

Sherlin, Barony of

AC 1014



Area: 392 square miles

Population: 3160

Villages: Lotharia (630) is a large village in the center of Sherlin. The village in addition to being the administrative center of the Barony is a major caravan terminus for Wendarian and Sindhi trade.

Tombston (115) is a small village located on the Plateau trail northwest of the Tower of Sherlin. The village is a vibrant but very rough frontier town.

Ethnic groups: Rzechian 25%, Orkarian 25%, Averoignian 20%, Sindhi 16%, Thyatian 5%, Kerendian 5%, Flaem 3%, Other 1%

Languages: Thyatin Common, Averoignian

Ruler: Baron Adik de Chevas (born 959, M29, AI -Lawful)

House: Sylaire

Military: The Thundering Herd of Sherlin is a full time unit of 40 F2 Fighters (Leather, sword, Bow, and Riding Horse). The Herd has a dual mission to watch the northern frontier for any wandering monsters and to bring to the Baron's justice any bandits that try to prey upon the caravan traffic that is the heart of the Barony's commerce. The Herd is broken into 4 squads of 10 and operate independently unless a strong threat emerges. Two squads are based at the Watch Tower, one at Thern, and the last at Okaria. The Baron himself employs a small but elite private guard unit of 7 F8 with magical armor and weapons to protect his tower and family.

Food: Deficient. Food brought to markets in the Barony from outlying free territories.

Trails: Sherlin is the meeting point of two major western trade routes out of Glantri. The first is The Wendarian Road which leads north out of Sherlin into the Black Mountain Free Province and eventually into Wendar. The second is the Sablestone-Vyennes Road which follows the Sablestone River to Kern and eventually to Sind. Both trails within Sherlin are rated by Glantrian AAA as fair quality trails. A third and lesser used poor-quality trail extends northwest to the Adri Varma Plateau and the town of Veldens. Only occasional trade goes on between Glantri and those on the Plateau thus the trail is infrequently used.

Bandit activity today is rare thanks to aggressive patrolling by the Thundering Herd. They concentrate on keeping the two main trails clear and safe for caravans all while keeping watch on the Plateau trail for any unwelcome visitors, monster or otherwise. Other poor-quality trails connect the small communities of the barony. The Sablestone, Toonal, and Isoile Rivers are too swift and shallow to allow river boat transport.

Economics: Sherlin has no mineral resources to speak of and consists mainly of barren flat grasslands with some agricultural land close to the rivers providing some subsistence farming. The economy of the Barony revolves around two things, livestock and serving the caravans that come into the Barony from the west and north as well as the occasional one from the Adri Varma Plateau. The grasslands of the Barony are home to large herds of cattle as well as small numbers of bison. Substantial numbers of horses graze the lands close to the edge of the Plateau to the north of the Barony and are often rounded up for training or for sale to caravans or the Grand Army.

Sherlin Monthly Financial Ledger (figures from AC 1014)

Main resources: 2 animal (bison, cattle)
3 hexes: clear; borderland; pop. 840; tax 42 dc
4 hexes: clear, river; borderland; pop. 1680; tax 84 dc
Lotharia : village; pop. 630; tax 63 dc

Total population: 630 rural, 2520 borderland

Tax Income: 189 dc
Resource Income: 756 dc
Standard Income: 1512 dc

A fair amount passes through Sherlin with nearly all trade with Gullavia and the rest of the Adri Varma Plateau passing through the Barony. In addition, much of the trade with Sablestone and Sind to the west also passes through Sherlin, along with a smaller part of the trade with Wendar to the north as most of the trade with northwest Glantri and Wendar now passes through Morlay-Malinbois thus bypassing Sherlin. The Baron is able to collect additional income based on fees and duties assessed on both caravans passing through and coming into Edleview. In addition, the Baron collects various fines assessed his subjects as well as collecting taxes on adventurers booty. As a result, the Baron collects an average of 350 dc a month.

