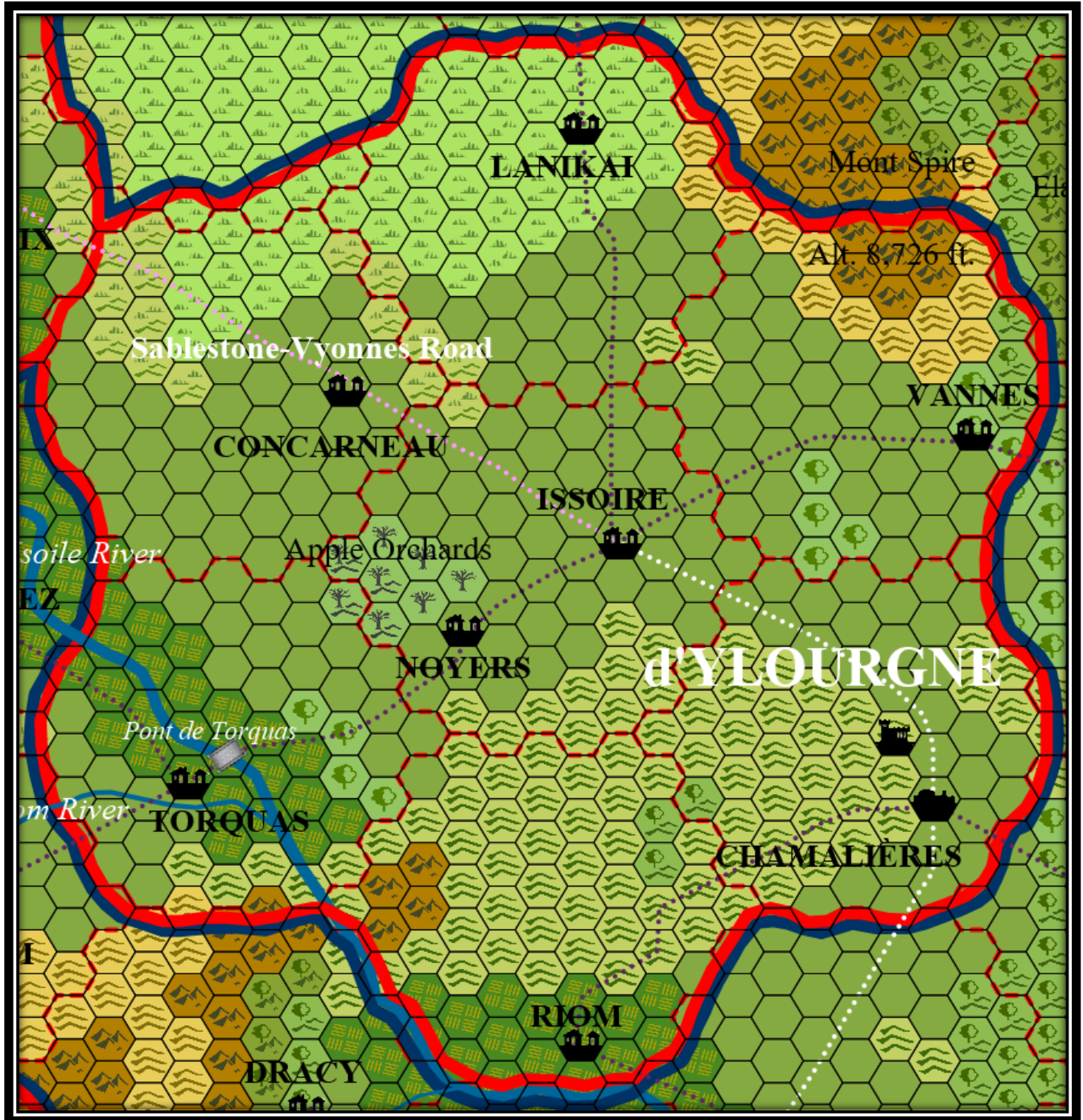


# d'Ylourgne, Viscounty of

AC 1014



Area:  
392 square miles

**Population:**

6888

**Towns:**

Chamalières (1148): a small town just to the south of Castle d'Ylourgne that serves a major trade location and administrative center of the Viscounty.

