good relationship with both Anselia and Darsk.

THE LAWS OF KOR

The Laws of Kor are important to every Korindian, they are the guiding principles and tenets to which they adhere. Whilst some Progressives have turned their backs on these core aspects, the Traditionalist movement keeps them alive and well.

- We will live in peace with each other, taking care for one another, and treating all who live among us with respect and honor.

- We will deny the sin of metal; neither coin nor arms will taint our lives. Coin leads to greed, and arms lead to war. These are the curses of the mainland, and they will not curse our lives.
- We will live in harmony with the land, and in synchronicity with Life. Life paths will be our paths, and we will be the custodians of our environment.
- We will seek Truth. We will speak Truth. Truth will be the foundation of all. It is lack of Truth in words, deeds, and spirit that is a disease on the mainland. Our people will be healthy by embracing Truth.
- We will, each of us, live to our fullest potential. We will seek the Truth in our hearts and find what brings us joy and fulfillment, and we will pursue such things with purpose, discipline, and passion.
- We will serve our community, seeking tasks and services we are equipped to render. The community will serve us, granting the sustenance, shelter, and support that all living beings require to be healthy and happy.
- We will defend those who are in need, and we will stand against evil wherever we find it. We also stand against injustices and wrongs wherever we encounter them. Let us be examples of an honorable and worthy life.

CRIME AND PUNISHMENT

Korindians banish those who knowingly violate the law of metal, either to Kor'Davine or incarcerating repeat offenders until they can ship them off the island. Those who commit violent crimes are hunted down and punished by the Fists of Kor.

Minor crimes involve reform as a common theme, including enforced community service -- if you're breaking rocks in the hot sun, not only are you learning to apply your strength and harden your body against the elements, you're also focused on the task at hand and not getting into mischief.

If it happens in Kor'Davine then it's up to the mayor to ensure justice, though the Korindian's would prefer he did so according to their traditions and laws. However since Kor'Davine is run in a non-traditional way, rules and punishments of the mainland hold sway.

Anyone who breaks the Laws of Kor, and takes metal weapons, coin, or armor outside of the city of Kor'Davine risks deportation to the city, or at least escorting to the city where they're encouraged to remain.

In all cases look to the Laws of Kor and remember that Korindia is not like the mainland.

TRAVELLING KORINDIA

The lush and verdant paradise that's Korindia has wonderful vistas, incredible mountain ranges, and lush valleys all on one island. The weather is variable; strong storms can come in from the sea and break across the land at a moment's notice. It's wise to travel with a guide who understands the best ways to avoid the island's predators. A guide is also the best way to meet village community leaders, and learn more about the Korindians as a people. Apart from that it's always wise to remember their views on metal armor, weapons, or currency -- there's no place for it, so don't venture outside Kor'Davine with any of those things lest you anger the local population, and break the Laws of Kor.

For those who learn to adapt, the island is full of treasures, secrets, and even a whole tribe of goblinish who live within Kor's teachings.

LOCATIONS IN KORINDIA

There are four key locations in Korindia that are worth mentioning; one town, one village, a capital city, and the port of Kor'Davine. There's a lot to see and do for the potential traveler. Of course there are other settlements and villages about the island, along with the Ironwood Gather, each having their own Voice.

RE'LOR

This north western coastal town is made up of gentle curves and rope bridges at the edge of the jungle. Part of the town extends onto the water where there's adequate fishing, and a few residents live on floating pontoon houses -- here they fish and dive for the bounty of the ocean. It's said that there are natives on the island that can hold their breath for a very long time when they deep dive, if they're to be found, they'll be here in Re'Lor.

ILLIAS

This is a large village built on a rocky beach close to the shore on the south west of the island, it's another good fishing location, and has a rocky inland pool which is said to provide healing waters. This hot spring is fueled by a vein of porous rock which allows the water to pass close to the natural thermals which flow beneath Korindia, fed from the dormant volcano. A small Kor-In art school was recently built in this village; it specializes in teaching the forms of Willow and Jaguar.

HAN'DAKOR

The capital city of Han'Dakor is a marvel of Korindian design, architecture, and form. This city is built into a mountain plateau, and in the surrounding treetops. Han'Dakor is the very center of Korindian life, where all the major Kor-In schools reside and the Council of Elders have their seat of power. It's also where you can find a large Druidic Circle. The city is heated year round through clever use of thermal vents which direct the flue gases from the molten material beneath it. Every home and building has a connection to one of those vents.

A mixture of druidic magic and simple science sees to the city's light needs, and thanks to the natural porous rock in the mountain the Korindian's have fashioned Mountain Song Stones which channel the gusts of wind into unusual, melodic, and soothing sounds.

