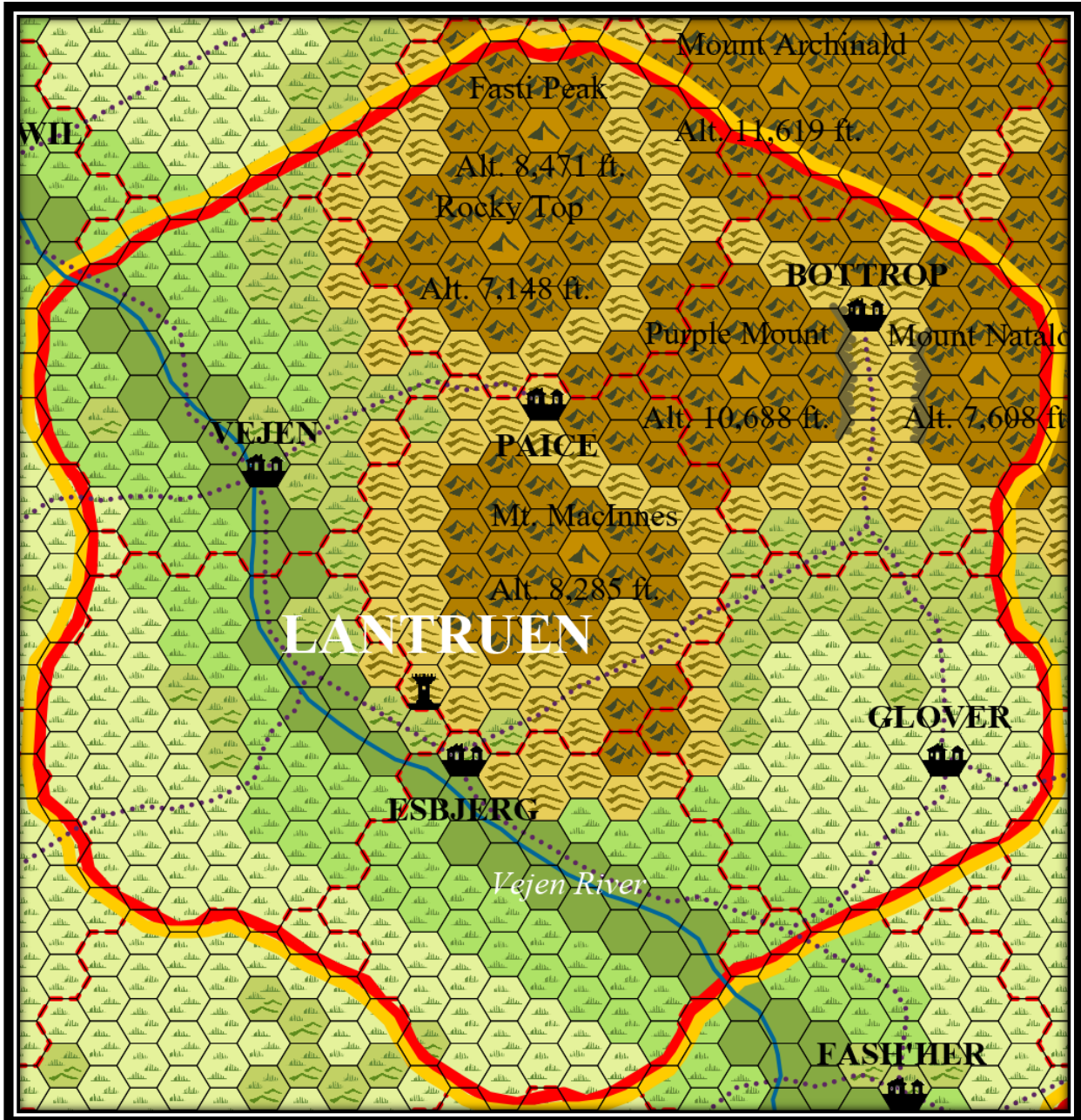


Lantruen, Barony of

AC 1014



Area:
392 square miles

Population: (population values are given for AC 1014. Borderland population density 5 per sq. mile, +50% for river)
2135

Villages:

Esbjerg (427): is the economic and social center of the Barony and located just southeast of the tower of the Baron.

Vejen (302): is the center of agricultural production in the dominion and is the home base of The Black Watch.

Paice (58): is a newly settled village in the central foothills of the barony which takes advantage of the large fields of barley growing in the hills to produce a good quality whiskey that is popular in the region and much of far western Glantri.