**Villages:**

Torquas (780): is a major agricultural and center for wood crafts at the intersection of the Isoile and Bantoom Rivers in the southwest corner of the Viscounty.

Issoire (500): is a ranching village and Caravan way station in the center of the Viscounty.

Lanikai (200): is a Rzechian settlement in the grasslands of the northern tip of the Viscounty.

**Ethnic groups:**

Averoignian 50%, Orkarian 17%, Sindhian 13%, Flaem 10%, Rzechian 5%, Thyatian 3%, Kerendian 1%, Other 1%

**Languages:**

Averoignian, Thyatian common

**Ruler:**

Sita Peshwir (born 986, M14, 3<sup>rd</sup> Circle Witch, AL - Neutral)

**House:**

Kern

**Military:**

The Viscounty is occasionally visited by patrols from the 1<sup>st</sup> Banner of Malachie's 15<sup>th</sup> Division based in Vyonnes. The Viscountess maintains a large full-time professional guard force of 150 F2 warriors which man the walls and towers of Castle d'Ylourgne and whose cost is largely subsidized by the Council of Princes as a monthly stipend taken from the budget of the Grand Army. The Viscountess employs a mounted constabulary of 40 F2 based in Chamalières which patrol the Viscounty and keep the roads safe and visit its settlements regularly and serve as enforcers of Glantrian and Viscounty laws.

**Food:**

Surplus

**Trails:**

The Sablestone-Vyonnes Road runs right through the heart of d'Ylourgne. The village of Issoire in the center of the Viscounty marks the point where it transitions from a good quality road from Vyonnes to a fair quality road as rated by the GAAA, leading into Sherlin. Poor quality trails branch off the Sablestone-Vyonnes road and connect small settlements to the main road and d'Ylourgne's larger settlements.

The Isoile River marks the southern and western border of the Viscounty and is navigable to river boats only at Riom at the southern tip of d'Ylourgne. Upriver from there the river becomes too swift and full of rapids to allow river boat traffic.

**Economics:**

d'Ylourgne has no natural resources but due to its location at the fringes of the borderlands and its temperate climate is an excellent producer of agricultural products and livestock. Many large farms are found along the Isoile River which grow apples, tomatoes, and pomegranates. The large open lands are also perhaps for raising livestock and many large farms contain large numbers of cows and swine.

A large part of the economy of d'Ylourgne today is driven by commerce. Many large caravans cross the Viscounty on their way between Sablestone and Vyones. The recent surge in trading in trade with Sind has brought even more trade into and through d'Ylourgne. D'Ylourgne provides not only excellent way markets for merchants but also excellent services including a large office of the Guild of Protective Services in which caravan guards can be hired especially for outbound caravans as d'Ylourgne marks the western edge of civilized Glantri and from there the land and its denizens get more dangerous.

d'Ylourgne Monthly Financial Ledger (figures from AC 1014)

Main resources: 1 vegetable, 1 animal

1 hex: clear, river; rural; pop. 1680; tax 168 dc

2 hexes: clear; rural; pop. 2800; tax 280 dc

2 hexes: clear, borderland; pop. 560; tax 28 dc

1 hex: hill, river; rural; pop. 420; tax 42 dc

1 hex: hill; rural; pop. 280; tax 28 dc

Chamalières: town; pop. 1,148; tax 344 dc

Total population: 1148 small town/suburban, 5180 village/rural, 560 borderland

Tax Income: 890 dc

Resource Income: 2671.2 dc

Standard Income: 5745.6 dc

As much of the trade in western Glantri and with points beyond in Sind and the Adri Varma passes through d'Ylourgne, the Viscountess is able to collect sizeable extra income based on fees and duties assessed on the caravans passing through her dominion. In addition, the Viscountess collects various fines assessed her subjects as well as collecting taxes on adventurers booty. As a result, the Viscountess collects an average of 750 dc a month in extra income.

Council Tax: 2011.4 dc

Net Cash: 2299.8 dc

Overhead (45%): 1034.9 dc

Available Cash: 1264.9 dc

With 51,734 XP/year, in 10 years the Viscountess could gain 517,340 XP

Alternate (tax only): 10,680 XP/year.