These sounds actually have a direct benefit and some say they keep the city on a calm and even keel. Even Dregordians in the throes of inner rage have been calmed by the soothing music of the mountain.

Dregordians attempting to calm Battle Rage, Brinchie rolling vs Needs Action, and even Orcs trying to end a Berserk rage gain a +2 bonus to Spirit or Smarts rolls (as appropriate) after quietly focusing on the soothing sounds of the Song Stones.

KOR'DAVINE

The large City of Kor'Davine sits on the south eastern peninsula of the island and provides the only place where non-island natives can go about their business. Kor'Davine is exempt from most of the Laws of Kor, adheres to the more traditional aspects of the mainland in terms of justice and punishment.

It's where you can find the traders, merchants, and representatives of the major movers and shakers on Shaintar. Their cultural sectors and embassies are carefully placed so that no one has the upper hand or advantage, and racial, cultural, regional, and political tensions are watched carefully.

A small group of the Fists of Kor does patrol the city to make sure there's not too much trouble. They work alongside a hand-picked cadre of guards. It's not uncommon to see metal armor, weapons, and wealth on display here in Kor'Davine, many of the Progressives moved here, and those Traditionalists who understand there needs to be a certain amount of leeway for other cultures reside here as well.

The current Captain of the City Guard, is Maro the Law, a powerfully built Korindian with dark green eyes, black hair, and a scar on his left forearm.

Kor'Davine acts as the gateway to the rest of the island, it's where you can hire guides, and learn of the Laws of Kor. The Korindian Ambassador makes a point of educating all who come to the island on the Ways of Kor, and she's not willing to allow an outsider through the inner gate until she believes they've come to understand how the island differs from the mainland.

THE SECRETS OF THE ISLAND

THE IRONWOOD GATHER

It's fairly well known that Kor's travels took him many different places, including some gathers, and the society he built owes a great deal to what he learned of communal living from the goblins, orcs, and ogres he encountered. Though he rejected the more ruthless philosophies he discovered in the north, he came to appreciate their respect for nature and ability to adapt to whatever crises arose to challenge their communities.

It's only been in recent years, however, that goblinish in enough numbers have sought to live on the island that reflects so many of their customs. Not quite twenty years ago, an orc chieftain named Murrock took his entire gather – 848 orcs, goblins, and ogres – and hired passage on enough ships sailing out of Eastport to carry them all. He spent a fortune he had amassed as a mercenary warrior of immense skill to lead his people to Korindia.

When he arrived, the Uneras Nom met him on the docks in Kor'Davine. He stripped naked before he left the ship, instructing the captain to take his armor and weapons as additional payment for the journey. He knelt before the First Speaker and said, "I choose



this as the new home for my people. I would spare them what I know of war, and there is no place left on the mainland that will be safe when the Queen awakes again. My life, in service to you, if you will allow this.”

Anselia knelt next to him and replied, simply, “Welcome home.”

The people who followed Murrock had some difficulty adapting to their new home, and there were incidents to cause some of the Eldas Nom to call for a council meeting to decide if the First Speaker had erred in her judgment. However, she stuck to the decision and let Murrock have the time and space he needed to get his people to adapt accordingly. In short order, the Ironwood Gather has become a viable and valued community in Korindia.

Murrock’s biggest concern, in fact, is in keeping his people from becoming too soft. He has trained himself to the fifth rank in Kor-In and pushes all of his gather to work hard and stay fit. He knows that even here, in a place far removed from the lands where war comes too frequently, the violence of war will be felt and, if not prepared for, given victory.

A TASTE OF ADVENTURE

Korindia is an interesting place; there are quite a few secrets hidden on the island and plenty of opportunities for those people who’re seeking a life of challenge. Once again, we’re presenting only a few snippets, shards to inspire bigger stories and even whole story arcs.

KOR-IN SCROLLS

In Illias, at Master Kodan’s school there’s been a break in; several scrolls of Kor-In knowledge have been stolen from the central chamber. The heroes can become involved in the hunt for the perpetrator, called in by the master himself, and set on the path to find the thief. What’s different about this is it’s a test, a test to see how the heroes react to a problem before them. How will they hunt down the thief, how will they react when they find the child (no more than 10) responsible for the theft, and what will they do and say?

Everything is being monitored, and the child should lead the heroes on a merry chase around the village, as well as the local area.

