

# The Nassan Corsairs

*The tyrants of the land drove us into the waiting jaws of the sea, not caring what became of us. But we made a home in the heart of the great blue beast, and now the tyrants that cast us away quake at our name! We won't be yoked to any tyrant again! - Xianggu Aboard Red Flag, leader of the Pearl River Pirate Confederation before battle with the Imperial fleet.*

Free peoples who have turned away from the land and given their life to the sea, the Nassan Corsairs are as wild and untamable as their ocean homes. The Nassan Corsairs bind themselves to a like minded crew to share their lives with. To the Nassan, pursuit of life's passions is above all else.

Whether chasing a lifelong dream; attaining riches, glory, or just to experience life's wonders. Sometimes these passions lie outside the realm of adventure; a brief study of a topic or even life long academic pursuits are just as valued to some Nassan.

Few know as much of the stars above as the Nassan and, after centuries of navigating by the constellations, Nassan astromancers forged a deeper connection to them. Drawing power from the constellations, the Nassan have unique methods of arcane scrying to foretell the future by the light of the night sky.

Groups of the Nassan come together in hidden coves and secret places where they bind their ships together with temporary fixings

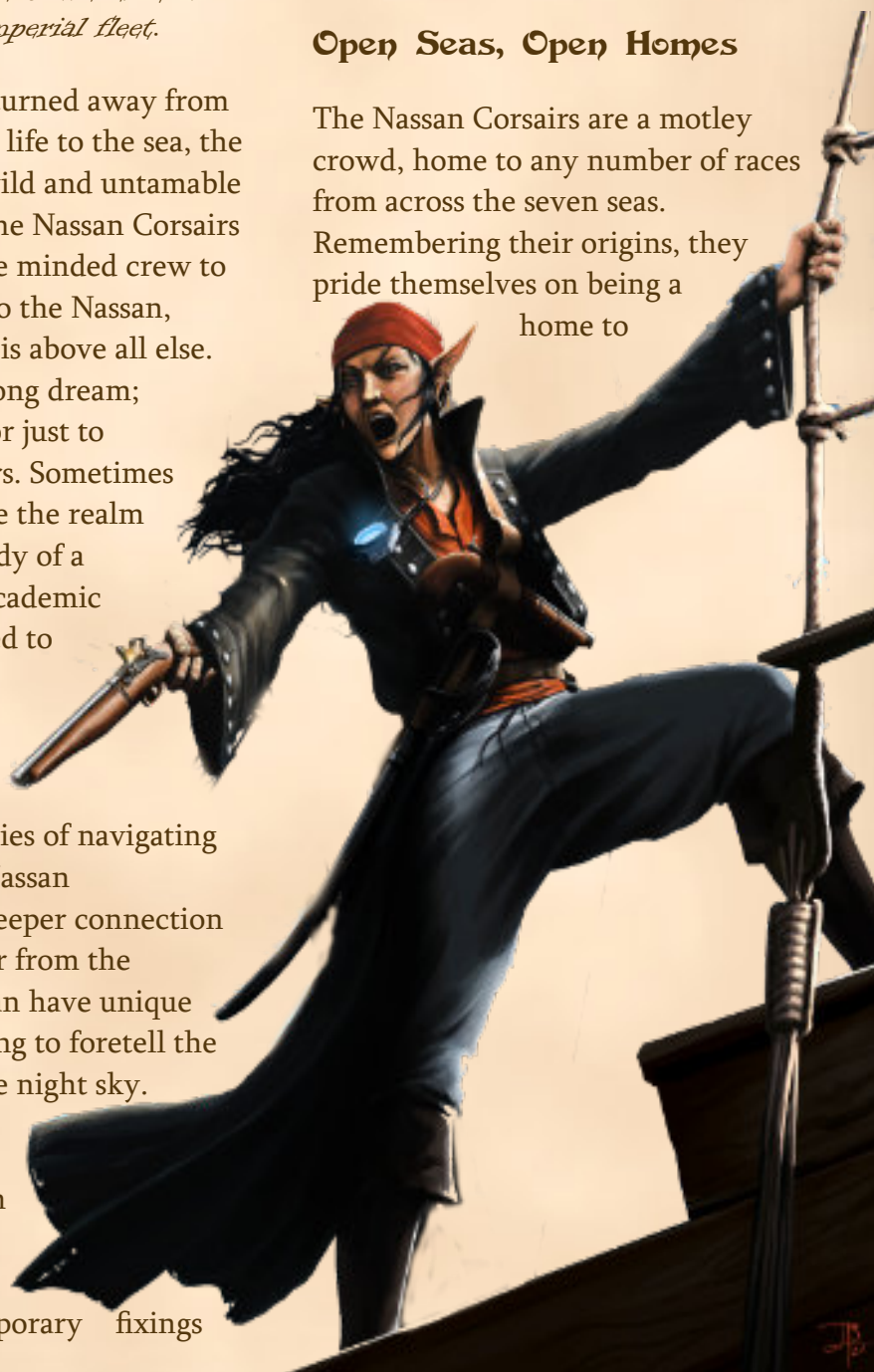
of rope and timber before simply casting off when the mood takes them.

