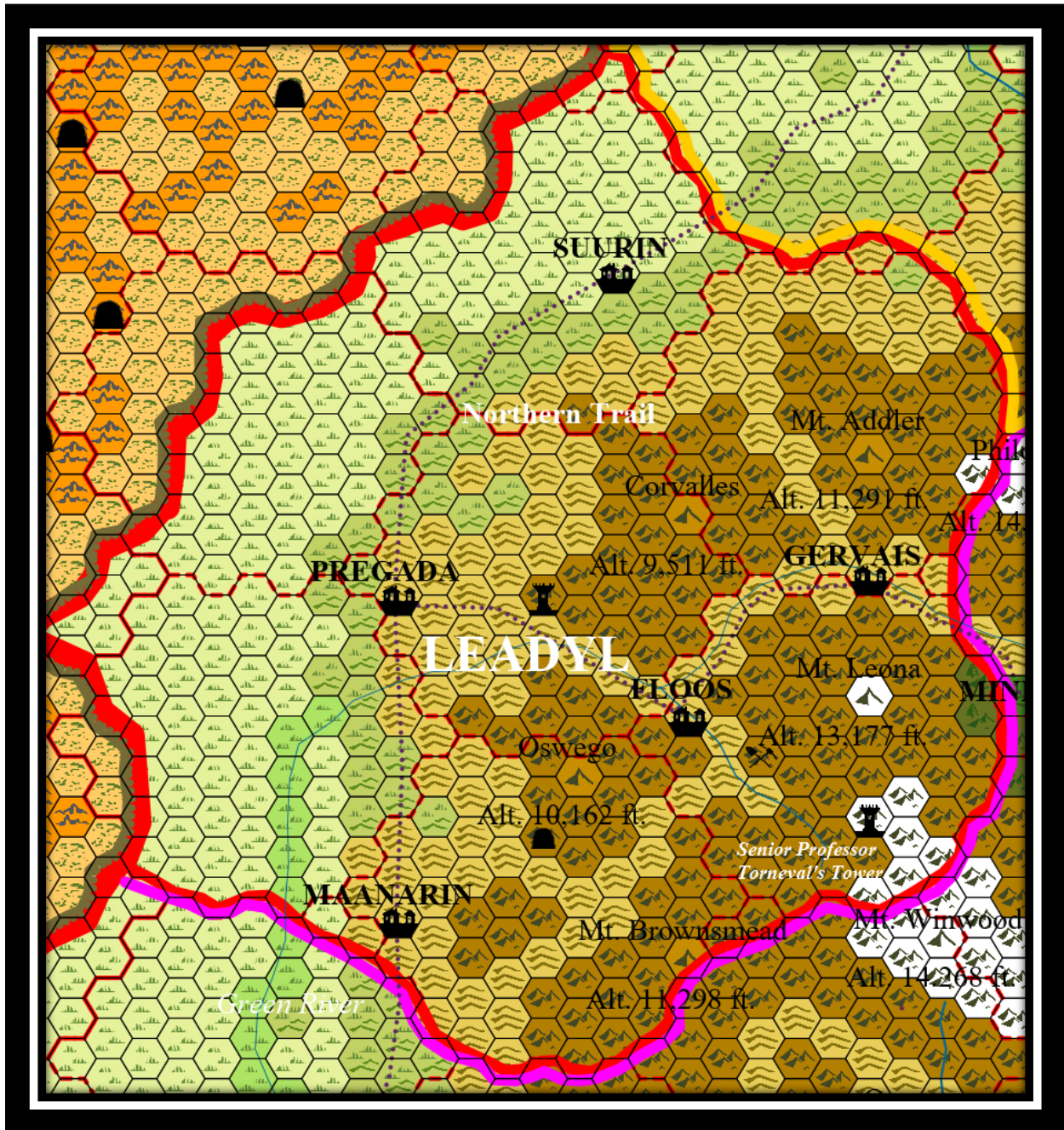


Leadyl, Barony of

AC 1014



Area:
392 square miles

Population: (population values are given for AC 1014. Borderland population density 5 per sq. mile, +50% for river)
1330

Villages:

Pregada (266): is the economic and social centre of the Barony and located west of the tower of the Baroness.

Gervais (85) is a small village in the mountains at the mouth of the Summer Pass.

