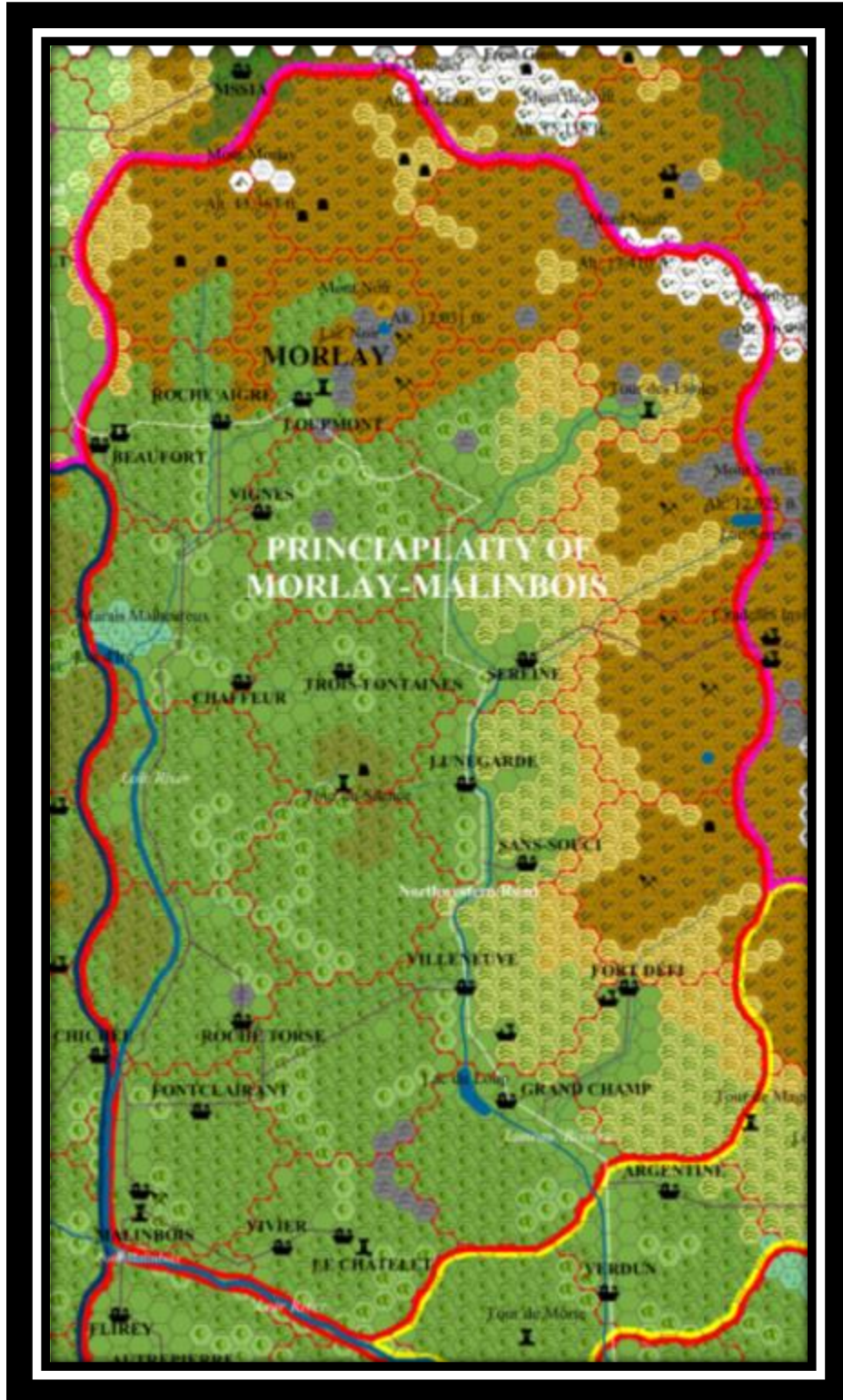


# Morlay-Malinbois, Principality of

1014 AC



**Area:**

1,344 square miles

**Population:**

Morlay (1000 AC): 984 (15% lycanthrope)

Malinbois (1000 AC): 1890 (50% lycanthrope)

Morlay-Malinbois (1014 AC): 5774 (35% lycanthrope)

**Towns/Large Villages:** *(population values are given for 1000 AC and 1014 AC)*

Loupmont: 200/1050(60% lycanthrope)

Malinbois: 910/1125(25% lycanthrope)

**Selected Villages:** *(population values are given for 1000 AC and 1014 AC)*

Beaufort (150/250): is a village and fort guarding the north end of the Valley of Wolves.

