

THE TRAIRE

Wayfarers of the High Seas



"THERE IS NO FREEDOM LIKE THE HIGH SEAS."

In the uncharted expanse of Akand's oceans, where the world's edge dissolves into the abyss, the Traire navigate the tides of destiny. Born from the Svelds and liberated from the Isilian Empire's clutches, these indomitable souls embraced the boundless seas, etching their name upon the annals of time. As masters of the waves and seekers of adventure, the Traire forged a society where tolerance and camaraderie thrived, united by their shared maritime heritage.

As you immerse yourself in the Traire culture, you will encounter a people defined by resilience, wit, and an unquenchable thirst for exploration.

Through their triumphs and tribulations, you will bear witness to the essence of the human spirit, as it navigates the intricate dance of tradition and innovation, personal bonds, and the ever-present call of the unknown. Set sail on a journey that transcends the boundaries of the known, charting a course towards the endless possibilities that await beyond the horizon.



≡ TABLE OF CONTENTS

- I. **Values & Attitudes** - A look into the traditions & ethics of the Traire people.
- II. **Faith & Beliefs** - Delves into the Aqorism faith and the legend of the Karkarren.
- III. **Music & Art** - Details the Traire's preferences in the finer arts.
- IV. **Family Structure** - Exhibits the family dynamics and relationships of the Brevvin community.
- V. **Fashion** - Showcases the fashion style of the Traire folk.
- VI. **Credits** - Commendation to those who made this piece possible

VALUES & ATTITUDES



In the heart of the Traire beats a fiery passion for exploration, bound by a code of honor and duty that unites them as they navigate the unpredictable seas of existence. Skilled in the art of diplomacy and the mysteries of the ocean, they understand the delicate dance between cooperation and competition, a balance that forms the very foundation of their society. Embracing life's limitless opportunities, they never forsake their unwavering loyalty to family, allies, and their shared seafaring heritage.

Their values, as adaptable and steadfast as the waters they sail, foster an environment of inclusivity and harmony that permeates every aspect of their lives. From their openhearted acceptance of diverse relationships and beliefs, to their collective resilience in the face of adversity, the Traire embody the unyielding spirit that has allowed them to not only survive but thrive amidst the ever-shifting tides of fate. As you delve deeper into their culture, prepare to be carried away into a world where the quest for knowledge and discovery is not just revered but elevated - a realm where the potential for greatness is found not in the circumstances of one's birth, but in the boldness of their dreams and spirit.

ANCHOR MASTERS AT SEA ANCHOR

Most humans in the early fourth era had no idea how to operate and sail a boat, much less run a naval armada of any sort.

The exception for this were the Traire, who managed to reverse-engineer and hoist their own sails while the Empire was in steady decline.

From this event they began to colonize and sail into the unknown, taking up the western islands and running a profitable series of trading cities that glistened like jewels when the sun was behind them.

STEERING WHEEL ADVENTURE, DUTY, HONOR STEERING WHEEL

Above all else, the Traire are a proud folk, dedicated to furthering their family name through adventure, renown, and placing their families' name on everything not yet discovered. The internal politics of the Traire were quite labyrinthian, filled with intrigue and rivalries that stretched back generations.

HANDS A PEOPLE OF GREAT EMULATION HANDS

From this came their highly competitive nature in which they often tried to "one-up" one another as frequently as possible. Using underhanded tactics to sabotage others was frowned upon, but that didn't stop some bitter feuds ending in bloodshed.

SHIPS THE PATH TO ADULTHOOD SHIPS

When a Traireman reaches their late teens, it's often expected that they help their families heritage by setting out into the unknown in pursuit of bringing new discoveries to the homeland. To return with knowledge not yet gained is to bring great respect and honor amongst their peers, and can usually see them inducted into socialite societies that helped in the networking amongst powerful people.





However, not every Traireman could afford their own boat or mule. Those without often ended up serving under the upper classes as sailors, interpreters, and grunts. While their name would not be credited with any new discovery, their crew would be. For the lower classes? That was good enough.

Social status is important to the Traire, earned through great feats, achievements, and the accumulation of wealth. While the King and his court are above all else, the landowning class is very distinguishable from those less fortunate.

However, the opportunity to rise in the social strata is very real, as those who make a name for themselves through adventure or through the accumulation of wealth in a capitalistic economy are more than capable.

It is not uncommon for those of the lower and middle classes to pursue priesthood or the military, both being heavily respected. Traire society's focus on land, wealth, and discovery results in a very dignified people, their manners and conduct thoughtful and intentional.

While the social hierarchy is present and recognizable, relationships and engagement between social classes is common.

A SUNDRY AND RECEPTIVE FOLK -

The Taire port cities are renowned for their ethnic diversity and its social and religious tolerance. Travelers from across Akand passing through to buy and sell their goods in one of the most robust and open markets available. While Aqorinism is the dominant religion among the Taire, the people have grown accustomed to different cultures and ideologies, more than happy to accept the business and coin of foreigners.