Ethnic groups:

Wendarian Human 24%, Kaelic 20%, Aalbanese 14%, Alphantian 10%, Hattian 10%, Lupin 5%, Thyatian 5%, Flaem 5%, Erewan Elf 4%, Wendarian Elf 2%, Other 1%

Languages:

Thyatian common. Heldann, Kaelic

Ruler:

Iriel Newleaf (born AC 819, EW9/C6 of the Great One, 2nd Circle Gold Dracologist, AL - Lawful)

House:

Ellerovyn

Military:

A sheriff is assigned to the main settlements of the Barony and is in charge of enforcing the law and keeping the peace. The Baron has a force of 20 mounted F2 (leather, Lance and Short Bow) called The Black Watch which patrols the Barony and upholds the laws and watches for wandering monsters from the nearby mountains. The Baron has a personal guard of 7 F5 which guard the Baron, and the tower when the Baron is away. The Baron has a personal bodyguard, Xavier Montoro (Age 45, F34, AL-N) a Belcadizan human, who has been his best friend for the last 25 years.

Food:

Surplus

Trails:

The Northern Trail winds north and south in the valley between the Black Mountains and the Great Plateau and today is the primary trade route between Glantri and Wendar. It is rated as poor by Glantrian AAA but construction on the trail to bring up to good status is set to begin next year and it is expected to bring lots of jobs and gold to the Barony in wages during its construction and increased trade after its completion. Poor quality trails connect the settlements of the Barony with each other as well as with the Northern Trail in the western grasslands of the Barony. The Vejen River flows through the barony on its way to Wendar but is too shallow and swift to allow any river traffic larger than canoes.

Economics:

Lantruen is a resource poor Barony but due to its location it gets more rainfall than much of far western

Glantri and its slightly acidic soil gives Lantruen the largest agricultural yields of any far western minor dominion. Large patches of blueberries are found across most of central Lantruen and are prized by many Wendarians as well as Glantrians in the west. The Vejen River provides an excellent water source, and many different types of crops are grown along the fertile corridor along the river's path through the Barony.

Lantruen Monthly Financial Ledger (figures from AC1014)

Main resources: 2 Vegetable

3 hexes: mountains; borderland; pop. 168; tax 8.4 dc

3 hexes: clear, river; borderland; pop. 1260; tax 63 dc

1 hex: clear; borderland; pop. 280; tax 14 dc

Esbjerg: village; pop. 427; tax 42.7 dc

Total population: 427 village/rural, 1708 borderland

A substantial and growing annually amount of trade passes through Lantruen with nearly all trade with Wendar and the rest of Glantri passing through the Barony. The Baron is able to collect additional income based on fees and duties assessed on both caravans passing through and coming into Lantruen. In addition, the Baron collects various fines assessed her subjects as well as collecting taxes on adventurers booty. As a result, the Baron collects an average of 250 dc extra income a month.

Tax Income: 128.1 dc

Resource Income: 256.2 dc

Standard Income: 1024.8 dc

Council Tax: 331.8 dc

Net Cash: 302.5 dc

Overhead (35%): 105.9 dc

Available Cash: 196.6 dc

With 7608 XP/year, in 6 years (1008-1014) the Baron would gain 45,648 XP on Dominion XP alone.

Alternate (tax only): 1536 XP/year.

Alternate (tax and extras only): 4536 XP/year.

History:

Barons of Lantruen

Fiona MacInnes 1006 - 1008

Iriel Newleaf 1008 -

The Barony of Lantruen was one of the 8 new dominions created by the Council of Princes in 1006. The princes felt the new dominions would provide much needed revenue with the massive increases in the Grand Army due to the war with Alphatia and would provide more balance to a Glantrian nobility structure that now had nearly as many Principalities as Baronies and Viscounties *combined*. Half of the new dominions were in the northwest as part of a larger program which annexed the previously unclaimed lands between the Black Mountains and Adri Varma Plateau south of Wendar.

Many of the new dominions were awarded to heroes of the first year of the Great War with Alphatia. Lantruen was not one of those dominions and instead of the mere formality of confirming the pre-selected new noble the new barony in the far northwest corner of Glantri was put up for a general Awards Festival and drew dozens of applicants. After a week of intensive and expensive campaigning three candidates emerging as leading candidates at which point the other candidates dropped out. The three remaining candidates: Iriel Newleaf a elf from Nyra, Fiona MacInnes a Kaelic from Glantri City, and Georges Becquerel an Averoignian from Les Hiboux focused their efforts on winning over as many of the undecided princes before the final council vote. When the final vote was taken Newleaf failed to gain enough votes and was rejected, and both MacInnes and Becquerel were passed by the Council. The issue was settled a week later at The Dueling Court where MacInnes won a duel between the two highly skilled wizards and became the first Baroness of Lantruen.

