



Tir Nan Beo – Cursed Lands

Batavii Clan

Part of Dumnonni Chronicles

<http://www.tirnanbeo.com>





Batavii Clan

Introduction

Conquest of these lands can only mean one thing, arrogance mixed with stupidity. Who offers his people for a land in horror? Who leads his men bleed in this blood thirsty land? Is it a game, or a stroke of genius? Ard Ri Bull sends his emissary to a land nobody wants, because he wants to show force to those surrounding it. If he can conquer this, he can conquer everything. Perhaps the stories from Culhaven are not so spontaneous, but are in fact words of distraction. He once was a black shield, one of those who raided these lands and stripped it from all resources. Are we to believe that the lands have changed all that? Are we to believe that this conquest is a show of blessed fortune? Is this champion of his here for doing well, or is he fevered with thoughts of personal glory. The fact that the Nervii have taken a knee shows promise of fevered dreams of mindless glory without any thought of consequence. The Frisii is a different story. Knowing them they have shielded their true intentions behind the laughter's of their women and the yellow of their shields. Hmmm, they are clever those Frisii and then the Menapii. Obviously outnumbered and without any hope for victory. Why have they agreed upon this king Oswald. They were saved in their forest. Why invite blood into your houses. Word travels that the Norse fought for dominance and lost. Now they are renamed and have taken their shame very seriously. They have Berserkers who are fighting with the powers of the earth. But the earth in TNB is filled with a darkness, blackness and full of hatred. If ever they knew whose power they used.

We are surrounded by armies and are festering inside. We must make a choice. Do we align with the Ard Ri of Cullhaven, or shall we wait for this King Oswald to brighten the forests and slay all the evil which darken it. Shall we look to the north for Alliances, or are they too far away. It is difficult. To what hand do we deliver our children. What justice suits us most? What leader shall ignore us the most? Long have we remained separate from all the wars and troubles surrounding us? We paid off with armour and weapons and occasional warriors famed as brave and loyal bodyguards. Once, between the rivers, we had little to fear from others, but in the new lands of Tir Nan Beo, we also must choose a path. Our skilled crafters worry for their trade, fearing that some leaders will take it all away without the right coin. Our army will have to serve others far away to fight for other men's glory. We would be diminished, lesser. Our choice must be that of Ard Ri Bull, not directly, but through this King Oswald. If we must fight, then let it be in our lands. If we must die, let us die so our kin can honour us close by. Perhaps trade can be expended to the south. Yes, we shall bow before the lesser evil and be done with it.

The people have spoken and agreed. Not for reasons the leaders thought off, but because they wanted to fight for their lands and if that mend fighting along strangers then so be it. Crafters have begun making armour and weapons for this new purpose of our peoples. Let these weapons and armour tell of our people, of our standards. Why make a home from wood, when you can quarry Stone. Why make a simple armour or weapon, when you can elevate it with art and gold. Life is not about survival, but to live it to the best of your abilities. If one looks at you, one must know what it sees. Actions are just moments in time, how you live is how you shall be judged. Our warriors must make their own gear and even when they fight as champions, we only release them to bloody war, when they finished something resembling their feats. We are neither shieldwall, nor skirmisher. We are both. We are champions of men, not for glory or for fame, but because that is what we strive to be. Bards must only tell that what is true, not what is glorified. If it is glory you want we will point



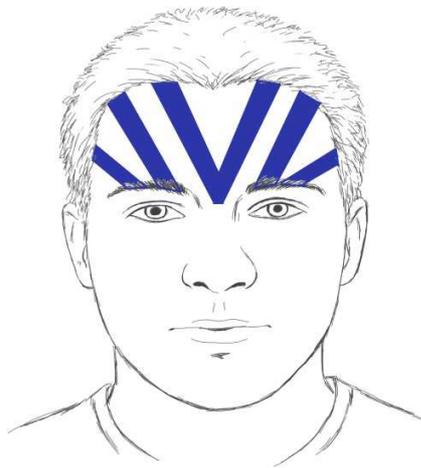


you to our neighbours, if it is fame you lust for, we shall point you to a lying bard, but if you truly want a champion, born a raised to serve a greater good, then we welcome you.

Our leaders have seen the threat around us and though we do not know the heart of this king Oswald, we choose to serve him. Our people however must believe in better things than threats and trickery. They should be allowed to live for better days and better goals and as such they have chosen King Oswald, for his goal seems to be to ride the World of evil.... For now

Woad colour: Blue

Form:



Special Characters

The Batavii may have the following classes:

- Bards
- Healer
- Priests
- Ovates

The Batavii may NOT have the following classes:

- Berserkers
- Shamans
- Wistman

See the TNB Guidelines - Wyrd Users section for more info on Wyrd and wyrd users.