Chauffeur (200/250): is a farming village approximately 14 miles southwest of Loupmont.

Vignes (150/250): is located 6 miles south of Loupmont and is famous for its excellent wineries.

Fort Defi (175/200): is a small farming village in the foothills of the Black Mountains.

**Ethnic groups:**

Morlay (1000 AC): Averoignian 75%, Hattian 13%, Flaem 5%, Orkarian 2%, Other 5%

Malinbois (1000 AC): Averoignian 80%, Orkarian 10%, Flaem 7%, Other 3%

Morlay-Malinbois (1014 AC): Averoignian 70%, Hattian 10%, Flaem 6%, Orkarian 4%, Other 10%

**Languages:**

Averoignian, Thyatian common

**Ruler:**

Prince Field Marshal Malachie du Marais, Baron of Morlay, Commander of 39th Glantrian Division 1005-1008, Commander of 6<sup>th</sup> Army 1008-1009, Commander of Army Group Southwest 1009-1010, Commander of Glantrian 4<sup>th</sup> Army Corp and Commander of the Glantrian 12<sup>th</sup> and 15<sup>th</sup> divisions 1010-1014  
Born 956, M14/WWO11, Alchemist of the 3<sup>rd</sup> Circle, AL-Chaotic

**House:**

Morlay (1000 AC): Sylaire

Malinbois (1000 AC): Sylaire

Morlay-Malinbois (1014 AC): Morlay

1014 AC – Voting Power **15** at the Council, **20** at the Parliament

Allies: Lord Niccolo Galateo (M24/WT6), Viscount of Fausseflammas

**Family:**

Sire Noussoir (brother): born AC 991, T7, AL - Chaotic

Dame Suzanne (sister): born AC 986, F5, AL - Neutral

Dame Diane (wife): born AC 944, M11, AL - Neutral

### **Military:**

Prince Malachie holds the rank of Field Marshal in the Glantrian Army and commands two Glantrian army divisions; the 12<sup>th</sup> and 15<sup>th</sup> divisions. He also has the command of the 4<sup>th</sup> Army Corp when activated in times of emergency which includes his two divisions and the 2 divisions of Princess Carlolina. In times of war as befits his rank, experience and proven abilities shown during the Great War Malachie would likely hold an Army Group command. Prince Malachie is considered to be one of the possible successors to Prince Jaggar as Warden of the Marches.

Prince Malachie has the 2<sup>nd</sup> Banner of his 12th Division stationed in Loupmont. The Banner patrols Morlay-Malinbois and the surrounding areas in order to maintain law and order. The other three Banner of the 12<sup>th</sup> Division are based in Yvonne and patrol Noevelle Averoigne and the surrounding area. His 15<sup>th</sup> Division is home based at Les Hiboux and patrols the area between Glantri City and Noevelle Averoigne. Malachie also maintains an elite bodyguard of 25 men (F7) at Morlay who are the Personal Guard of the Prince. They are called La Garde d'Obsidienne.

Since it is well known that Morlay-Malinbois have a significant were-population it should be noted, even though they are legal citizens there and in the free-territories of Glantri, Malachie has not actively recruited any of the were-population into his divisions or organized them into formal units. That is not to say that there might not be were-creatures in the divisions. The Militia of Morlay-Malinbois is however is managed and led by those in la Confrérie des Loups, the Brotherhood of Wolves. In times of a military emergency and mobilization the militia of Morlay-Malinbois (nearly 80% lycanthropic) would form the basis of the 47<sup>th</sup> (Res) Glantrian Division. The militia meets for 2 days every month (around the full moon) and trains for two weeks during the summer every year.

### **Trails:**

For most of its years of being settled the two rivers running through the Valley of the Wolves; the Loir down the west side of the valley, and the Luneau running down the east side, provided for the transportation needs of the few settlers in the valley. The rivers also provided easy transport for the loggers and trappers of the great wooded hills. The Loir River is navigable to river boats between Yvonne and Malinbois. The Luneua River is navigable to river boat between Villeneuve and Cherburg in the Viscounty of Amboise where it meets the Loir River.

