

*The Raevirs: A Dissertation of the Raevir Tribe By Diedrik Barrow*

In the land of Aegis, in the reaches of the far North, a tribe of Highlanders who called themselves the Raevirs developed. The Raevir people belong to the same tribe as the Hansetian and Northern tribes, and set their stakes in the riverlands, forests, and valleys in a region that would later be called Raev. Originally eeking out a living as hunters, foragers, and subsistent farmers, the Raevirs naturally developed a large warrior class who made a living raiding the warm southern Heartland aside their chieftains.

However, a worldwide period of warming would eventually allow the Raevirs to settle into a more stable agricultural lifestyle. This would lead to a series of crusades by the Creator worshipping southerners, and the dispersion of Creatorism among the Raevirs. Becoming faithful followers of the Creator, or “Godan” as he is known in the ancient Raevir tongue, they were eventually forced from the continent with the coming of the Undead and would spend the rest of their modern history seeking a home, their Mother Raev.

The Raevirs stand the average height of most humans, from five and a half to six feet tall, with the women generally being shorter than the men, though taller groups of individuals are not uncommon. Raevirs are usually fair skinned, with some being found to be particularly pale such as the Corpsekin, or stonier, as the mountain dwelling Kovecs. Their hair tends to be all various shades of brown, from dirty blonde to near black. Individuals with blonde or red hair are usually pegged as being of foreign origin, and those with black hair are dubbed as having “Crow’s Crowns” and are rumored to be descended from the bastard offspring of nobles. Raevir eye color tends to be brown, green, or grey.

As a people, the Raevirs are a grim, dour tribe. They are, as if by rule, pessimistic, stubborn, and stony. This sentiment originates from their homeland, a place where the cold, frigid winds forced the people living there to become just as cold and frigid. They are rather distrustful of outsiders, as few outsiders have taken the time to become accustomed to their culture, and have seen them as a race of barbaric, uncultured peasants lacking the refinements of the southern ways of life. Even after adopting the Faith of the Creator, Raevirs proved skeptical of the ways of Heartlanders and for the most part retained their old cultural values. A narrow minded folk, they are resistant to change and stick to their traditionalist ways. Their cynical view of life sees things as rather futile, as most are born into a peasant’s lot, and will live and serve another most of their life and then die after doing so. They lack the belief and awe at glory as other humans and tend to scoff at ideals like knightly vows and ideals. Blunt and brusque, their rather shrewd, honest way of talking makes them poor diplomats.

On the other side however, Raevirs have many traits that prove to be hard to find in other races. Whereas politics, scheming, and ambition become commonplace in

Heartlander and even some other Highlander cultures, Raevirs are extremely loyal and humble. They rarely turn their backs on their countrymen and serve both earthly and heavenly lord with humility and faith. The Raevir population may have some part in this, as the ratio of common folk to nobles is very high. Raevir commoner community as like none other, as it has been allowed to grow, instead of allowing vast numbers of common folk to ascend the social ladder to the rank of gentry. This instills peasants with a strong sense of loyalty not only to a man's lord, but also their countrymen. Raevirs are considered cold to outsiders. This can be seen in the fact that they will not drink to get drunk in a stranger's company. Among their friends and family however, Raevirs are very warm, and celebrate what little happiness in life can be gleaned from what can be a harsh, unforgiving world. They are hard working and believe it their lot in life to toil in the soil and serve in their liege's levy in times of war to properly serve their lord, land, and Creator.

Raevirs are an extremely religious group, strongly adhering to their faith. Creatorism was first integrated into Raevir society during the Northern Crusades, and was further spread by Stran and his followers. For ages the Raevirs followed a particular sect of Creatorism later christened "Ruskan Orthodoxy" by Saint Bogdan the Wise. Though now strong followers of conventional Creatorism in name, they still adhere to a number of old ways, such as the use of imagery of birds as messengers of Godan, and water as a sacred symbol of life. Furthermore, an old sentiment of Raevirs is that of loyalty to a symbolic idea of "Mother Raev". Originally this was conceived during the Northern Crusades by pagan Raevir holy man, but resurfaced after the Raevir Diaspora after the fall of Aegis to the Undead. Like other Northern peoples, such as the Hansetians and Adunians, the Raevirs have had this sense of patriotism cultivated amongst themselves unlike the more sectarian, political ambition of southerners. It has been further stressed by the Raevirs however, due to their large population and level of commoner culture and their lack of a homeland for many centuries after the Diaspora.

However, this dispersion has also allowed Raevir innovations and ideas to expand greatly. Due to their mistrust of foreign ideas, Raevirs have been forced to pave their own way in many fields, such as construction and engineering, allowing Raevir architectural styles to become popular across the human world, while Tuvya Carrion pioneered his invention, the cannon. Their literary sense has led to them being a well documented race by individuals such as the first Diedrik Carrion and Raevir writers have translated the Canon and many holy texts. All of this can be said, as well as Raevir feudalism becoming a popular mode of government and military organization across human realms all the way into the modern age.