Suurin (55): is a small Ethengarian enclave in the western grasslands to the northwest part of the Barony.

Floos (60): is a small mining community founded by Alphatian immigrants south of the tower of the Baroness

Ethnic groups:

Alphatian 30%, Rzechian 20%, Hattian 15%, Wendarian Human 10%, Kaelic 5%, Thyatian 5%, Flaem 5%, Ethengarian 5%, Sindhi 3%, Averoignian 1%, Other 1%

Languages:

Thyatian common. Alphatian

Ruler:

Circè DeVille (born AC 981, M14, 3rd Circle Alchemist, AL - Chaotic)

House:

Sylaire

Military:

A sheriff is assigned to the five main settlements of the Barony and is in charge of enforcing the law and keeping the peace. The Baroness has a force of 15 F1, leather, bow and hand axe which patrols the Barony and upholds the laws and watches for wandering monsters from the nearby mountains.

Trails:

The Northern Trail winds north in the valley between the Black Mountains and the Great Plateau. It is rated as poor by Glantrian AAA. It has seen steadily increasing volume of traffic between Glantri and Wendar since the end of the Great War. Construction on the trail to bring up to good status is set to begin next year and when it reaches Leadyl it is expected to bring lots of jobs and gold to the Barony in wages and increased trade. Leadyl lays on the western end of the Summer Pass trail which connects it to the upper Vesubian Valley only during the summer months. The trail is blocked by snow for the remainder of the year and is not only considered poor quality by Glantrian AAA but also has a danger warning due to occasional monsters and large predatory animals that come down out of the surrounding mountains. It is rarely used by caravans and only occasionally by other travelers.

Economics:

Leadyl is a resource poor Barony with only small-scale local obsidian mining operations around Floos. The Barony is used as a staging point for prospectors heading eastward into the mountains but so far, no large deposits of gems or precious metals have been found in the surrounding mountains. A large Blue Spruce Forest just outside the border of the Barony provides some income for the Baroness as the village of Gervais has become a regional center for collecting and processing lumber for the region. The large grasslands in the western part of the Barony are not particularly good for agriculture and only produce limited amounts of subsistence foods such as potatoes and carrots. The grasslands are perfect

for grazing animals and do support large herds of cattle which are driven south to Moulins every fall and provide for most of the income for the Barony.

Leadyl Monthly Financial Ledger (figures from AC1014)

Main resources: 1 Animal (cattle), 1 Vegetable (lumber)

4 hexes: mountains; borderland; pop. 224; tax 11.2 dc

3 hexes: clear; borderland; pop. 840; tax 42 dc

Pregada: village; pop. 266; tax 26.6 dc

Total population: 266 village/rural, 1064 borderland

A fair amount passes through Leadyl with nearly all trade with Wendar and the rest of Glantri passing through the Barony. The Baroness is able to collect additional income based on fees and duties assessed on both caravans passing through and coming into Leadyl. In addition, the Baroness collects various fines assessed her subjects as well as collecting taxes on adventurers booty. As a result, the Baroness collects an average of 200 dc extra income a month.

Tax Income: 79.8 dc

Resource Income: 239.4 dc

Standard Income: 638.4 dc

Council Tax: 231.5 dc

Net Cash: 287.7 dc

Overhead (35%): 100.7 dc

Available Cash: 187 dc

With 6230 XP/year, in 10 years the Baroness could gain 62,300 XP.

Alternate (tax only): 958 XP/year.

Alternate (tax and extras only): 3358 XP/year.

History:

Barons of Leadyl

Stacia 1006 - 1009

Circè DeVille 1009 -

The Barony of Leadyl 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. Leadyl was one of those dominions. The Alphatian wizard Stacia was part of the mission to Alphatia that led to the burning of Aasla and her mastery of air magic was the main reason they were able to escape and return to Glantri. As part of her reward, she was offered one of the new Baronies being created and

Stacia immediately accepted the generous reward offered by the Council and was confirmed as the new Baroness and the boundaries were set by Council. The new Baroness named her new Barony Leadyl after her deceased husband.