A BOUNDARY WHICH MUST NOT BE TRESPASSED -

Despite this tolerance, there is one ideology that the Taire strictly prohibit, slavery of any kind. Tracing back to their founders, Trairemen generally detest the practice of slavery, their laws and social customs constructed to forbid such an act. While slavery and human trafficking were quite common among reavers and seafaring groups, most understood the danger and consequences of being caught in these acts in Taire territory, still some accepted the risk within more underground channels.

LAMBERT & STERN BANK -

In the twilight of a bygone age, the Lambert & Stern bank reigned over many Taire affairs, their coffers deep and shimmering with unyielding wealth. None dared to defy the iron grip of their cogent influence, which held dominion over parts of the realm like a gilded fist. Yet, as the dread shadow of the Pale descended, the ever-ambitious bank slithered through the mists of fate, branching their tendrils to the renowned refuge of Blackmont, where they claimed their legacy would endure, as eternal as the seas themselves.

FAITH

AQORISM & THE KARKARREN



HE WHO FIRST WAS - The most widespread faith of the Traire people is that of Aqorism, which believes that the world was once simply a ball of mud, inhabited by a massive creature known as the Karkarren, a monstrous sea-dragon that swims through mud, loose gravel, and salty water. It is this serpent-like creature which vomited two pearls

THE THREE PEARLS - The sun and moon. The sun dried the mud, creating land. The moon let the water rain down onto the world, creating oceans. It is said that one day a third, black pearl will be vomited into the world, bringing about the end-times of an eternal void, with Trairemen being given the first two pearls to remake the planet in their own image.

The three pearls themselves often have meanings in themselves as well. For example:

- ❖ The yellow pearl, or the Sun, is synonymous with exhaustion, life, and salt.
- ❖ The white pearl, or the Moon, is synonymous with rest, wind, and strangely, cheese.
- ❖ The black pearl, that has no name, is synonymous with creation, exploration, and anticipation.

But do not be fooled by their beauty, for the pearls' destruction would bring about catastrophic horrors. It is whispered in the darkest corners of Trairemen's hearts that should the sun pearl be shattered, the world would be plunged into eternal darkness, and all living things would wither away, consumed by a cold, lifeless void. The very fabric of reality would unravel, and the world would be lost to an eternal night.

The moon's destruction would bring about a terrible fate. It is said that should the moon pearl be shattered, the seas would rise up and swallow the land, drowning all living things in a never-ending deluge. The world would be lost to the abyss, consumed by the wrath of the seas.

THE SOG



"AND SO IT IS SAID, IN HUSHED TONES AND WHISPERED PRAYERS, THAT THE SOG CALLS TO US ALL, A SIREN SONG OF DARKNESS AND DESPAIR."

The Traire believe in a realm known as the Sog, located in the deepest and darkest crevice of the ocean. It's here where the spirits of the dead are sent to wander in the dark depths, where they know nothing but their own thoughts.

The only way to find peace and enjoyment in the afterlife is to have your body tossed into the ocean with hair lit ablaze. It is said that in death your hair will constantly be alight, giving you warmth and vision in the murky depths. This gives the late spirits the benefit of seeing others in the darkness, granting company in the afterlife and a means of making it to the grand city of the Sog: The Endless Chasm.

For in ages past, the Endless Chasm was a place of solace for the dead, a sanctuary where they could find respite from the trials of the living. However, the winds that once carried their prayers now whisper rumors of a great corruption, a malevolence that has taken root within the very heart of the Chasm.

It is said that an evil force spreads like a contagion within the once revered city of the dead, a sickness that spreads through the hearts of the living and the deceased alike. But many believe such to be mere rum-fueled scuttle, swapped to scare the cabin boys. For in factuality, no evidence points at this being true, and there is much lacunae in these unsound accounts.

Horith Schall

Another part of Traire folklore and religion is how the currents are run by Horith Schall, a female reaver that terrorized the seas when Traire was only barely out of the grip of the Giants.

She was so devilish and wry that she tried to steal the fabled black pearl for herself, causing Karkarren to sink her ship via vortex, killing her and her entire crew. However, she managed to hold onto the black pearl just long enough to give her the power of the sea.

Unable to prevent this, Karkarren could not do anything to stop Horith from dominating the seas, where she punished any ship that failed to make a good offering to herself. To this day, Traire often throw a small portion of cargo midway into their voyages to ensure good currents and calm waves.

THE LEGION -

In the darkest depths of the oceans, whispers of a restless ghost fleet led by the devilish Horith Schall continue to haunt the minds of the most seasoned sailors. The tales of these spectral marauders are as treacherous as the seas themselves. It is said that on moonless nights, when the waters are eerily calm, and the ocean itself seems to hold its breath, these phantasmal vessels can be seen gliding over the waves, their ethereal sails filled with otherworldly winds.



MUSIC & ART



With their focus on adventure, discovery, and innovation, the Traire used ample application of the arts to document their success and achievements.

