

Arian

Tribal Queen

Arian, the Tribal Queen, makes sure everything is running smoothly in the village. She keeps order at feasts and festivals and sorts out any quarrels in the tribe. She loves being out and about in the woods and fields, especially with her children. Arian rules the tribe equally with her husband Manachar.

Like him, she wears a gold torc around her neck, a sign of high status. Women in the Iron Age often led their tribes. Two famous examples are Boudicca, Queen of the Iceni, who led the revolt against Roman rule in AD 60, and Queen Cartimandua of the Brigantes, who was a Roman ally.



Manachar

Tribal King

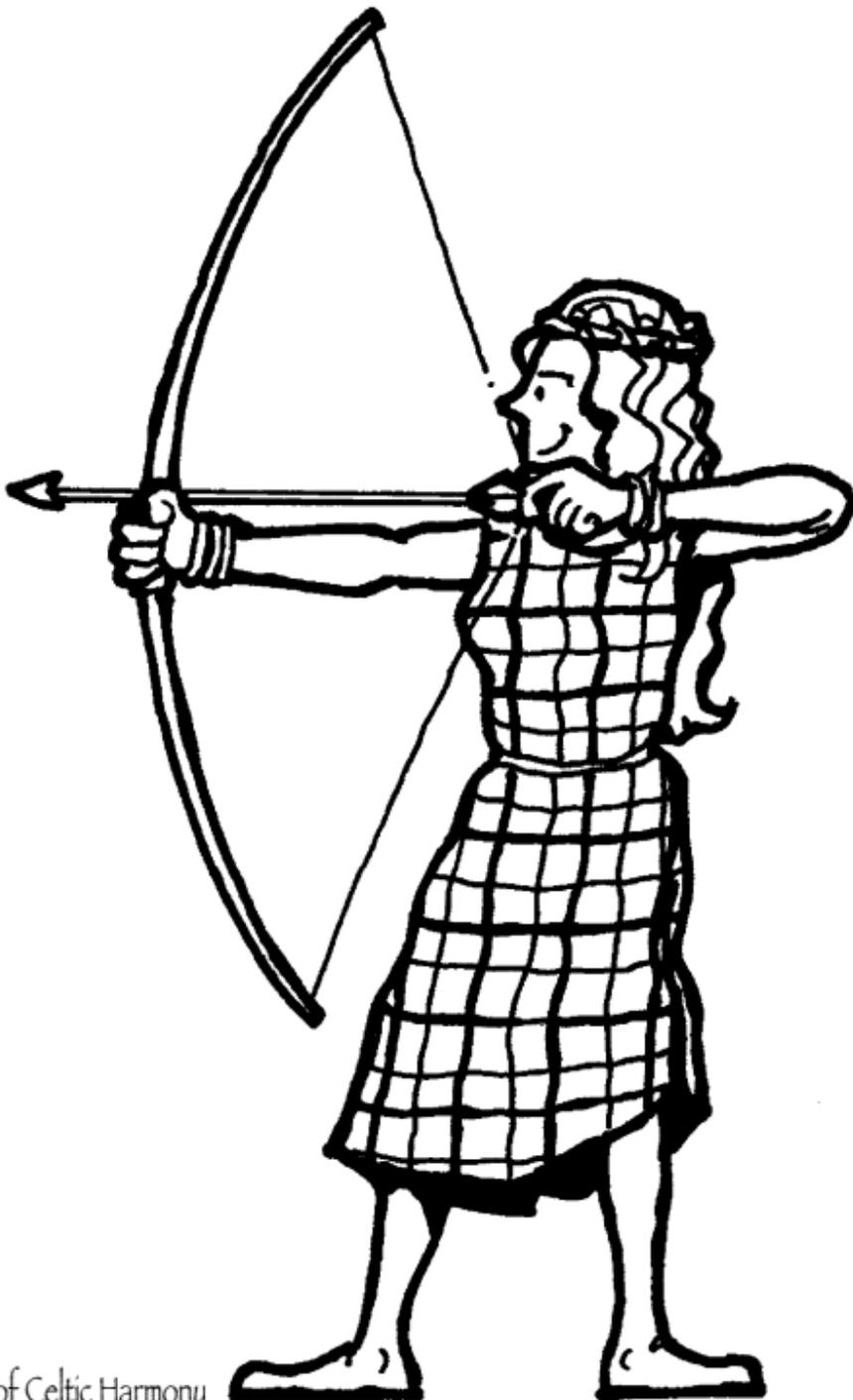
Manachar is famous amongst the Catuvellauni tribe for his love of feasting, generous gift giving and ferocity in battle. He is skilled with the longbow and enjoys flying his hunting owls in the meadows around the village. He rules the tribe jointly with his wife, Arian. Manachar belongs to a North Italian Celtic tribe, the Veneti, and migrated from Italy through Gaul (modern day France) to Britain as a young man. He likes to import luxury Italian goods such as decorated drinking horns and jars of wine and olive oil (amphorae) to remind him of home.



Kiara

Elder daughter

Kiara, the elder daughter, is determined and athletic. She is a match for any archer and so swift of foot she can keep up with the deer in the woods. Most of the time, though, she is working in the village, often helping Rowan with the spinning, dyeing and weaving. In the summer months they carry the big warp-weighted looms outside to work in the sunlight, as it is hard to see what you are doing in a dark, smoky roundhouse! You can see the lovely checked fabrics they weave in the clothes she and her family are wearing.



Gweneth

Younger daughter

Gweneth, the younger daughter, sees magic all around her, and often goes hunting for 'the little people' in the woods. As wild as her hair, she has her own special charm which makes it impossible for the rest of the clan not to forgive her, no matter what mischief she gets up to. She gets her ideas from the stories she hears Anwen tell around the fire just before she goes to bed. The stories are full of magic, people changing into animals or birds, giants, heroes, and the magical place called the Otherworld.

