

# The BREVVIN GUARDIANS OF THE LODESTONES



**"No Gods Above, No Kings Below"**



In a world shrouded by the whispers of gods and men, the Brevinn stride forth, their souls entwined with the primal essence of the land. In their lineage, a tapestry woven from giants, dwarves, and humans alike, they stand defiant as the unyielding guardians of the Lodestones. Bearing the mantle of their ancient wisdom, they are warriors tempered by a fire that burns away the shackles of hierarchy and the chains of tyranny. Under the watchful eyes of the Verdant Council, they dance upon the knife's edge between tradition and a wild, insatiable thirst for freedom. Like the very land they protect, the Brevinn are a paradox - hospitable yet wary, bound by ancient ways yet yearning for the vast, uncharted expanse of the world. In the heart of each Brevinn beats the essence of Brevik himself, etching their legacy into the annals of history as a tale of grit, glory, and unyielding search for power.



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# VALUES & ATTITUDES



*“The ancient city of Brevos, one of the oldest human cities in existence”*

The Brevinn, heirs to the ancient wisdom of their forebears, are warriors born and bred. In times long past they had stood guard over the Underkingdom of Khazgarim in steadfast alliance with the Dwarves, weathering countless battles and strife.

From their earliest days, the Brevinn are schooled in the harsh realities of the world and the insatiable greed of their mortal neighbors. Their stoic outlook on life dictates that only the strongest may endure, for the world consumes the meek like kindling. They are ever vigilant, for to let down their guard for even a moment is to invite defeat and utter ruin.

## WARRIOR AT HEART

This extreme fear of weakness has lead to every Brevinn, male or female, no matter how young, being instructed to fight and bear arms, for the day that they must do so is never far off.

This makes the average Brevinn quite brawny, as every able bodied individual has been drilled into the life of a soldier, be they farmer, druid, hunter or carpenter. They feel they must remain strong, in order to protect their freedom, and the land of their kin.



### FREEDOM & HONOR

The history of their wars against Isilia has ingrained into their beliefs in the form of freedom. The Brevinn believe that all should be free, whether it be man or beast. Men and women in chains are morally unjust, and all steps should be taken to combat those who enslave others, for such is the purpose of the Brevinn people in this world.

They take great honour in all that they do, as their purpose is a higher one tied to the well-being of the planet, given to them at the advent of their people by Brevik himself.

### THE VERDANT COUNCIL

Their political system reflects this, as rather than being ruled by a single king, the Brevinn are ruled by a council of Chiefs which sit upon the Verdant Council, all of which have equal voice, and all are Druids, which is a requirement to be a Chief on the Verdant Council.

They are adamant against being ruled as well as others who allow themselves to be ruled, thinking them to be ignorant of their fate and pitied, going against the natural order of things. These values apply to the nobility as well, as Brevinn people despise social ruling as much as governmental power.

Their staunch aversion to social class barriers has led to a very egalitarian culture and a culture that greatly values individual autonomy and freedom. This (ironically to outsiders) makes Brevinn both a very controlling people in their endeavour to ensure freedom.

With their freedom to wander and explore the world, expressive art and clothes, Brevinn culture is very strict on their people staying within this defined freedom. Those who step outside of these traditions are reprimanded in various fashions, with the highest form of punishment being Felled, a form of exile dictated from the Verdant Council themselves.



Brevinn are a strange concoction of equal parts mistrusting and prone to xenophobia, and yet welcoming. Their history of unwilling defensive conflicts has led to a great distrust of foreigners - especially their neighbors, yet they yearn to engage with them in good settings. Their warm and friendly nature seeks to engage with other peoples, yet they find it hard to trust them.

A Brevinn's deep loyalty makes them the greatest ally and friend one can possess, but earning their trust is a decade long affair. As aforementioned, Brevinn have a culture of great friendliness and hospitality - some of the greatest and kindest hosts one can encounter. Seemingly always looking to share a drink, or friendly brawl, with other Brevinn and even those of other ethnicities.



**THE WAYS OF OLD** - Deeply seated into Brevinn culture are their traditional beliefs; Ensuring the status quo and continuing the work that's been done by the Clan's lineage is of utmost importance. It is not unheard of for a Lumberjack within a Brevinn Clan to have had his job reserved for him 5 generations in advance, using the tools and cutting the same lumber that his great ancestors have done for decades.