Alternative (tax and extras only): 19,680 XP/year

### **History:**

Viscounts of d'Ylourgne

Franz Lowenroth	1006 - 1008
Sita Peshwir	1008 -

The Viscounty of d'Ylourgne 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 increase in the size of the Grand Army due to the war with Alphatia and would provide more balance to a Glantrian nobility structure that in 1006 had nearly as many Principalities as Baronies and Viscounties *combined*. While most were created in the Sablestone region and the western slopes of the Black Mountains in the far northwest region of Glantri the establishment of d'Ylourgne was not without a great deal of controversy and rancor within the Council of Princes.

The lands that became the Viscounty of d'Ylourgne were unclaimed by the Flaem and were only settled after the defeat of the Overlord in 512 by a race of outer worlders who chose to remain on Mystara and settle than return to their own world. They remained there occasionally trading with the Flaem to the east and the Rzechians to the north and west but remaining independent of the Flaem for over 200 years. The arrival of thousands of Averoignians from the planet of Laterre via a magical gate in 728 right in the middle of the Orkarian lands led to an organization of the region as the Orkarians accepted to the rule of the Averoignian King Edoard in 729. The Averoignian king had a castle built on the western edge of his new Averoignian Kingdom which he named d'Ylourgne when it was completed in 740, After Eduard's grandson, King Etienne d'Ambreville, traded his crown and much of his lands for a noble title in the new Republic of Glantri in 845 the area became part of the new nation of Glantri but was not ruled by any noble but the area and castle remained under de facto Averoignian control. That changed in 884, three years after the disappearance of Prince Etienne and most of his family, when the Council of Princes decided to take advantage of Etienne's disappearance and took the stewardship of the Castle from the d'Ambrevilles and made it subject to the Council of Princes and a Council Charge and elected Prince Charan Erewan as its first Glantrian Viceroy.

Though a stout fortress that protected Glantri's western border there were few threats to Glantri from the west and the charge of Viceroy of d'Ylourgne became a desired post for an easy extra couple of votes at Council, a large stipend for doing little and especially became a desired position for political enemies of the d'Ambreville family where they could pester and make life difficult under the guise of protecting law and order. The settling of the Sablestone region and building of Fort Sablestone in 927 made d'Ylourgne less vital to Glantri's defense as a first defense against an invasion from the west. It was not until 983 that d'Ylourgne finally saw action as a defensive bulwark when thousands of humanoid moved southward down the Black Mountains into the Loir Valley, threatened Nouvelle Averoigne and attacked d'Ylourgne directly. The castle held but not before the Viceroy himself, Prince

Morgaithe von Drachenfels, fell in battle with the humanoids. Coinciding with the reappearance of long considered dead Etienne d'Ambreville and his long-lost family a year later, Morgaithe's son and heir and the new the Viceroy of d'Ylourgne, Prince Jaggar took command of Army forces at d'Ylourgne and led a savage campaign against the humanoids that lasted for four years but eventually exterminated the humanoids to the man-woman-child degree that the southern Black Mountains still today are mostly humanoid free.

When the Council of Princes met in 1006 to discuss locations for new dominions d'Ylourgne was not considered at first, instead a Viscounty was discussed in the Scotch Breach between Klantyre and Boldavia. It was eventually rejected in a close vote and when the idea of a new Viscounty at d'Ylourgne was raised by Prince Volospin the Council Chamber nearly lost all pretexts of decorum as Prince Innocenti (the current Viceroy) lost his mind to the degree that some Princes thought he would attack Volospin directly. Calmer heads eventually prevailed and finally the measure came to a vote, what was expected to be close was anything but with only Innocenti, Brannart, and Harald opposed. Many of the Princes were thought to have been swayed by Prince Jaggar himself with Prince Vanserie backing him that there was no threat to western Glantri, but the Alphantians were a threat to ALL Glantri's existence and Glantri needed that rich and profitable area under noble control and not collecting the estimated 10% of the areas value in taxes. The Council announced the decommissioning of the Castle, the abolishment of its Viceroy position and put the new dominion up for an awards festival as the first of the 8 to only included experienced Barons who already had proven themselves at ruling a Barony rather than risk having a newly elevated Baron somehow compete and win the new Viscounty.

