

Overview

The Daeleth is a clan of wood elves that live about in the Bringewood forest. Consisting of several tight-knit families there are roughly 50 members. They tend to keep their main camp well hidden and so an inexperienced person may have difficulty finding them, unless they wish to be found. The camp itself consists of very well camouflaged tents hidden amongst the undergrowth. You'd have to get close up to notice them. They are the sort that would want to move about quickly and leave little trace. Largely consisting of hunters, the members are skilled in scouting and tracking.

There are four Elders in charge of the clan overall but their roles also involve teaching the young, telling stories at the campfire, quarter-mastering, settling disputes, etc. If there's nothing much to do at the moment they themselves would go out hunting as well, although there would always at least be one in the main camp. Others taking on the rank of Senior helps run the day to day life of the clan.

Brief History

For most of the entire history of the clan, one of the things they do is to keep people out of the heart of the forest. The exact reason is kept secret amongst the elders. They tend to roam about as nomads within the forest, ostensibly for sustainability reasons.

First contact with the Hassani Empire was not particularly friendly because of their rules of keeping people out of the heart of the forest. Leo's parents were amongst the casualties of this. As a result the clan decided to keep their camps even better hidden as they roam about the forest.

Eventually after the fall of the empire - when the Kingdom expanded to the area - the clan made a peace pact with the Kingdom: for them to be left in peace they would lend some of their skilled hunters to join the Defenders.

In the year AE 115, the Daeleth clan was instrumental in the fight against the return of an ancient evil: the Blight. They assisted a group of adventurers in performing the rite that has come to be known as "The Sealing", to avoid this evil returning again. During the battle that preceded the rite, the elders were controlled by a blighted god of nature, and two of them (Besran and Mailyn) were killed in the fighting.

Language

Common tongue is spoken by most members. The ancient language is a dying tongue, of which most would only know a few sayings and phrases. This is based on Sindarin (the elven tongue developed by Prof. J.R.R. Tolkien). Reference can be found [here](#) (main) or [here](#) (complementary). List of sayings used IC can be found/added to [here](#).

Traditions

While there is the main camp that moves about, most of the members are hunters who are taught to survive on their own out in the wilderness, with an emphasis on self-sustainability. The forest is their home, and must be treated with respect. In fact in their own dialect of elvish the word home, (*i*)*taure*, is literally 'the forest'.

They are nature aligned with a strong belief in the need for the cycle of life and death, and that everything is connected. They are friendly to the druids as a result although they aren't afraid to

use metal weapons and tools. The closest the clan comes to breaking this is in funeral rites - the dead are burnt on a pyre rather than buried or left for the animals.

The clan knows a little bit of light, air and water magic that is passed down by word of mouth over the generations but they tend to treat magic as a utility rather than a primary use. Use of fire magic, whilst not outright forbidden, is frowned upon and generally discouraged within the woodland.

When the young members come of age they are sent out to explore beyond the forest to bring back something of value to the clan. For some it is an item, while others the pride and experience as they made a name for themselves. Informally, this determines their social rank within the clan. Most of the time it takes several years before they return. Some who do not enjoy life in the forest do not return, or only return as a visiting family member and not as a member of the clan.

They do not use money within the clan. Essentially the more you contribute to the clan the more willing they are in giving you things. The elders being the quarter-masters hands out supplies where needed.

Daily Life

The main camp is moved either as the seasons change (to let the prey in that area repopulate), if discovered by unwelcomed visitors (safety) or sometimes the elders just say so ("we sense danger in the winds", "there's better prey to be had elsewhere", etc. the camp would begrudgingly accept it). Active hunters camp out on their own a certain distance around the main camp. The only oddity in this is that twice a year, at roughly the beginning of Spring and Autumn, the camp is always moved away from the Southern edge of the wood and the hunters discouraged from going there - the elders always have a good reason, but it doesn't take many seasons for a young clan member to spot the pattern.

A permanent watch is kept on the road entrances to the woods. This is a boring - but necessary - task, sometimes assigned as punishment to the young.