Council Tax: 561.4 dc
Net Cash: 733.6 dc
Overhead (35%): 256.8 dc
Available Cash: 476.8 dc

With 15,540 XP/year, in 10 years the Baron could gain 155,400 XP gaining one level
Alternate (tax only): 2268 XP/year
Alternative (tax and extras only): 6468 XP/year

History:

Barons of Sherlin:

Edward Glascock	1009-1010
Adik de Chevas	1010-

Sherlin is one of the newest of the Glantrian dominions, created in the last round of dominion creation by the Council of Princes in 1009 to help with managing the defenses, finances, and population of Glantri, as well as balancing the numbers of nobles in the Parliament with all the *Act of Enfeoffment* of the previous years. Four new Baronies were created at the western frontier edges of Glantri.

When the Council of Princes met to discuss the exact locations of the new Baronies the area directly to the west of d'Ylourgne was seen as a profitable area to establish a Barony. A large village had been established at the crossroads of the western and northern trade routes and the Council felt a good source of revenue for Glantri was being squandered. When put to a vote not a single Prince voted

against the location of a barony to the west of d'Ylourgne and thus was decided to be one of the four new Baronies established in 1009.

Competition for the new Barony was expected to be fierce and five wizards declared for it and started spending fabulous sums to win allies and sway among the nobility. Three of the wizards received enough votes by the Parliament which meant the issue would be settled at the Dueling Court. The Fen wizard, Edward Glascock, wins the duel after killing one of the wizards and having the third yield and surrender. Glascock names the new Barony Sherlin. His rule was not to last long however. Within a year he was found dead by the side of the Sablestone-Vyones Road between Sherlin and d'Ylourgne by a passing caravan. At first brigands or foul play were suspected but it was later found out in the following Parliament investigation that he was drunk when he fell off his horse and broke his neck. As he had no heirs the Barony was declared open and another Awards Festival was declared. The campaign for the open barony was fierce until a late arrival, an Averognian adventurer and powerful wizard, Adik de Chevas, who once was a noble in Norwold serving King Ericall before renouncing it and returning home to Glantri out of protest to Alphanthia's war with Glantri. His arrival turns the campaign on its head and once the votes were counted by the Council, he easily wins the Council vote and becomes the 2nd Baron of Sherlin.

The new Baron de Chevas had far more interest in politics than administration so he and his family stayed in Glantri City and hired an administrator to manage the new Barony of Sherlin. However, that proved to be a disaster as the administrator failed to suppress bandits which increasingly struck caravans in and around Sherlin. The FFF also launched a campaign of civil disobedience in protest of increased taxes. The situation got so bad in Sherlin that de Chevas was forced to personally deal with the situation there as he moved there from Glantri City, and he took up residence in the newly constructed Baronial tower.

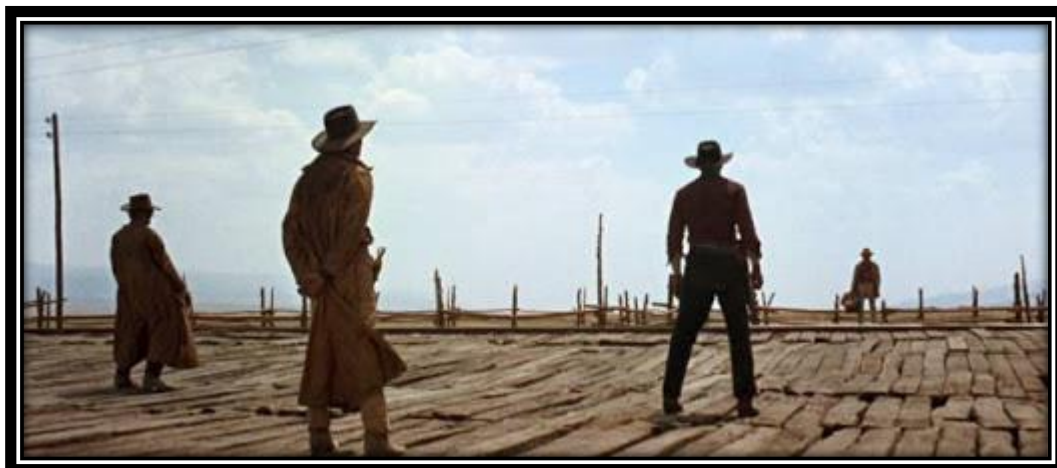
Maintaining law and order and bringing banditry to heel took almost a year to accomplish and only after hiring a mercenary force to combat the bandits. They were so successful that the Baron hired many of them to form the basis of his own personal unit which became The Thundering Herd. Once law and order were established the process of winning over the population could begin. Large amounts of gold were spent on civic improvements and hiring more capable administrators and local officials to win over the local population. By 1013 after almost 2 years of intensive effort banditry became rare and most residents of the Barony came to be satisfied with their new Baron. Adik soon left to return to Glantri City, but he left his oldest son in Sherlin to make sure the family kept a presence and a home in the Barony.