The Awards Festival drew heated competition from Franz Lowenroth, the Baron of Adlerturm; James Dothan, the Baron of Egorn; and Pieter Vandehaar, the Baron of Oxhill. After a month-long campaigning session, the Council voted on the matter:

Baron Franz Lowenroth of Adlerturm - Etienne (25), Malachie (14), Jaggar (20), Jherek (24), Urmahid (16), Carlolina (17), Carnelia (18) = 134.

Baron James Dothan of Egorn - Brannart (16), Innocenti (15) = 31

Baron Pieter Vandehaar of Oxhill - Vanserie (18), Morphail (15), Harald (14) = 47.

\* Jaggar, Brannart, and Vanserie voted for their candidates\*

\* Jherek, Urmahid, Carlolina, and Carnelia voted for Franz to open up a rich Barony to an Award Festival\*

\* Etienne liked the idea of a militaristic family at d'Ylourgne and Malachie voted for Franz suspecting he was a lycanthrope and was perhaps willing to shift his political allegiance\*

\*Morphail voted for Pieter who he recognized as a shady character who might cause problems for the Averoignians\*

\*Harald voted for Pieter just in hope of getting him out of the Sablestone region\*

\*Volospin abstained as none of the candidates was felt to be worthy of his vote\*

The Council approved Franz Lowenroth and rejected Dothan and Vandehaar thus Franz Lowenroth became the first Viscount of d'Ylourgne. The title of Viscount of d'Ylourgne did not come however with no strings attached as was made clear by the Council from the beginning of the campaigning period. The new Viscount would be responsible for upkeep and renovations on the castle and would be required to

keep a full-time guard force there which would be largely subsidized by the Council as part of the budget for the Grand Army. Any defaulting of those responsibilities or misuse of the funds allocated by the Council would be treated as a Violation of Allegiance towards the Council and with the harsh penalty that came with it.

The new Viscount made good on his promise to the Council and recruited a large force of fighting men to serve as the Castle guard and made sure they were well trained in defensive tactics under the watchful eye of the Warden of Marches who insisted the force be able to hold the castle for a week if necessary to give time for reinforcements to arrive if some surprise invasion did come out of the west. The region much as the rest of Glantri suffered mightily to the combination of Alphatian terrorist attacks, though none attacked the castle directly, and the plague and it is estimated 12% of the Viscounties population died between 1007 and the war's end late in 1009. The end of war wrought a heavy toll on the Glantrian nobility as several nobles were killed in the last months of war, either falling to Thar or the Alphatians. When the Duchess of Fenswick was killed by a rogue Black Dragon the cascading opening of titles opened the County of Wylon which Lowenroth decided to compete for and won approval by the Council thus opening up d'Ylourgne to another Awards Festival late in 1009.

The rich Viscounty drew many Barons to seek the Council's approval for their bids but it soon became apparent the race was between two Barons; Baron Walther von Lienitz of Adlerturm and Baroness Sita Peshwir of Edleview. Many observers thought that von Lienitz had a clear edge as his dominion was a prized one and one that the Princes who had no skin in the game would want open to perhaps get a supporter of their into. However, observers (and the bookies in the Muscari Precinct) failed to take into the beauty, charms, and the degree Baroness Peshwir would go to win this contest. In a rather surprising Council vote after a week of campaigning Baroness Peshwir not only won but did so easily and became the 2<sup>nd</sup> Viscountess of d'Ylourgne.

Baron Walther von Lienitz of Adlerturm - Brannart (16), Jaggar (20), Innocenti (15) = 51

Baroness Sita Peshwir of Edleview - Harald (14), Juliana (16), Morphail (15), Malachie (14), Jherek (24), Urmahid (18), Carlolina (17), Carnelia (18) = 136

\*Prince Jaggar and Prince Harald vote for their own candidates\*

\*Volospin and Etienne abstain for not attending the Council session\*

\*Brannart and Innocenti, not caring who wins, vote for von Lienitz in hope he wins and opens Adlerturm for an Awards Festival\*

\*Juliana, Carnelia, and Carlolina out of respect for Peshwir and her bravery earlier facing Kristiana Wilhamine at the dueling court knowing she was not likely to win the duel and even faced a strong chance of being killed\*