As part of their self-sufficient ideologies most members are taught how to sew their own clothes, carve their own bows and arrows, etc. There is a human/elf couple in the clan, and the human is a dedicated craftsman who helps out.

Everyone is taught at least some rudimentary form of hunting, trapping or archery. Persistence hunting isn't used often as there's a chance the prey might run into out-of-bounds areas of the forest. Approx 30 are well trained hunters. Hunts are often done solo or in pairs. When camping out on their own, they often sleep up in a tree (a bit like in Hunger Games).

Not many are trained in sword / spear fighting. Approx 10 are competent. The rest use daggers. Common tactic when fighting is to use archers and fighters to draw enemies into traps.

Known Members

Leo Velanis Daeleth (*Lee*) - the only child of one of the families, both his parents were killed fighting the Hassani due to a misunderstanding during first contact with the empire. He doesn't harbour any strong hatred towards the Hassani but he does hold some weariness towards humans. Him joining the Defenders is partly to do with the peace treaty, and partly to do with his

rites coming of age. He is quietly cynical of the Kingdom but loyal enough to the patrol and the task at hand. He tends to prefer to be the quiet but observant one in the group.

Synick Laraethor Daeleth (*Phil*)

Son of Syrion Laraethor. Fun and curious. Most of the time does not care what others think other than other except his own family and clan. He likes to annoy his brother Syrdan sometimes. He tries to get on with his father and his month can be a smothering with love sometimes. He likes to call Syrdan "Your such a momma's boy" because of this. Synick is open minded when it comes to meeting new people but can get annoyed easily if provoked. Made to join the Defenders as part of the peace treaty. Becoming a PathFinder. Would like his brother to come back to the Clan after being cast out. He has a thing for a city she-elf. Father doesn't like her at all.

Syrdan Laraethor Daeleth (*Tadeo*)

Son of Syrion Laraethor. Quiet and reserved. Has impossibly high standards of himself and others, specially of his brother, who he constantly nags. Worships his father. Harbours hatred for the Hassani, but since meeting the Hassani Eagle Jeremy Reid (played by Tom Webb) who helped him save his family during the fight against the Blight, he has become more open minded. Reluctantly joined the Defenders as part of the peace treaty. Hoped his father will allow him to leave after completing the current mission.

Cast out of the clan for disobeying his father "for as long as he keeps the company of the unworthy she-elf".

Elders (not played)

Kera Tarainin Daeleth - Leo's guardian and younger sister of Mailyn. She often prefers to observe strangers from afar. Being one of the best trackers in the clan, she intimately knew the forest to a great detail and helped coordinate camp movement. With Besran's passing it made sense to have her fill in his role.

Main roles: Camp movement, quartermastering

Athena Laraethor Daeleth - Her ability to liaise and settle disputes both within and outside of the clan shone during her role in the Battle of the Sealing in AE 115. With most of the clan turning to her for advice, the clan decided formalise that position by making her an elder.

Main roles: Diplomacy, lore-keeping

Soldrim Kethuanna Daeleth - Besran's younger brother. Soldrim is and has been since childhood a storyteller at heart, and now is the clan's primary storyteller and history-keeper.

Main roles: Lore-keeping, quartermastering

[Retired from council] Syrion Laraethor Daeleth - Father of Syrdan and Synick. Often known for his harsh but fair punishments, he keeps the clan young well disciplined. His ill health and unreasonably harsh treatment of his children led to the clan politely asking him to step down. After some deliberation he complied on the condition he gets to dictate whether to allow Syrdan back into the clan.

[Deceased] Besran Kethuanna Daeleth - the eldest of the current Elders. His specialism is the wild land around them; Besran is often the one who gives the order for the camp to move. Controlled by the Blighted god of nature, and killed during the Battle of the Sealing, in AE 115.

[Deceased] Milyn Tharinin Daeleth - something of a matriarch, where Besran and Soldrim are the mind and soul of the clan she's very much the heart and the most practical of the three. Controlled by the Blighted god of nature, and killed during the Battle of the Sealing, in AE 115.

~ May the forest guide you true and strong ~