Fiona was unmarried though with a young girl, Bonnie who was a student at the Great School, who was a prominent businesswoman in Glantri who specialized in the rather unsavory (to non-Glantrians that is) import of Halflings and Dwarves for the research needs of the Great School and of private wizards. After her business partner, Marsheem, disappeared along with his enchanted flying barge on a collection trip to the Five Shires in 1005 Fiona closed the business and lived the life of a socialite until the opportunity arose become a noble. Fiona left her daughter, the heir presumptive until her graduation, at the Great School and moved to the new dominion which she named Lantruen after her family manor back in Klantyre and undertook the hard work needed and expected by the Council to forge a new dominion out of the Glantrian borderlands. One of Fiona's first tasks was selecting a site and beginning construction of her Baronial tower. She selected a prominent hilltop overlooking the small village of Esbjerg and the Verjen River. She made the village its administrative center by establishing the offices through which she would rule her new dominion. Her primary concern was setting up the means of which she could support and profit from the growing trade, now passing through her dominion, between Wendar and Glantri. Fiona also made several trips to Klantyre and other areas of Glantri that had large numbers of Kaelics such as Sablestone and Glantri City and made direct appeals for settlers to come to Lantruen. To encourage new settlers Fiona tapped into her substantial wealth and offered a 10dc payment to any new settlers who came to Lantruen, registered with her baronies head of taxation, and was payable at the end of a year's residence. The program was a success and drew hundreds of Kaelic to settle and add to Lantruen's large ethnic Heldann population who were descendants from the original settlers of the region, humans of the Kingdom of Wendar who had lived in the area in many cases for nearly hundred years.

The Great War with Alphatia barely touched the residents of Lantruen being so far removed from the main population centers of the rest of Glantri. There were no recorded instances of any Alphatian terrorist wizards, or their summoned creatures being encountered in Lantruen in 1006 or 1007, and its

population grew steadily as even more settlers arrived from all around Glantri seeking to avoid the war and later Thar's invasion of the Glantrian heartland in the summer of 1007. Lantruen was the most agriculturally fertile of the four new northwestern baronies due to having more rainfall and a river that provided plenty of water for growing crops. Lantruen was able to directly trade its surplus of agricultural products directly with Wendar for scarce wood at far better prices than the more far flung lumber deficient areas of far western Glantri which made housing much cheaper than other frontier dominions. The Barony of Lantruen heading into 1008 was in very good shape financially but the same could not be said for its ruling Baroness.

During one of her recruitment trips in 1006 MacInnes was introduced to the notorious drug Zzonga at a party by the son of the Prince of Blackhill and soon descended into addiction which over the next year drained her once substantial personal wealth. Fiona turned to taking a large loan, with her dominion as collateral from the Bank of Glenmoorloch. At the beginning of 1008 her repayment date loomed for that loan but even though the Barony had proven to be a success she only had half of what she owed the bank. In desperation she turned to some old friends and contacts for help. One offered to not only cover her loan but an amount that would replenish her own personal account but only if she delivered to him 10 dwarves for use in his personal laboratory in mountains above Klantyre. Since the Dwarves went underground at the start of the Great War the underground prices paid for living specimens had increased ten-fold to a price of 20Cr per dwarf. Fiona though had become aware of a settlement of dwarves and halflings east of her barony on the other side of the border with Wendar, the village of Dawnblossom-Qvar, which had been founded in 862 by refugees from Glantri's Years of Infamy. Fiona assembled a team of old employees and other dwarf hunters who came down upon the village one night in Flaurmont. What should have been a clean and quiet operation turned into a bloody massacre when the group was discovered by an alert village constable. The resulting battle left the entire village in flames and over 80 residents dead along with half of the Glantrian team. The team was able to capture and get back to the Baronesses tower 12 dwarves which Fiona quickly saw off and received her payment which cleared her debt to the Bank of Glenmoorloch and left her several thousand ducats.

A week later the Wendarian Ambassador to Glantri, Sir Fenanor Forgemight, called for a private meeting with the Council of Princes of the *utmost* importance. During the meeting Forgemight informed the princes of the attack on the village *in Wendarian territory* and said there could be no doubt that a group of Glantrians was behind the attack and demanded the Council investigate and bring to justice all that were behind this attack or else Wendar might have to re-consider its relationship with Glantri. Understanding this was a delicate and potentially explosive situation the Council agreed to investigate and prosecute harshly any who were involved and later that day summoned Lord Aart Verlien, head of the secretive and dreaded GSS (Glantrian Secret Service) who was charged with finding out who did this and holding them for the Council to deal with accordingly. It only took the GSS three weeks to find one of the survivors of the mission who broke quickly under torture at a secret (even unknown to this author) location and who gave up not only the other surviving members but the patron of the mission, the Baroness of Lantruen.