Prince Malachie and the Council of the Princes after the Great War debated the need to improve transportation infrastructure within and especially through the Principality to the western frontier in the borderlands below the Adri Varna in the northwest of Glantri. Even as reticent as it is to spend gold on internal improvements like roads the Council of Princes saw this major infrastructure project as necessary and an investment that would paid for itself many times over and approved funds to improve the poor quality trail between Morlay Malinbois and the Yvonne-Glantri City Road to good quality. Started in AC 1011, and completed two years later, the Northwestern Road runs northward from the Yvonne-Glantri City Road through the Viscounty of Amboise into Morlay-Malinbois adjacent to the

Luneau River containing north up the valley until it reaches Loupmont and Beaufort. From there it enters the Black Mountains Free Province and Tranzault. The road is rated good by Glantrian AAA between the Vyonnes-Glantri City Road and Tranzault where the road becomes poor quality trail. Construction of the final stage from Tranzault northward to the Wendarian border improving it to good quality is set start next year and expected to take 4 years to complete.

Smaller poor quality trails connect the small settlements and a fair quality trail connects Malinbois with Sylaire to the south.

**Food:**

Subsistence/Imported (wild game)

**Economics:**

Morlay-Malinbois recently started to exploit its recently discovered substantial mineral deposits in the form of Silver and Gold as well as the previously tapped Obsidian deposits. The recently discovered gold mines in the Black Mountains in 1004 now provides a great source of income for the Prince and wealth for its people. Morlay-Malinbois has thus become a leading center of gold and silver mining over the last several years in western Glantri. Next to agriculture and logging; mining operations are the largest employer in the Principality. The large forests of the region also hold of wild game, yet with the substantial increase in the lycanthrope population in the last 15 years Prince Malachie has to continuous monitor the stocks of wild game to make sure they are not depleted. At times he has had to import wild game from other wilderness regions to keep the populations high.

Malinbois Monthly Financial Ledger (figures from 1000 AC)

Main resources: 1 animal (fur), 1 vegetable (wine/grapes)

2 hexes: forested hills, river; rural; pop. 560; tax 56 dc

1 hex: forested hills, river; borderland; pop. 280; tax 14 dc

3 hexes: forested hills; borderland; pop. 420; tax 21 dc

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

Malinbois: village; pop. 350; tax 35 dc

Total population: 910 villages/rural, 980 borderland

Tax Income: 140 dc

Resource Income: 420 dc

Standard Income: 1120 dc

Council Tax: 336 dc

Net Cash: 224 dc

Overhead (40%): 89.6 dc

Available Cash: 134.4 dc

With 6720 XP/year, in 5 years (1000-1005) the Viscount could gain up to 33,600 XP on dominion XP alone, not rising in level.

Alternate: 1680 XP/year, in 5 years (1000-1005) the Viscount could gain up to 8400 XP on dominion XP alone, not rising in level.

#### Morlay Financial Ledger (figures from 1000 AC)

Main resources: 1 animal (furs), 1 mineral (obsidian)  
4 hexes: mountain; borderland; pop. 224; tax 11.2 dc  
2 hexes: forested hills; borderland; pop 280 tax 14 dc  
1 hex: hills; borderland; pop. 280; tax 14 dc  
Loupmont: village; pop. 200; tax 20 dc

Total population: 200 villages/rural, 784 borderland

Tax Income: 59.2 dc  
Resource Income: 413.6 dc  
Standard Income: 473.6 dc  
Council Tax: 189.3 dc  
Net Cash: 283.5 dc  
Overhead (35%): 99.2 dc  
Available Cash: 184.3 dc

With 5673.6 XP/year, in 5 years (1000-1005) the Baron could gain up to 28,368 XP on dominion XP alone, not rising in level.

Alternate: 710.4 XP/year, in 5 years (1000-1005) the Baron could gain up to 3552 XP on dominion XP alone, not rising in level.