THEY NEVER LEARN

Early in the morning the heroes are awakened by the sounds of conflict; a large scale force of Kalinesh warriors has landed on the island under the cover of night. They’ve moved inward toward where the heroes are staying and have launched a surprise attack on the inhabitants. This should be a scenario that starts with this big assault, puts the heroes on the back foot, and allows them to fight alongside a people trained in battle. The Kal soldiers will throw torches onto huts, the heroes should be given the chance to stop them, or help put out various fires.

Once the assault is over, the heroes are chosen to lead a small Korindian force to the soldier’s camp and drive them off the island.

NOT ON OUR SHORES

The unthinkable has happened, slavers from the Malakar Dominion have landed on the shores of the island, operating their illegal deals under the noses of the Korindians. This scenario is perfect if the heroes are close to a shore or beach or traveling within distance of such -- they spot smoke from a camp fire and see the iron cages where Dregordians, Fae, and other races are incarcerated. The enemies are dangerous opponents with quite a few warriors, a couple of mages, and they’re a mix of allied Malakarans and bloodthirsty pirates.

How will the heroes deal with this, and who will they tell afterwards?

NEW GEAR

KORINDIAN SHELL MAIL ARMOR

Unique to the island of Korindia, Shell Mail armor consists of carved courey shells, the hardest known, sewn into leather armor like armor plates. Both colorful and lightweight, Shell Armor is lightweight and effective, but ultimately less durable than metal armors.

Korindian Shell Mail Armor (+2, -2 coverage, -2 toughness vs Breaking Things)

Cost: 450, **Availability:** -6*, **Value:** -2, **Weight:** 10

*On Korindia, Availability is +0

NEW EDGES

These Korindian Edges are meant to supplement the Edges already found in Shaintar Legends: Arise.

FLOW OF THE MOUNTAIN

Requirements: Novice, Korindian, Vigor d8+, Swimming d6+

This meditative technique is how Korindians control their breathing, focus their minds, and unlock the hidden potential of their bodies. It's said that with it they can slow their hearts, stave off asphyxiation for long periods of time, and even dive to great depths in the oceans.

Characters with this Edge gain a number of benefits:

- When faced with Airborne Diseases (see Hazards section in SW Deluxe), this character is always considered "prepared." In addition, he may hold his breath for 2 + Vigor die x2 rounds before being forced to breath. He also gains a +2 Smarts tests vs being "surprised" by release of the disease.
- If Drowning, a character with this Edge faces death in a number of rounds equal to his Vigor die (not half). He may also be resuscitated within 10 minutes of "death."
- If this character holds his breath before entering smoke, he is immune to Smoke Inhalation for 2+ Vigor die x2 rounds. After which, the character must begin making Vigor rolls at a +2 to vs. fatigue.

FIND THE FAULT

Requirements: Seasoned, Kor-In, Strength d8+

This allows a practitioner of Kor-In to see the weakness in an enemy and thoroughly exploit it, not only can they strike at an armored foe and bypass that defense, but they can also see the mental weakness in psychic barriers and so on.

Kor-In artists gain AP 1 on all unarmed damage rolls against any target wearing armor, or protected by the armor power.

HARMONIC DESTRUCTION

Requirements: Legendary, Kor-In Mastery, Shattering Blow

A powerful Edge for the Kor-In Master -- this Edge combines with any form to allow the practitioner to strike any metallic object and set a resonance cascade loose within the metal. This not only begins to deafen the enemy, shaking them in their boots, but also breaks apart the object so struck unless the enemy manages to deaden their armor or weapon somehow -- perhaps by wrapping it in cloth, or clay. Eventually the weapon shatters, the armor breaks, and the wearer is left defenseless as well as completely disorientated.

There are rumors of Kor-In "Invisible Fingers" who can take this technique one step further, causing the very resonance to affect bones, so an enemy is literally shattered inside their own skin. These are however, just rumors

In addition to normal damage rules, Kor-In Masters with this Edge also automatically apply any Unarmed damage against a target's metal armor (only affects armors made entirely of metal). As per the Breaking Things rules, if the damage roll equals or exceeds the armor's toughness, it is shattered and no longer provides any protection until repaired. Versus Harmonic Destruction, armor has a toughness equal to 10 + armor bonus. White Silver, Black Iron, and Blood steel gear has toughness equal to 10 + armor bonus x2. Gear with the Minor Quality Unbreakable are unaffected by this Edge.

If the Unarmed damage is insufficient to shake or wound the target, but succeeds in breaking the target's armor, they are immediately Shaken as well.

AP does not apply to breaking armor, but otherwise treat as normal damage (not Solid Object). Damage against armor is applied AFTER the damage to the target is resolved normally. Targets who prepare their armor in advance with a standard success on Repair roll and a few minutes may counter Harmonic Destruction.