**ONES WITH NATURE** - The Clans also endeavor to take as little from the environment as they need, and take only what they need from the world. A Brevinn huntswoman may leave the bones of her quarry buried in the woods as to respect the spirit of the creature slain.



**DRUIDISM** - As the Brevinn people are deeply naturalistic, many of their people are Druids. Druidism is one of the few magical aspects of the world a Brevinn advocates for, as any other magics that can cause destruction and harm upon the natural order of things is thought to be highly taboo, and grounds for exile from a clan if a fellow clansmen is discovered to be a magic practitioner that is not Druidism.



**THE UPROOTED** - On highly rare occasions, often in times of dire circumstances for the longevity of a clan, a Clansmen may be elected as an Uprooted by the Verdant Council, in which they are permitted to learn any and all magics available to them in order to achieve whatever goal the Council deems worth breaking tradition. Uprooted individuals are often ostracized by other Brevinn, who believe that their presence brings bad luck, even if they are on a mission for the Verdant Council.

# FAITH & BELIEFS



The Brevinn religion is deeply tied to the natural world, and many of its rituals and beliefs revolve around the changing of the seasons and the cycles of birth, growth, death, and rebirth. The Brevinn believe in an unshakeable faith of the universal force - the Talamh, which traces back to when the Tuvarian peoples were all unified.

They believe it is present in all things, living or not, as a sort of "universal soul", and is meant to remain in its pure form. To live in harmony with nature is considered pure Talamh, whereas non-druidic magic, aberrations, exploitation of nature and each other and other things of similar stock are thus considered impure and corruptions of Talamh.

It is through this universal force they believe is the means of righting all wrongs in the world, starting with themselves through living good lives in balance of all things. Lodestones are also believed to equalize Talamh, allowing spirits to cross into the earth.

There are two governors of the Talamh, Siobhán and Niamhán, both of which are entirely subservient to Talamh in all manner and fashion.

These two are gods in the Brevinn faith, referred to as the Samsara. Both are aspects of Talamh, and neither can exist without the other; for if there is too much death as well as life, an imbalance arises, bringing a taint of the Talamh and unbalancing the cycle of life.

Unlike many other religions on Akand, the Samsara are believed to be amongst the world, living around the people of the world, rather than reigning on high in the heavens.

## Siobhán, the Green Titan

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Siobhán is the Green Titan, depicted as a monumental figure entirely composed of the Earth itself as she is the feminine representation of Life.



### A LOVE FOR THE WORLD -

It is said that the Green Titan's size is equivalent to the amount of love she has for the world and those who inhabit it



### A LIGHT IN THE DARKNESS -

In times of crisis or trouble, people turn to Siobhán for comfort and guidance, believing that her light and beauty will help them overcome any obstacle.



### FIRM BELIEFS -

Her followers believe that as long as they hold onto their sense of wonder and appreciation for life, they will never truly be lost.

# Niamhán, the Black Bowman



Niamhán is the Black Bowman, the masculine representation of Death. Rather than working against Siobhán, the Black Bowman is an agent of transformation and change rather than of pure decay and rot.

## KEEPER OF SOULS -



Depicted as a shadowy figure with a hooded cloak and eyes that shine like the stars, it is said that Niamhán walks the earth, bringing peace to those who have passed on and guiding souls to their final resting place.



## KEEPER OF DEATH'S ARROW -

He also is responsible for “loosening the arrow” into the hearts of those who run from death, which to the Brevinn is inescapable for all things. In times of loss or sorrow, people turn to Niamhán for comfort and guidance, believing that his wisdom and compassion will help them navigate the difficult journey of grief.



## EMBRACING DEATH -

Followers of Niamhán view death as a continuation of life in a different form, rather than as an end. To them, death is a natural part of the cycle of life and they embrace it as a time of transformation and renewal. They don't fear death, but rather view it as a time to be celebrated and remembered.

While all are able to reach spiritual Talamh within themselves, Brevinn Druids are the guides to aiding one on their journey. They rely on the strength and stability of the Earth throughout their culture, with a good portion of Brevinn being druidic in nature.

Great importance is placed upon those who are druidic in official capacity, with Druids being both spiritual leaders and keepers of knowledge.



*"Should fate demand a sacrifice, let it be my fortune for thine.  
If a choice be made to abandon, let it be my heart for thine.  
And if the end draw near, let it be my breath for thine."*

They guide their kin into purity, and oftentimes live as hermits in a cloistered fashion deep wishing the sanctuary of the wilderness, where Talamh is to be the greatest, and one's connection to it heightened.