Oftentimes these floating amalgams of ship and sail become settlements in their own right as a constant stream of ships come and go, very rarely they become akin to a city. Yet each Nassan has an untamable mercurial nature and, just like their residents, the floating cities are ever changing and as restless as the seas that they sail.

## Open Seas, Open Homes

The Nassan Corsairs are a motley crowd, home to any number of races from across the seven seas.

Remembering their origins, they pride themselves on being a home to



castaways, runaways, the lost and the misbegotten, filling their galleys with eccentrics as much as it does the hard-hearted.

Nassan Corsairs are fiery tempered buccaneers and salvagers with a passion for life and a deep love of their chosen family. Eschewing family names, they instead take on the moniker of their ship, for example 'Juan Aboard Serpiente' or 'Billy Aboard Gull's Call'.

Life on the seas does shape the Nassan Corsair into a culture though: they are lighter on their feet than most and able to read the tides and stars better than any, even without the aid of their magical Astrallabes.

They tend towards free flowing clothing that emulates the waves that surround them, and are ever keen to display their wealth. Opulent jewels sewn into garments and hands heavy with gem encrusted rings are common sights amongst the Corsairs.

They tend to be weather beaten and scarred by their swashbuckling lifestyles, though disability won't stop a Nassan from raiding. Many a Nassan has an adaptation to such an injury; an eye patch, a hook hand or even a peg leg; and their ships are full of ingenious contraptions to support the needs of the crew.

### **Brightest Stars**

A Nassan Corsair does not expect to live a long and peaceful life, nor would they want to if one was on offer. Boredom is anathema to the Nassan; even the few Corsairs who live stationary strive to pursue fresh experiences, whether simply a new craft to practise, the deep exploration of arcane studies; or collecting the innumerable tales of adventure from their nomadic compatriots.

Above all other riches the Nassan covet the unique Starfall Ore. Having passed so close to the constellations before falling from the skies, this ore is full of uniquely arcane structures from which the finest Nassan magical tools are made. Nassan ships compete to find this ore when it falls, for among its many uses are to craft the precious Astralabes that the Nassan Corsairs use to navigate the future itself.

### **Privateer Republics**

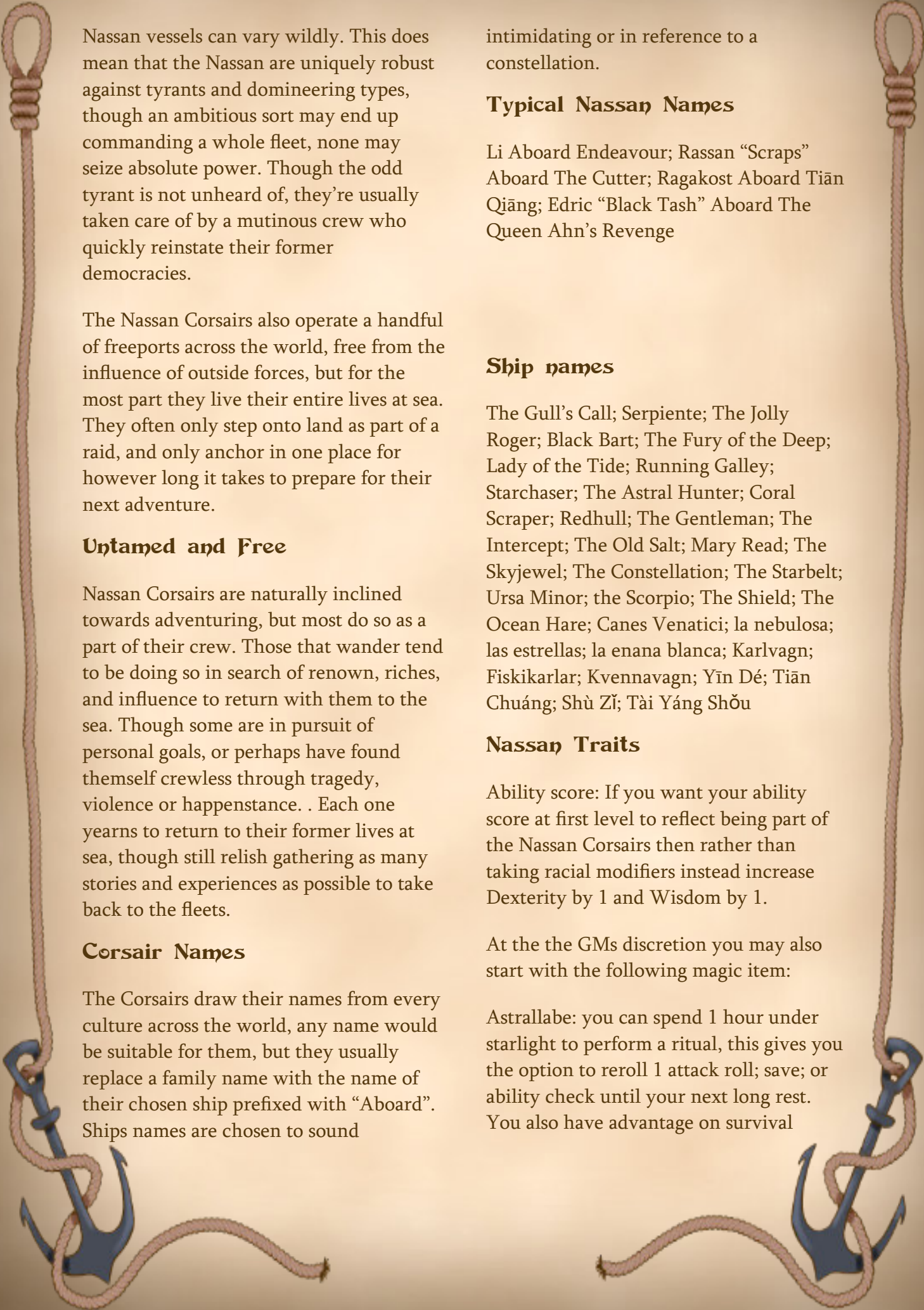
Each Nassan ship is a true democracy, with the Captain voted in by the crew, and all major decisions taken likewise. A Captain only holds absolute command within combat and is thus usually the