Brief i.c. history

The Batavii have lived for three generations in the new lands of Tir Nan Beo. They have settled on the coastlines and thrived better than most. Agriculture runs deep in their veins and as such they managed to grow food where others were starving. They are a proud and mostly secluded people who cherish peace more than most. They strive to better themselves in everything they do. They believe that their work, clothing and armour resembles them and because of that they spend many hours in perfecting it. Is it pride then what motivates them, well, yes, but not in the form of arrogance or competition. They simply take pride in that what they are. Even the simplest Batavii tries to look the best he can. They are famous in Tir Nan Beo for their crafters. Clothes, weapons, armour and even trinkets are valued highly and because of that the Batavii could be seen as a rich clan, but they are not. They spend every coin on new resources. They value peace above all, but not at all costs. When reasonable they are willing to strike deals involving even pay-offs and their chieftains can rarely be convinced to help others, unless it serves their purpose. The Batavii warrior is a well-armed man who has spent many hours training for battle. He is a man of honour and shall not leave the battlefield when committed to it. This disposition has earned them respect all around Tir Nan Beo. A Batavii warrior in your service is a highly loyal soldier and for that Batavii (body) guards are highly valued. They are a strange people, for they are secluded by nature, yet they trade. They tend to stay away from trouble not their own, but when involved they are the last to yield. They are not arrogant, yet strive for perfection in their everyday things. A complex being, whose thoughts are simple? Keep to yourself and the favour is returned, but when you commit, see it done and are loyal to it.

Honour

When it comes to honour we find the Batavii somewhat two faced. On the one hand we have the warrior. A man (very few women) that will not yield will not break or flee and on the other hand the leaders and chieftains who wish only peace and go very far in achieving it. They are not perfect neighbours for they are willing to stand down, when it is not their problem, even when the problem was also not that of their neighbours. The fewer enemies you have, the older your children will become and as long as their borders are not threatened all shall pass over. The warriors however believe different, yet mostly abide by the will of leaders. Not because of agreement, but because peace gives them time to craft and hone their skills and equipment to perfection. However when provoked or unleashed the Batavii warrior shall battle all that is thrown against him relentlessly. Not for honour, or fame, but because it has to be. They abide to the rules of honour like the Celts do, but are not naive in hoping all others will do the same. Honour is a valued thing. First it must be learned and embraced, after that it must be sustained. Honour broken once is a broken thing and must be discarded. A Batavii does not simply believe everyone to be honourable and few who are not Batavii have earned their trust in being believed to be honourable. Honour is earned, not freely given. Of course you can hope for it, even treat a man as such, but do not give it before proven. The same counts for the Batavii. Prove every time that you are a man of honour and give others the time





to come to the same conclusion. There are exceptions to these rules of conduct. When Bards or Druids say one is a man of honour, then accept it and cherish it. The Batavii are difficult in honour and respect as well. They treat everyone as being honourable, but do not always believe it so. Leaders and Chieftains often see no honour in risking their own for other men's stupidity, but the warriors often see it different. When they have accepted once honour they would find it dishonourable not to help. It is the two faced coin where the clan has lived with over the centuries and the inner war they find themselves in so often. It is often said that the Batavii as a whole are a secluded people who give little aid if it does not benefit them, but it is also said that a Batavii warrior is the best soldier you can have. A Batavii does not boast about themselves, or even others, but leaves that to the Bards. They do speak of heroism and great feats, only to the bards to whom they trust the tale to be taken with them. To boast about yourself is mostly seen as an act of humour, for if you need yourself to tell your tale, then the tale itself carries little weight and as such it must be a joke to tell it.

Battle style

When in battle the Batavii mostly rely on tactics and overall strategy. They are mostly heavy warriors who carry great shields in the colours of gold, bronze or brass and wield spears and swords. They rarely wield axes or hammers, as they do not see these weapons as weapons for battle, but as instruments for their crafts. Their Armours are well made and beautifully adorned with symbols and art. A Batavii warrior makes his first armour himself and before it is ready he is not allowed into battle. This armour must reflect all that he is and when the warrior is dead his armour accompanies him to the afterlife. The Batavii have a mixture of specialists which they use accordingly. The heavy warrior trained to lock shields with his neighbour, the skirmisher, and the archer, which is cherished among the ranks. Although there are women among the ranks of the Batavii, few have ever been seen among the heavies. They are mostly skirmishers and more often archers. When in battle the Batavii are the last to retreat and only if their leaders say it so. There are enough stories of Batavii fighting to the very last man if that meant killing as much enemies as possible. A typical Batavii is not easily provoked, but when challenged eager to test his skills. A Batavii does not boast or provoke to gain advantage, but is steady and waits for opportunity. Enemies are treated with respect, until proven unworthy.