#### Morlay-Malinbois Monthly Financial Ledger (figures from 1014 AC)

Main resource: 1 Animal (furs), 2 mineral (silver, obsidian/gold)  
2 hexes: hills; rural; pop. 520; tax 52 dc  
3 hexes: hills; borderland; pop. 720; tax 36 dc  
2 hexes: forested hills with river; rural; pop. 500; tax 50 dc  
3 hexes: forested hills with river; borderland; pop. 750; tax 57.5 dc  
3 hexes: forested hills; rural; pop. 378; tax 37.8 dc  
3 hexes: forested hills; borderland; pop. 378; tax 18.9 dc  
8 hexes: mountain; borderland; pop. 403; tax 20.2 dc  
Loupmont: village; pop. 1050; tax 105 dc  
Malinbois: village; pop. 1125; tax 112.5 dc

Total Population: 3523 village/rural, 2251 borderland

Tax Income: 432.4 dc  
Resource Income: 3718.8 dc

Standard Income: 3718.8 dc  
Council Tax: 1574 dc  
Net Cash: 2577.2 dc  
Overhead (55%): 1417.5 dc  
Available Cash: 1159.7 dc

With 49,814 XP/year, in 9 years (1005-1014) Malachie du Marais gains up to 448,326 XP with dominion XP rising from M10 to M13 on dominion XP alone (just short of M15, reaching it in 1015).

Alternate: 5189 XP/year, in 9 years (1005-1014) Malachie du Marais gains up to 46,701 XP with dominion XP, not rising in level.

### **History:**

#### Viscounts of Malinbois:

Gauthier de Moriamis	895-937	b.857 d.937
Henry de Moriamis	937-964	b.892 d.964
Maxime de Moriamis	964-997	b.927 d. 997
Diane de Moriamis	997-1005	b.958

#### Barons of Morlay:

Giles Grenier	990-993	b.947 d.1007
Malachie du Marais	993-1005	b.956

#### Princes of Morlay-Malinbois:

Malachie du Marais	1005-	b.956
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Division Commander 1010-

The area of present day Morlay-Malinbois, like Noevelle Averoigne, was sparsely settled by the Flaem prior to the Averoignians arriving from their home world of Laterre in AC 728. The Averoignians were granted permission by the leaders of the Flaem as well as the Okarians already settled in the region, to settle the upper Isoile River valley. Most of the original settlers from Laterre settled in the fertile region between the Isoile and Loir Rivers around the estate of the d'Ambreville family who lead the migration from Laterre. The forested hills of the valley north of Noevelle Averoigne was wilderness with a few Averoignian hunters, trappers and loggers settling among the few isolated Okarians or Flaem living the

region. Due to the large and ferocious packs of wolves inhabiting the valley it came to be known as la Vallee des Loups, the Valley of the Wolves, and remained lightly settled for centuries even after the arrival of the Averoignians.

In AC 743 a second wave of Averoignian settlers arrived. Unlike the first wave which consisted of the d'Ambreville family and many of their followers, this much larger 2<sup>nd</sup> wave consisted of Averoignians who were previously unassociated directly with the d'Ambreville family. While most of the 2<sup>nd</sup> wave settled lower in the Isoile closer to Braejr, and founded the town of Les Hiboux, some of the newly arrived settlers moved north and in AC 745 the first permanent settlements were founded in the Valley. For the next 150 years history and events marched on in the rest of the Highlands as civil wars raged and a Glantrian nation was formed but little changed in the Valley.

After the disappearance of Prince Etienne in 881 his cousin and apprentice Pierre took over rulership of Noevelle Averoigne as well as the charge of Grandmaster of the Great School of Magic. Many Princes coveted the title however and they made a deal with Pierre that his confirmation as Prince was contingent upon agreeing that the holder of the charge of Grandmaster could be revisited in 15 years. Pierre agreed and was confirmed Prince of Noevelle Averoigne but in 895 the Council of Princes, true to its word, revisited the notion of who would be Grandmaster since the missing Etienne was obviously dead or simply disappeared for good. A challenge by Fernando de Belcadiz left the Council of Princes at an impasse as both Pierre and Fernando had significant support. A compromise was proposed, by Pierre's councilor Thierry Tuslane that Pierre would step away from the title of Grandmaster in return for the Council creating two new dominions in western Glantri that Pierre could fill with his supporters. The relieved Council agreed and later that year two new dominions were created. The County of Touraine to the southwest of Les Hiboux for which Pierre submitted Tulasne; a mysterious wizard reputed to be very powerful and experienced, who was confirmed by the Council. The second dominion was in the lower Valley of the Wolves and the Viscounty of Malinbois was created. To fill this noble slot Pierre chose an old friend of his and chose Gauthier de Moriamis to be the first Viscount of Malinbois.

