

Fir' Bolg of the Green Mane Tribe

- A Field Guide for the soldiers of Brytnoth's Wall-

➤ Location

The Green Mane reside primarily within the red circled area in the map presented below. This area was once known as Northern Caeralten, but is now more commonly referred to as the Midvale Tribal Lands it is a broad expanse of grassland swept across rolling hills broken occasionally by small pockets of woodland and winding creeks.



The Green Mane are a nomadic people. There are no roads or settlements within their territory. Green Mane camps are often well hidden and rarely remain longer than a few nights without being moved. It is not recommend approaching these camps as it will be seen as an act of aggression.

➤ Trade

Direct quote from Oren Cleftjaw, Einher Ship Captain.

“If you want to trade with the Green Mane Fir Bolg all you have to do is make land fall somewhere on the coast of Midvale, and then light a big bonfire. The Green Mane will show up a day or two later to trade.

Now when you go to trade with the Green Mane make sure that only one person does the talking and that the first thing they do is say their name and that they are the chief of this tribe. Oh, and by Odin’s good eye, make sure the one doing the talking is a man. Now then, keep a quite tongue and make sure no one draws steel and you can trade all day with the Green Mane.

Green Mane trade; food, herbs, salt, bows, arrows, women, and water, they usually want steel, glass, wool cloth, or women, and believe it or not information. Don’t bother trying to buy what a Green Mane knows though, the cost is too high.”

Attempts by Wall Soldiers and Huscarles to coax Green Mane into trade with large fires have met with little to no success.

➤ Culture

The Green Mane Fir Bolg are a nomadic people who follow and hunt the herds of the Midvale tribal lands in small family groups. Particularly large herds can (and do) support multiple family groups who will travel as one tribal unit. Given the close proximity to the herds and the ease by which sound travels on the grasslands, the Green Mane have by necessity become a very laconic people. They do not waste words and often sign between each other with simple hand gestures rather than speak. When they do to choose to speak phrases are clipped and often given to metaphor to explain complex (for a Fir Bolg) concepts. Their poetic turn of phrase issued from soft deep voices is often surprising to beings used to more

boisterous Fir Bolg Tribes. Lies are a foreign concept, as is singing. Music, mostly drums are reserved for rituals.

The primary purpose of Green Mane men in Fir Bolg society is to hunt and protect the tribe. Gathering herbs and edible plants, cleaning of game, cooking, hauling of possessions, even starting fires are all the tasks of women. While not as warlike as some of the other Fir Bolg tribes the Green Manes are fairly numerous, if spread out.

The Fir Bolg are a savage people and the Green Manes are no exception. Any man may mate with any woman at any time they wish, the only exception is that a pregnant woman or woman currently with still nursing young may not be mated with, though it is only a very minor infraction for doing so. Women are roughly forced onto all fours and mounted from behind in the manner of an animal.

Any children that issue from such unions are considered to be from the man whose fire that woman tends. This is largely due to the Green Mane's belief that children are a product of the parents' spirit totems fighting with each other to create offspring. The Green Mane's believe that a man's totem must overcome his woman's totem in order for a child to be born, sex is not part of the process nor required between partners to create children. It is simply a pleasant past time. If a woman does not conceive it is believed that her totem is too strong for her mates to conquer.

Children are not named or given totem until they are three summers of age. During this time they are free to play and do for the most part as they wish. When they receive their name and totem (from the Spirit Talker) they are given one more year to play freely, and establish a pecking order amongst each other. On their fifth summer they begin to be taught the skills they will need to survive in Midvale.

➤ Religion

All attempts at conversion by the Church of Light to the worship of Kael (The Light Bringer our Saviour) have as so far failed. The Green Mane seem to accept the existence of the gods and even that they are powerful, but cannot seem to understand why it is our duty and joy to follow the Light Bringer.

➤ Law

All crimes are punished by banishment. The tribe shaman or “Spirit Talker” dyes a black band horizontally across the eyes of the condemned and then the law breaker is sent away from the tribe. This banishment can last anywhere from a week onwards. The process by which the banishment mark (the black dye) is removed is a closely guarded secret amongst the Spirit Talkers.

➤ Conflict

The Green Mane does not have warriors so much as hunters. Their hunters however are stealthy, patient, cunning, and extremely proficient in setting ambushes. Their greatest strength lies in their ability to remain unseen and then strike out suddenly with arrows and spear.

When fighting, they often commit only a portion of their numbers to a main attack force armed with hardened leather shields and spears. The remaining group (as much as half) wait in concealed positions for the battle to start before striking at the leadership and support troops of the enemy with bow and spear.

➤ Capture

If captured remain calm, if you are taken alive your chances are good that you will be able to secure release.

Slavery is an accepted facet of Green Mane life. As a slave you will be expected to perform menial tasks, sexual acts, heavy labour, and perhaps undergo some primitive rituals. Weather these torments, and pay close attention to the exact shade of green the hair of the tribe that has captured you has and what type of animal the tribe lives off of. These details will aid the soldiers of Brynoth’s Wall in finding and dispensing justice to the tribe which wronged you.

At this time there exists a contract with the Einher Oren Cleftjaw rewarding the recovery of any Kalidorian citizen from the Green Mane Fir’ Bolg. You must only suffer the torments of your Green Mane captors until their next trade session with the Einher. Oren has assured us that his brethren will be in contact with him should they encounter any Kalidorian enslaved by the Green Mane.