

# THE DUCHY OF CE'METHYR

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## LEGACY OF THE DAETHUR

For over three thousand years, the duchy of Ce'Methyr was a province unclaimed by humans or elves. The Celaemyrian elves inhabited the forest of Celaemyr to the east as they do today, and the Thaeglestarkian mountains were home to the Daethur elves. That was until the rise of the cult of the Daerhythiam.

It began in the year 194 of the Imperial calendar. The Daethur elves, who had long been listening to the whispers of the dark prince Daerhythiam, publicly announced him as the state religion of the Daethur, and openly embraced this fallen angel as their patron, followed his teaching with zeal. The nearby goblin tribes to the north were subjugated and forced into slave labour. The Trolls in the Thaeglestarkian mountains were drafted as slave warriors, and the Daethur begin to build fortifications to protect their domain from the likes of the Celaemyrian.

The Celaemyrian elves at first would not acknowledge the dark path their brothers the Daethur had chosen to walk, and withdrew to the safety of their forests ignoring the cries for help from the nearby human settlements that had begun to claim the region of Ce'Methyr. The Daethur, seeing this as a sign from their cousins as an act of acceptance became all the more open and zealous in following the teachings of Daerhythiam. Slowly the Daethur sank to levels of depravity that should not be spoken, and still, the Celaemyrian ignored them.

It was when the Daethur started sending raiding parties into the boarder settlements of the Celaemyrian in 276 that the Celaemyrian finally took stock of the situation and declared, in the defence of their own, that the Celaemyrian nation was at war with the Daethur.

The war that followed was to be a long but bitter one. At first both sides thought that an all out confrontation would bring an end to their enemy, but after a series of large battle leading up to the battle of the Iron pass in 278, neither side could gain a victory, with both taking heavy casualties. To the long lived elves, who have a low birth rate at best, this was devastating, and both sides withdrew to nurse their wounds. Strengthening their defences, both sides took to guerrilla tactics, with lightning strikes made against key targets. This war of hit and run tactics continued until 358, with neither side gaining any advantage. It was at that point that events took place that would bring an end to the war in sight.

One of the noble houses of the Daethur, the elves of House Mentmyr, made a decision that was unexpected by both sides. Methria, the lord of the house, was not as touched by the taint of Daerhythiam as the rest of the Daethur were. After witnessing the senseless torture and slaughter of a band of Celaemyrian who were unlucky enough to be captured, Methria denounced the teachings of Daerhythiam, and taking his family and warriors with him, fled deep into the tallest peaks of the Thaeglestarkian mountains. There he prayed for redemption and forgiveness. The legend goes that Methria fasted for 40 days and 40 nights as he prayed, and on the 40<sup>th</sup> night his prayers were answered. An angle descended from the heavens, and purged Methria and his followers from the sins they carried. As the holy flame leapt from one elf to the next, the elves of house Mentmyr were reborn, and wings of the softest brown sprung from their backs. The followers of Methria became the first of the Mentmyrian elves, commonly called by man as Winged Elves.

The Mentmyrian then flew to their Celaemyrian cousins, and formed an alliance of light, to fight back the darkness of the Daethur. With them they brought the teachings of the divine, and the Celaemyrian were now able to strike back against the Daethur.

The war that followed lasted for another 20 years, but the battles that followed were desperate and bloody. With the powers of light on their side, and with the skills and knowledge of the Mentmyrian, the Celaemyrian were able to drive the Daethur back to their underground cities, and break their base of power.

It was in 372 that the Daethur were driven back underground, and that the Celaemyrian and Mentmyrian took siege to the city of Aerythis. It was then in 379 that they broke the defences of the city, and the Daethur were defeated. A few of the Daethur surrendered and gave themselves up, with a small number of them returning back to the light. Many fled deeper underground, through secret passages that not even the Mentmyrian could find. These became the lost children of the Daethur, now referred to as the Daethrym, or dark elves in the human tongue. However, even more were killed as they tried to drive back the Celaemyrian and Mentmyrian forces that rushed into the depths of the city.