Boisterous music is heard throughout the taverns and events of the cities, dramatizing their tales and encounters at sea. Common instruments include string instruments like guitars and violins, as well as unique instruments crafted from the hauls of sea, such as bone flutes or jawbones for drumming.

A unique instrument called the Sime is a type of percussive instrument where bones are tied with rope to make a clapper. The Latoria was a staple of seafaring music, crafted with the very same oak that was used in their ship. It is a small, curved woodwind instrument akin to a flute.

Taire artists are known for their paintings, utilizing sea-based inks and dyes to make intricate displays of whatever suits their fancy. Whether it's crushing and melting seashells to form a cream colored dye or hunting squids for their bladders, if it can be used to pigment, the Traire most likely have it. There is even a minor subculture of sailors finding new dyes to create new colors, with many humorous stories being told of Trairemen dyers inventing new colors altogether (often simply being a new shade of an already existing color).

FAMILY STRUCTURE & RELATIONSHIPS



The Traire's tolerance extended into their more personal relationships. Trairemen generally accept relationships and marriages between different sexualities, social statuses and religions. Still, there are traditions practiced among some of the more prominent Traire houses. Seeing marriage as a political opportunity, these affluent houses marry their children off to those who offer political or economic gain.

The Traire marriage rites occur on land, where a shrine is built to Karkarren in which both individuals place driftwood they found the same day into a dish or bowl. They then set both pieces on fire, thus sealing the marriage of the two individuals. As both House names are retained through marriage, the Traire decide the dominant name based on the prominence of the two Houses. The dominant House name is placed after the other, at the very end of their name. If there is dispute as to which House name should be the dominant, the matter is settled by the flip of a coin.

Traire family structures are made up of a “house”, an organization of blood relatives that supports and helps one another (not unlike that of a clan.) Every single Traireman is either a member of a house, or an exile from their people.

To be without a house is to have your very own flesh and blood reject you, which often characterizes exiles in an extremely negative light. Large groups of houseless individuals usually form up reaver gangs that wreak havoc on the open sea.



Not all houses are created equal either. Some houses are tied into that of nobility and royalty, while others are poverty-stricken and sometimes quite literally homeless. From this, a complex arrangement of powerful or influential houses sponsoring, domineering, or forming alliances with lesser houses is extremely common.

These are not familial agreements however, and are usually business or mutual-benefit arrangements that help organize Traire society at large.

FASHION



The lowest classes often find themselves only with a set of boots, some trousers, and a light airy blouse regardless of gender. Most can afford more than this though, with overcoats, vests, and buckled shoes being the norm.

Only when you get to the upper echelons of society do you start seeing fabulously colored individuals. Large ruffled clothing and gaudy colored hats with foreign leathers are worn to prove not only their wealth, but their value in society as well. Since Traire put emphasis and importance on exploring new lands, many of their wealthiest people choose to wear exotic outfits as if to claim that they've successfully adhered to said custom.

Jewelry is also worn often, regardless of gender. Men and women alike opt to wear large golden hoop earrings and pearl necklaces. These serve a trade value as well as a cultural one- since Traire currency is only particularly useful in Traire lands, sailors, explorers, and adventurers often had to resort to carrying precious metals themselves in order to initiate trade with locals abroad. Jewelry fit this niche perfectly, it was valuable and hard to steal off of someone's person.

Tattoos amongst the Traire are extremely common. Most Traire men and women pigment their bodies in accordance to their exploratory achievements and triumphs across their years. One of the most popular ways of doing this is by tattooing a sort of star-chart onto their bodies.

Traire is commonly tattooed over the heart as an anchor, with various lines extending outwards with circular orbs indicating a point of interest. Larger celestial bodies are usually considered permanent geographic features, with medium sized stars being that of other nations.

These are covered up well, with many people wearing a sash or ribbon over their normal clothes to ensure nobody can discern a tattoo of another without their permission.

WARMER WEATHER CLOTHING MALE

UPPER CLASS FASHION



MIDDLE & LOWER CLASS FASHION



*WARMER WEATHER CLOTHING
FEMALE*

UPPER CLASS FASHION



MIDDLE & LOWER CLASS FASHION



COLDER WEATHER CLOTHING
MALE

UPPER CLASS FASHION



MIDDLE & LOWER CLASS FASHION



COLDER WEATHER CLOTHING
FEMALE

UPPER CLASS FASHION



MIDDLE & LOWER CLASS FASHION



NOTEWORTHY MEMBERS OF CULTURE



Fredrick Brighton - Lord of the Golden Isles,
known as the wealthiest individual outside of
the Crystal Bank



Lisabe Croll - Chancellor of the Traire people
who orchestrated the fall of Horith Schall's
Ebonfleet



Doran "One-Eye" Wakefield - Historically crazy individual who spread scary stories of the seas, it is sad he went mad when his crew was lost at sea.



Artus Drayton - Heir to the city-state of Sandlake, later corrupted into becoming one of the most feared Captains of the Sog



Tyron Hastley - Former lord of Rubyton who was notorious for harboring rovers

CREDITS

Authored by: Krunos & TRL

Formatted by: Karim