Today the Barony remains generally quiet and orderly. It is rare event that disrupts the routine and order of people's lives in Sherlin. The last noteworthy event was in 2013 when a beholder made its way into Tombston from presumably the Adri Varma Plateau and caused a number of deaths before a group of adventurers and Thundering Herd soldiers managed to kill it. Though caravan traffic to and from the north has dropped off in recent years with more Caravans choosing to go through Morlay-Malinbois trade with Sind and Sablestone has continued to grow year to year. Many caravans continue to pass through Sherlin providing the Barony a strong job market and steady income serving the needs of the caravans.

Notable sites:

Lotharia is the largest village in Sherlin and its economic and administrative center. The last couple of years have seen a substantial change in the village and its standards of living. Prior to 1005 Lotharia consisted of a single dusty main street lined with sod homes and less than 100 residents. Due to first the expanded trade routes in western Glantri to both Sind and Wendar along with the establishment of the Barony of Sherlin the population of Lotharia has expanded over six fold in less than ten years and is not just largest settlement in western Glantri outside of Sablestone but one of the most modern. Today thanks to the Baron's investment in the village, wood and stone buildings are to be found in the new market district and the administration sections. Wealthier residents themselves have built large multi-story homes and business. Lotharia also has the 2nd largest Temple devoted to Rad in all of western Glantri due to the patronage of the Baron. The market section of town is lively with regular in bound and out bound caravans making stops to sell goods or longer ones to replenish stocks, repair wagons, or hire more guards.

The village of Tombston lays on the Plateau trail in the northwestern hill country of Sherlin. Tombston is a frontier town geared to adventurers and frontiersmen who are heading out of Glantri and onto the Adri Varma Plateau. Buildings in the town are (as is in much of Sherlin) sod construction since wood is so rare and valuable in Sherlin as it is in far in western Glantri. Saloons are the center of social life here as drifters just passing through on their way to their next dungeon crawl, and hard scrabble locals meet to play cards, gamble and drink the locally produced rot gut. Very often disagreements turn violent but local tradition is observed under communal threat of more violence. Any duels that result in a saloon must be taken out side onto Main Street and settled there, which of course are the object of still more gambling, drinking, and violence. The local constable here is Wyatt Holiday (MU6, AL-L) who is Tombston's fifth Constable in four years. Holliday has only been on the job for six months but has already killed nine men in self-defense and has gained the reputation as the quickest draw with a wand in town.



The Tower of the Eye is a legendary site to locals for more than a hundred years who are rased with stories about the lonely tower in the northern grassland. Rising neally 70 feet over the surrounding flat grassland there is no apparent enterance nor any windows in the obelique like tower of black stone. However at the top of the tower a large flaming eye sits and watches over the grassland and any that approach the tower. To the best of any one's knowledge no one has found a way into the tower, no efforts to climb to the top have been sucessful and those who use magic to try to the reach the top via levitation or flying spells find their spell effects dispelled with 5 feet which has been known to be fatal to lower level adventurers without access to back up spells or magic.

Coat of Arms:

White Dragon taking flight upon a field of yellow.

Useful links:

The Economy of Glantri by Aleksei Andrievski

Adik de Chevas by Michael Berry