The agents of the GSS descended secretly upon the Baroness the next night quickly incapacitating her without alerting her house guards and whisking her away to their safehouse in the Sovereign Precinct of

Glantri City. Lord Verlien presented his finding the next day to the Council who immediately ordered Verlien to detail an agent to return to Lantruen and serve as an imposter to the Baroness and claim that she was unwell (the plague just hitting Glantri in earnest) and to announce that she would see no visitors and that her seneschal should handle all business. The Baroness was quickly tried in the presence of the Ambassador of Wendar for High Treason to the Council and upon being found guilty was executed on the spot by Prince Volospin. Ambassador Forgemight was offered the sincerest apologies by the Chancellor of Princes Prince Volospin and assured that the rest of the members of this crime were already dead (which they were, now chained to large rocks at the bottom of the Vesubian River several miles downriver from the city). The Ambassador left satisfied and offered the thanks of the King of Wendar himself for the swift justice brought upon the murderers. The next day the Council announced that the Baroness of Lantruen, Fionna MacInnes, died of the plague and as her daughter Bonnie was not yet a legal heir to the Barony it was vacant and would be open to an Awards Festival. The open Barony again drew a crowd of contenders including both Newleaf and Becquerel from the 1006 campaign. This time thought there was little drama, in the aftermath of the near diplomatic disaster with Wendar, as the Council rapidly settled on the notoriously honest and well-respected elf Iriel Newleaf as the successor to MacInnes, after which nearly all contenders dropped out, and he was chosen by the Council to become the 2nd Baron of Lantruen with two other contenders receiving no more than a handful of votes from the more misanthropic princes.

Almost immediately upon becoming the new Baron of Lantruen, Newleaf was summoned Supreme Tower and the Council Chamber where he was met by the princes, the Ambassador from Wendar, the also newly promoted Propraetor of the Western Wendarian Free Province Vyra Aerdol, and a wizard Newleaf knew only by reputation Lord Aart Verlien. Newleaf and Aerdol were sworn to secrecy by Prince Volospin who spoke for the Council and informed the two of the truth and circumstances of the death of the previous Baroness. They were informed that their duties above all others was make sure no further diplomatic incidents happen between Glantri and Wendar in that region and particular attention was to be paid to any further hunting expeditions into Wendar originating from their areas of responsibility. Both agreed and were sent off to their new responsibilities in the far northwestern corner of Glantri. In the years since Newleaf became the Baron he has continued to oversee the annually growing trade with Wendar to the north which has been profitable to the Baron and brought a level of prosperity to many of his subjects that threatens to cause Lantruen to be seen not a frontier borderland dominion but a western extension of the economic prosperity of the more established regions of Glantri.

Notable sites:

Esbjerg is a thriving village first settled by group of humans in 907 who decided to leave Wendar and settle the hills that while technically Glantri were laxly administered and taxed. It remained a small village that occasionally traded with the Wendarian town of Meirin to the north or the Rzechian village of Fash'her to the south for generations until the surrounding region was annexed by Glantri in 1006 and more directly administered and became the main settlement of the new Barony of Lantruen. The village is home to a thriving market where most caravans passing through, especially outbound caravans

to Wendar, will stop for a day to rest, refit, and sell their wares to the villagers and other residents of the barony. The village has beautiful stone Regional Temple of Red which handles spiritual needs and basic education of not just the villagers of Esbjerg but much of the population of Lantruen. Known to none but the Baron is the existence of a small detachment of the GSS in the village. There are three high level agents who pose as common craftsmen in the village and are tasked for watching for foreign agents entering Glantri and rumors of any 'unauthorized' missions into Wendar that might again jeopardize relations between Wendar and Glantri. In the center of the village right next to the Regional Temple is a large 5 story tower which is the home of the current mayor Mads Toksvig (Age 63, M34, AL-N) who has served as the village's mayor for 36 years and has become a trusted advisor and confidant of the new Baron.



Coat of Arms:

Three large red rose flowers on a field of white

Useful links:

[The Glantrian Economy](#) by Aleksei Andrievski

[GazF1 The Kingdom of Wendar](#)

[Glantrian Politics AC 1000-1014](#) and [Iriel Newleaf](#) by Michael Berry