Today, little remains of the Daethur. Tales tell that somewhere, hidden from the eyes of the world the Daethrym live a life of self-exile. Whether these tales hold any truth is not known. The Daethrym have not made their presence know to the world, and if they survive to this day, their existence will most likely remain hidden. All that can be found are the ruins of the Daethur, left behind after the war. Most of these ruins remain lost or forgotten. Some claimed by the goblin races, many left well alone. Most it is rumoured are nothing more than haunted echoes of the grandeur they once were. The few uncovered by explorers to date have been reported as empty tombs, with most of their riches long ago plundered. Still many an explorer and adventurer now seeks out these fabled underground halls, for tales still tell of treasures, both priceless and magical, that fill the halls of these forgotten cities. However, they are also said to be haunted by the ancient dead of the Daethur...

## THAEGLESTYNE PROVINCE

**Current Year:** 1372 (T'Karian Calendar)

This small barony is the eastern most section of the Duchy of Ce'Methyr. To the east of the barony lie the enchanted forests of the Celaemyrian elves, whilst to the north lie the Thaeglestarkian mountains. The south border of the Baron borders the Sarsonoran sea and the Haflin community of Pearthshire.

The barony only has one settlement worthy of note, with most of the region being taken up by farms and unclaimed land. These two settlements include the walled town of Thaeglestyne, and the small port of Gensmouth. Other areas of note include the ruins of Dauthan to the south and the Cursed Abbey to the west.

### Town of Thaeglestyne

Founded over 270 years ago, this small settlement acts as the seat of government for the local baron. From here, the affairs of the Ce'Methyrian humans are governed and protected.

Thaeglestyne is a walled community, sitting on the banks on the River Gen, with a small keep located on the southern-most edge

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of the town boundaries. Life in Thaeglestyne is quiet but productive, with most residents living within the town walls either providing services for the merchant houses that stop over here on their way to the lands to the east of the Duchy, or supporting the local authorities.

The town usually boasts a standing army of about 50 armed men and women, with a local militia of an additional 100 men and women. These provide support in the defence of the town and the minor settlements that populate the nearby area. Unfortunately however, the recent troubles within the core regions of the empire, has resulted in a large number of these guards folk being sent westward to help the duke in the civil war that is destroying the heart of the empire. This has left the town with minimal defenders, which is proving to be inadequate to the task of defending the region from bandits and raiders.

The town itself is built up of five basic districts. The first of these is the commerce district which houses the many warehouses and stables used by the merchant houses as they stop over in the town. This district, the northern most of the five, takes up a good third of the town, and is often patrolled by mercenaries under hire of the merchant houses. Such mercenaries are paid well to guard the interests of the merchants, however they have little interest in the defence of the town at large.

The second largest district is residential district which takes up most of the eastern and western halves of the town. This houses the many locals who reside in the town.

The third is the market district which sits in the centre of the town. It is here that the local farmers gather to sell their wares, and the local residents shop for all their day to day needs. The market district is also home to the three Inns of reputable note that reside within the town.

The fourth district is simply referred to as The Keep. This fortified area includes the private dwellings of the baron, along with his private stables, the barracks, and the town's treasury.

The fifth and final district is the Graveyard. Located on the east section of the town, this district is closed off from the rest of the town by means of a wall (making it a separately walled section of the town the same as the keep. Guardsmen patrol the grounds to keep body-snatchers and practitioners of necromancy from defiling the graves and crypts found here.

Areas of note within the town include the following:

**The Hawk and the Weasel:** This Inn is perhaps the favoured inn of many travellers within the region. The staff are friendly and the rooms clean and comfortable. The common room boasts a large roaring fire-pit around which are placed several large tables at which the locals gather to warm their bones over a tankard of mead or warmed ale. The bar takes up most of one wall of the common room, and is usually tended by the landlord and owner of the Inn, an elderly war veteran by the name of Earl. The Inn is co-run by his two daughters Ellisa and Merith.