finest strategist, strongest fighter or one who has done deeds worthy of respect - though this may just whomever is least likely to get them all killed.

Every crew is the arbiter of the law aboard their own vessel and thus individual







Nassan vessels can vary wildly. This does mean that the Nassan are uniquely robust against tyrants and domineering types, though an ambitious sort may end up commanding a whole fleet, none may seize absolute power. Though the odd tyrant is not unheard of, they're usually taken care of by a mutinous crew who quickly reinstate their former democracies.

The Nassan Corsairs also operate a handful of freeports across the world, free from the influence of outside forces, but for the most part they live their entire lives at sea. They often only step onto land as part of a raid, and only anchor in one place for however long it takes to prepare for their next adventure.

### **Untamed and Free**

Nassan Corsairs are naturally inclined towards adventuring, but most do so as a part of their crew. Those that wander tend to be doing so in search of renown, riches, and influence to return with them to the sea. Though some are in pursuit of personal goals, or perhaps have found themselves crewless through tragedy, violence or happenstance. . Each one yearns to return to their former lives at sea, though still relish gathering as many stories and experiences as possible to take back to the fleets.

### **Corsair Names**

The Corsairs draw their names from every culture across the world, any name would be suitable for them, but they usually replace a family name with the name of their chosen ship prefixed with "Aboard". Ships names are chosen to sound

intimidating or in reference to a constellation.

### **Typical Nassan Names**

Li Aboard Endeavour; Rasan "Scraps" Aboard The Cutter; Ragakost Aboard Tiān Qiāng; Edric "Black Tash" Aboard The Queen Ahn's Revenge

### **Ship names**

The Gull's Call; Serpiente; The Jolly Roger; Black Bart; The Fury of the Deep; Lady of the Tide; Running Galley; Starchaser; The Astral Hunter; Coral Scrapper; Redhull; The Gentleman; The Intercept; The Old Salt; Mary Read; The Skyjewel; The Constellation; The Starbelt; Ursa Minor; the Scorpio; The Shield; The Ocean Hare; Canes Venatici; la nebulosa; las estrellas; la enana blanca; Karlvagn; Fiskikarlar; Kvennavagn; Yīn Dé; Tiān Chuáng; Shù Zǐ; Tàì Yáng Shǒu

### **Nassan Traits**

Ability score: If you want your ability score at first level to reflect being part of the Nassan Corsairs then rather than taking racial modifiers instead increase Dexterity by 1 and Wisdom by 1.

At the the GMs discretion you may also start with the following magic item:

Astrallabe: you can spend 1 hour under starlight to perform a ritual, this gives you the option to reroll 1 attack roll; save; or ability check until your next long rest. You also have advantage on survival

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