Man and Woman

Men and women are not equal in Batavii culture. Men lead and women follow. They might have the same traits but some positions a woman can simply not have. If they do want influence they are encouraged to do this through their husbands. Leaders and chieftains must be men. This is because the main God of the Batavii is a man and by his example the Batavii follow. Men and women are raised different. They are taught different skills so they can become different things. A woman, for example, will not have military training, but is allowed to train in military things, as long as she does it on her own. It is forbidden to teach a young woman skills of war, but if married, then her





husband may teach her, or even hire someone to teach her. Men and women learn how to cook, though it is custom for the woman to cook. Heavy jobs, such as carpenter, smith etc. are men's jobs, farming, fishing, making clothes are female jobs. All jobs, besides being leaders and chieftains, are open for both man and woman, but because children are taught different skills, it tends to stay this way. Crafters of weapons, armour and jewellery are mostly men, though there are female crafters known. Honour and respect between men and women is similar. A gifted farmer is shown equal honour as a gifted crafter.

The skill of healers is great within the Batavii ranks. Some say that blessings of Frige run within the women of the Batavii. There is no male healer known to exist, although some would argue that this is because they were not taught to become one. The healing touch of the Batavii women is so valued that some kings of the other clans have married a Batavii woman hoping to extend their lives because of them. Though no case is known to verify this, the rumours of this gift are persistent and might therefore have truth in it.

Society

The Batavii are a people lead by a council of elder men chosen from the noble families within their settlements. There is more than one settlement and all settlements have their own council. Within the council there is one favoured as clan leader (although the name suggests that he is leader of all the Batavii, which is not true). When war breaks out, or important quests must be undertaken, then the council selects a warchief, or chieftain to lead them. This chieftain is responsible for the outcome of the expedition and can, if failure is more than normal, be executed for it. The leader of the village is responsible for negotiations and overall judgement. The council is there to advise and help him, but has on its own no "real" power. The Chieftains do have power, yet this power is bound to their task and when done the power is gone. Men lead and women support. The common wealth is not distributed equally, but has a strange mixture of loyalty, gratitude, involvement and politics in them. Trade within the settlement is based on the return of skills and food and traders are there to buy everything that is left and bring it outside the settlements. Traders are in such regard seen as both traders and diplomats and are rewarded for their work for the community.

The Batavii are no military based culture, but a culture based on agriculture, trade and craft. They do however have a professional army which trains every day to keep up their efficiency. The armies of these settlements are small, but are all heavily armed. In wartime the non-military join in with archers and skirmishers. All male children are demanded to fight, when needed. From women it is demanded that they will defend themselves, at every cost. Batavii are very much on their own besides trade and try to stay out of other men's politics as long as they can. It is no exception that the Batavii choose to pay off an enemy so they can stay at home. In great wartime the different settlements join numbers to defend the territory. This is however very rare and has only been known to happen when still in the old world.





The Batavii are known for their devotion in everything they do. Because of this they have many specialists. Their crafters in weapons, armour, jewellery and clothing are highly regarded in Tir Nan Beo and their merchandise much valued. The Batavii however are not traders in that way and make only what is needed. They rather spend more time on one object than to make two. Because of this Batavii trade is not big.

For many years enemies and warbands roam the lands of Tir Nan Beo and until now, no real force has challenged the Batavii. For a few years now the forest has darkened and the lands have become more cursed than usual. Within a council of leaders the Batavii have concluded that King Oswald is a good leader to follow. Firstly because King Oswald has the backing of the free races. Secondly because King Oswald has set his goal to improve the lands. And in such it will improve the surrounding lands of the Batavii. For now they have accepted him, but fear that this decision will have consequences to their settlements. Not many have joined the new king and the darkness in the forest holds something that has yet to emerge. The warriors however are glad to have taken arms with this new King and are grateful they can help better the realm. If intelligent, king Oswald would do well to trust the Batavii and give them positions suitable for their skills, for the rest of the clans cannot be trusted. Not because the Batavii believe so, but because history has proven it.

Religion

In the old world the Batavii religion was based around Magusanus, but the priests felt little to no power from him when coming to Tir Nan Beo. Instead other Gods found them and gave them new priests who would guide them. Religion is important to the Batavii and they take it very seriously. There are many rituals involving the Gods and there are no priests known among the Batavii who have not accepted gladly the burden and responsibility.

Woden	Chief God, Wisdom, Leadership, Judgement, Death, War
Frige	Wodens Wife, spinner of clouds, marriage, harvest, the earth, childbirth, home
Thunor	Son of Woden, God of Storm, Lightning and Thunder
Tyre	War, Combat
Seaxneat	God of the sword, family

Batavii priests are almost always related to their profession. A priest of Thunor or Tyre are always warriors, Woden is found between the leaders and crafters and only women hear the call of Frige. Seaxneat holds a special place among the Batavii for they see him as God of opportunity and luck. As most Batavii are simple men, his influence is seen in everything out of the ordinary.