Minor difficulties were encountered by the new nobles of northwest Glantri in establishing their new Baronies. A large area of unclaimed land was annexed by Glantri when the Baronies were established consisting of the sparsely settled valley between the Adri Varna Peninsula and the Black Mountains. The people that lived in the previously unclaimed lands were a mix of Glantrians whom lived outside Glantri, Rzechians, Wendarians, and even some Sindhi. Some took the news of being annexed into Glantri with an air of resignation, others moved from areas slated to be within the new baronies to areas under control of the Council of Princes to escape the higher taxes, and some resisted the change. The lands that became the Barony of Leadyl were sparsely settled prior to the Baronies establishment. Small numbers of Rzechians lived in the foothills and grasslands and a small numbers of Kaelics and Hattians in the mountains near the end of the Summer Pass. Unlike some of the new Baronies there were no uprisings or even much discontent at all and so the establishment of the Barony went rather smoothly for the new Baroness.

Stacia built a Baronial Tower on the western slope of Corvallis near the largest Rzechian settlement in the foothills and being rather wealthy herself encouraged people from the surrounding area to move into the Barony rather than leave it for the surrounding Free Provinces where normally taxes would be much less. She also put out appeals in southern Glantri to the Alphatian population there to leave civilization (and the war) and try their fortunes on the frontier. Early on only few of Alphatians took her up on the offer and moved to the northwest. However, several years later many Alphatians were displaced after Thar overran Blackhill several hundred Alphatians moved to Leadyl and started to put down roots. Being extremely wealthy Lady Stacia was able to subsidize many of the families and help them get started in Leadyl and suspended tax collections for a year for new arrivals.

The newly arrived Alphatians founded two new settlements, one in the southern hills called Maanarin, and another in the mountains called Floos. In addition to the new settlements one of the Senior Professors at the Great School, the Wizard Torneval (Age 53, M26, AL-N), had a personal tower built high in the mountains. Early in 2009 prospectors from Floos did find a good seam of Obsidian in the mountains below Mt. Leona which was a welcome addition to the otherwise resource poor Barony. Most of the Baron's income came through the greatly increased caravan traffic that ran through the Barony to and from Wendar through taxation and providing goods and services to the caravans. Lady Stacia was a much beloved Noble who worked tirelessly toward growing her Barony but was killed in the last days of the Great War when she had gone to Glantri City to attend an emergency session of Parliament and was caught there by the assault of the 1000 Wizards.

The new Baroness of Leadyl, Dame Circè DeVille has not been the same Noble that Stacia was. She resides in Glantri City and has shown to have little interest in what goes on in Leadyl as long as taxes are collected, and ducats are sent to her. She has hired a professional administrator to run the Barony in her absence and has only been seen in the Barony three times in the four years since becoming the Baroness. Her administrator does a good job making sure taxes are collected but the days of having a noble trying to make the Barony and the lives of its people better is a thing of the past. Some leading Alphatians are beginning to talk about leaving the Barony and migrating to the north into the Western Wendarian Free Province where taxes are less burdensome and more importantly its Propraetor is a fellow Alphatian.

Notable sites:

The Tower of Senior Professor Torneval is a four-story round tower built in the most notable of sites. Using summoned Elementals to construct his tower of solid blocks of ice, it lays on the connecting ridge line between Mount Leona and Mount Winwood at an estimated elevation of 13 thousand feet. According to the lucky few accorded a visit to his tower sufficient breathing air is provided by create air spells made permanent by Torneval himself. Visitors were given rings of resist cold as there was obviously no heating at the tower. Torneval is only found here during recesses from the Great School of Magic and uses the tower as a secluded and secure site for his research and for his experiments in his free time. An invitation to his tower is one of the rarest and highly sought in all Glantri as the views to be had from the top of his tower are said to be the best to be had in all of Glantri especially looking west over the Adri Varma to say nothing of the sunsets.

The small Hamlet of Suurin is a predominately Ethengarian settlement which was founded several years ago by several families from Bramya that feared invasion during the Great War and picked up stakes and settled in the far western frontier. The new immigrants settled in the grasslands of the western Barony which was an area very much like Bramyra. Suurin is becoming well known in the region for the quality of the horses they breed, raise and sell. The Bramyran Mori is exceptional in rough terrain and has excellent endurance and even a short but lightning quick burst of speed.

Coat of Arms:

A bloody decapitated wolf's head

Useful links:

The Glantrian Economy by Aleksei Andrievski

Glantrian Politics AC 1000-1014, Creatures from the Cauldron III (the Rzechians), and Circè DeVille by Michael Berry