**The Merry Bladesmith:** This Inn is a popular drinking establishment for the many mercenary companies employed in the town. Though a little rough at the seams, this Inn, caters for all, with serviceable rooms for travellers who do not mind the rowdy nature of the customers.

**The Willow Tree:** This Inn is the most expensive of the three Inns in the town, and is frequented by the wealthier merchants who stay over in this town.

**The Circle:** This circular open space in the centre of the market district serves as the location for the many independent vendors who sell their wares on a less frequent basis. The centre of this area is home to an ancient Willow Tree, which prior to the official gallows being built in the Keep, used to be used as a gallows for murderers. The Inn, the Willow Tree (named after this willow) sits on the south edge of the circle.

**The Chapel of St Enthunel:** This religious building sits just outside the Keep, and is the centre of worship for the local inhabitants. Though not as large as would be expected for a town of this size, the Chapel of St Enthunel is considered by many to be the holiest ground this far east within the empire. Disciples of the path of light often travel from far and wide to visit these grounds and pray to the divine powers that St Enthunel fought for.

## The Port of Gensmouth.

Sitting on the west bank of the mouth of the river Gen, the trading port of Gensmouth shelters a small but thriving fishing community, whilst doubling as port of call for the merchant ships that travel these waters. The only establishment of note in this quiet port town is the local Inn, the Black Lobster. This establishment boasts a good collection of ales and spirits, with food that is both tasty and nourishing. The rooms for hire are clean and serviceable. And though the prices are a little high for many, the services on offer are far better than the alternatives in the bars and boarding houses on the waterfront.

## The Ruins of Dauthan

These ruins are all that remain of the entrance to an ancient Daethur city that once existed in the region. These ruins have long been explored and plundered, though a few hopeful and enthusiastic explorers still delve into the catacombs beneath them. With most of the ancient riches long gone, little now remains in these ruins, except for a few monstrous inhabitants who now claim them as theirs. Still, many a would be hero has travelled to this region in a hopes of keeping the numbers of these dangerous beasts down, and improving their skills in arms. If it were not for these brave individuals, many fear that the dark creatures that are mysterious called to these ruins would provide a serious threat to the region.

## The Cursed Abbey

Located north of the town of Thaeglestyne, this abandoned abbey is source of much rumour and speculation. For years it served as home to a monastic order that followed the non-militaristic teachings of the Order of the Seraphym, whilst also serving as a base of operations for the knights of the same name. Then just over 130 years ago, on a dark and stormy night all the residents were mysteriously murdered, and the abbey fell into disuse. No one found out what happened that night, and even to this day none will stay in the grounds of the abbey for any longer than necessary. The place has clearly fall from grace, with it's once holy nature long gone, replaced instead by an aura of unease, that for any who dare enter the grounds, chills to them to the bone.

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## THE THAEGLESTARKIAN MOUNTAINS

This forbidding range of mountains marks the northern most edge of this province of the empire. For centuries these mountains were claimed by the Daethur. However, since the fall of the Daethur in 379 these mountains have been slowly become home to bandits, trolls, and other dangers. Tales tell of an extensive range of valleys and passes that permeate these mountains, whilst the long lost cities of the Daethur lie hidden beneath them.

## PEARTHSHIRE

This small collection of villages is home to a sizable community of Hafllins who have been living in the region long before the Duchy of Ce'Methyr claimed the area. The Pearthshirian folk live at peace with their neighbours, partly because they are of no threat to anyone, and partly because they enjoy the security offered by the Celaemyrian elves on their eastern boarder. The Hafllins who farm these lands produce fine crops, and goods which are bought and traded by the Merchant houses across the region.

## THE FOREST OF CELAEMYR

Ancestral home to the Celaemyrian elves, this enchanted forest is generally considered off limits to all except those invited. Suffice to say, that most of the merchant houses that have a permanent base of operations in the town of Thaeglestyne have signed treaties with the Celaemyrian elves giving them permission to enter the forest so long as they do so for commercial reasons.