On the journey to balance, it is believed that those who attain the apotheosis of balance receive a gift from both Samsara Gods; the ability to commune with the Ancestors by Niamhán, and the awakening of greater Druidic powers by Siobhán.

Brevinn soldiers who go into battle frequently invoke the name of their Ancestors upon their path, so that they may walk in their footsteps.

Those of pure Talamh are believed to have their spirit linger as a nature spirit, watching over their future kin. Some remain bound to lodestones, other to some regions they valued greatly - Those impure, however, are recycled into the greater mass of Talamh, and receive a new attempt at life without the ability to commune with those that have come before them.

One of the more magical aspects of Brevinn faith as well as their culture itself is that of Lodestones. Believed to be the resting place of many souls, these pillars of rock are erected in various locales, from the tops of mountains to surrounding the perimeter of a Clan's village.

Lodestones are believed to be a means of which spirits can enter and return to the Earth in which they belong. This can only be done when a rock pillar has the appropriate carvings as deemed worthy by a Druid; upon completion, a ritual is conducted around the Lodestone in varying fashion depending on the intended type of soul; if the Lodestone is a quite high stature, it is intended for human souls and is completed upon a bloodletting of those in attendance upon the soul of the stone.

A more fantastical belief is that these stones contain the ability to ward off not just foul spirits but magic itself, with a variety of records giving differing accuracies to this effect.



# FAMILY STRUCTURE



Brevinn since antiquity have operated under colossal family structures, known as Clans. These massive structures can comprise upwards of five hundred individuals, and all stem from one individual of great note.

Once an individual has earned the right to form a clan from their Chieftain or the High Chieftain, all those that come after him bear his name, and are within his family. Clans are spearheaded by a patriarch or matriarch named the Clan Chief. Villages sometimes are entirely of a single clan, and thus they seek for spouses in neighboring villages in marriage festivals.

Chiefs who are also Druids may seek to affect Brevinn people as a whole upon the Verdant Council. Clans which have Chiefs or High Chieftains upon the Verdant Council are the largest and most influential Clans within Brevinn Culture, and are treated with utmost respect, with their word being nigh prophetic.

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# NOTEWORTHY MEMBERS OF CULTURE



**High Chieftain Brevik, the Giant Slayer -**  
who killed the Emperor Regas, establishing  
the realm of Brevinn.



**Chieftain Rioghad MacAlasdair Brev -**  
who battled the Arkon King Malvennocc to  
gain further territories to the south



*Sage Guthraig -*  
who sacrificed his life into the Great  
Lodestone of Dunbraidh to prevent the  
expansion of Isilian foemen.

# FASHION & BATTLE GARB



As is tradition, the clothes of the Brevinn represent the Earth; they are protectors of the world order. Hues of green, brown and blue are frequent in all of their fashion. The makeup of their clothes are mostly tartan and cloth, as well as additional furs to provide more warmth in the winter months.

Wearing furs outside of the winter seasons or in non-frigid locales is seen as an abuse of nature's resources for the sake of vanity, and thus the prizes of lesser, spiritually impure people.

As such, the only metals they adorn themselves with are trinkets of Jadis, a green alloy of Isilium taught to them by their once-allied Dwarven neighbors. Trinkets, weapons, circlets, even building supports are ideally made of the rare metal, and are considered one of the only metals that are non-exploitative by nature, and see prolific use in Brevinn culture.

# WARMER WEATHER CLOTHING MALE



## *NOTE*

These images and the ones below serve as a valuable resource for gaining insight into the fashion style of the Brevvin people. However, they do not encompass the full extent of their sartorial choices, as such a comprehensive depiction would be too extensive.

Rather, these photos serve as a guide to steer players in the right direction, allowing them to unleash their imagination and add their own personal touch to their character's fashion style.

# COLDER WEATHER CLOTHING MALE



# WARMER WEATHER CLOTHING FEMALE



# COLDER WEATHER CLOTHING FEMALE

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# BATTLE GARB

The Brevinn's naturalistic attire bleeds over into their military garbs as well, with wooden masks being used to cover the faces of each soldier in a Brevinn army, as representation of their oneness with nature and acting on its behalf.

A preference for the green Isilian alloy Jadis, soldiers employ the jade steel in both armor and weapons, adorned with claws, horns, fangs, antlers and furs that either they have kept in honor of the spirit of the beasts they have slain, or wear as inheritance from their ancestors.



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