\*Morphail, Jherek, and Urmahid vote against House Ritterburg and for the weaker House Kern\*

\*Malachie votes for Peshwir having met and discussed regional issues with her and appreciating her intellect and demeanor, as well as having sympathy for Sindhi immigrants to Glantri\*

Unlike her predecessor Peshwir had no interest in overseeing her dominion but made it a point to hire the best administrators and with the warning that if they failed in their responsibilities to make sure the Viscountess upheld her duties to maintaining the castle and the military readiness of its garrison that they would be dead quicker than she could be executed by the Council. Peshwir lives at her mansion in the Crown Precinct of the city but will make occasional visits to her Viscounty, taking special care to visit the growing Sindhi population in the area.

With the war and memories of it growing more faint as the years go by the Viscounty has grown rapidly due in large part to a large Sindhi migration into d'Ylourgne after Peshwir became the Viscount. Population levels have in fact rebounded back to levels not seen since before the war making d'Ylourgne one of the fastest growing dominions in Glantri. Though absent for the most part the Viscountess is wildly popular in her dominion which is helped in part by having hired excellent administrators and also in part by the heavy personal investment Peshwir has made in education, especially magical education in which she sponsors promising Sindhi children to the Great School or to other schools of magic in Glantri. The Viscounty today is considered one of the most safe and prosperous lesser dominions in all Glantri.

**Notable sites:**

Castle d'Ylourgne

There is no more notable site in the Viscounty than its namesake castle which is approaching its 300 anniversary. However due to the large amounts the Council has allocated to the Viscount the Castle has not only been well maintained but also updated with the latest in Glantrian AAA batteries in the form of batteries of Lightning Bolts and Magic Missile atop its tall towers. The castle is capable of holding a garrison of some 1500 but could hold twice that during wartime and is well stocked and provisioned to hold out for months under a siege. The castle's garrison is led by Captain Elaine Fouquet (F17, AL - L) who trains her force extensively on defensive siege tactics and can't speak to how well her mercenary force might do if ever confronted with a surprise attack, but she can look in the mirror and say she has done all she could to train them to hold until reinforcements from Malachie could arrive. The Castle itself is a typical structure with tall towers and 20 foot stone high walls and has a high central tower that contains the personal quarters of the ruling Viscount and those of their family and as well as important dominion administrators.



### Chamalières

Chamalières is a small town just to the south of Castle d'Ylourgne that serves as administrative center of the Viscounty. The town has undergone explosive growth in the last few years and was only just this year classified as a small town rather than the large village it has been for many years when it simply served as a support community for the castle and the soldiers of the Grand Army based at it. The explosive growth of Chamalières started 10 years ago when trade between Glantri and both Wendar and Sind exploded in growth thus increasing caravan traffic through the village nearly 10 fold over what they had been in AC 1000. The Great War also resulted in a large internal migration within Glantri and many sought to get out of the way of the Alphatians then later the humanoids of Thar. On top on internal displacement the invasion of Sind by the Master resulted a large migration of Sindhi, especially magic users and wizard of the Jadugerya caste which brought a large number of immigrants to western Glantri. Since the elevation one of their own became Viscountess of d'Ylourgne a large number of Sinhi have moved to the Viscounty.

The town has a lively market quarter where incoming and outgoing caravans often stop and refresh themselves or prepare for living 'civilized' Glantri for the hazardous wilds of the western borderlands. Many business and guilds dedicated to and supporting trade and caravans are found in Chamalières. The newest addition to the town is a School sponsored by the Viscountess that offers a quality education and magical training for free which employees several transplanted Sindhian masters and after only 2 years of existence has a student enrollment of nearly 200 students from across the Viscounty. The school, Dhirubai Ambani, was built from the ground up to specifications of its master, Manpreet Sardesi (M35, AL - N) and is the talk of many in the educational and architectural circles across Glantri.





**Coat of Arms:**

Four crouching tigers around a large Elephant on a field of white

**Useful links:**

Sita Peshwir, *Creatures from the Cauldron IV (The Orkarians)*, D'Ambreville History and Family Tree, and *Glantrian Politics AC 1000- 1014* by Michael Berry

*Timeline of Glantrian History* by Professor of Glantrian History Dr. Harri Mäki