Even with the new dominion of Malinbois the Valley of the Wolves remained rather sparsely settled in the decades that followed the establishment of Malinbois and the valley continued to be a place where hunters, trappers, and miners plied their trades rather than where settlers and families would come to tame the wilderness and settle down. The Valley however was forever changed in AC 984 when the d'Ambreville family returned to New Averoigne after disappearing mysteriously for 103 years. Along with the d'Ambrevilles came a mysterious figure that would change the Valley of the Wolves forever, Malachie du Marais.

The return of Etienne and the rest of the d'Ambrevilles opened a second gate between Noevelle Averoigne and old Averoigne on Laterre. The gate stayed upon for some five years and while it was open an estimated 10,000 Averoignians came through the gate to settle in western Glantri. Rather than crowd previously settled lands most of the new settlers moved into the sparsely settled lands of the Valley of the Wolves. One of the newly arrived wizards, Malachie du Marais quickly became their leader and spokesman and established himself a stronghold at the northern tip of the valley. The gate in addition to bring thousands to the area also brought a significant outbreak of Lycanthropy to the region. After years

of settling the northern end of the Valley of the Wolves the Council of Princes agreed in 990 to create a new Barony but to everyone's surprise Prince Etienne selected Giles Grenier, another newly arrived wizard of some notoriety, over du Marais that most observers thought would be selected to be the Baron. Even more controversial was Grenier's decision to claim Marais' tower at Morlay as his seat of power. Only the personal intervention of Prince Etienne kept Malachie from challenging Grenier to a duel. However while du Marais acquiesced and left the tower he built with his own money, the new Barony of Morlay saw a frightful outbreak of lycanthropic attacks. While he claimed no knowledge of them, most obviously blamed du Marais and the first rumors were started around Glantri that he himself was a lycanthrope and behind the outbreak of lycanthropy that plagued western Glantri around the time of the reappearance of the d'Ambrevilles. A fact Etienne knew and at first detested which is why he supported Grenier over the logical choice of du Marais to become the first Baron of Morlay.

However the strife and Grenier's rule of Morlay was not to last long. In 993 the long lived Orkarian Viscount of Fausseflammas, Btrrie, died without an heir. An awards festival was held and Grenier defeated the Barons of Egorn, Ezechiel Naramis, and Oxhill, Pieter Vandehaar to become the new Viscount of Fausseflammas. With the support of the population and this time the support of Prince Etienne Malachie beat out three others to win the Awards Festival for the open Barony of Moray and became its second Baron. Several years later in 997 the elderly Claude de Moriamis died without a child but one of the new arrivals from old Averoigne was one Diane de Moriamis, a distant relation across the two stage of Averoignian emigration from Old Averoigne. After a contentious session at the Council of Princes she was recognized as a legal heir to Malinbois and was confirmed as Claude's successor to Malinbois de Moriamis

While Moriamis had little interest in ruling and spent much of her time socializing in Glantri City Marais was content to rule his dominion. However he was far from content to only be a Baron. Years previous to arriving in Glantri Malachie had contracted wolf Lycanthropy and soon started to have notions of establishing a Principality, a Principality of Free Wolves. He then spent many years planning and preparing, trying to establish alliances and support at Parliament and with the local population. He also worked to consolidate his power within the region by quietly making it be known that lycanthropes, especially werewolves, to the Valley. Soon after Dame Diane became the Viscount a path to his goal of a creation of Principality of Free Wolves came to the Baron of Morlay. Diane de Moriamis was unmarried, unattractive, and socially inept thus not particularly likely to marry soon or well. Malachie concocted a scheme to court her and propose marriage and join their two dominions together to cover the vast majority of the Valley of the Wolves and create a Principality of Free Wolves.

After many years of planning and preparing, Malachie finally saw his opportunity with the onset of the Great War in AC 1005. After a long courtship of Moriamis, Malachie proposed to Diane soon after war was declared between Glantri and Alphatia, and they were married. Now that he could count on the full support of the whole of the Valley he made his move and applied to the Council of Princes for an Act of Enfeifment for the Valley of the Wolves. Reasoning with the Council that he and his lycanthropic subjects could be an advantage to Glantri in the coming war, and with Prince Etienne's strong support (having set aside his personal feelings about lycanthropy and seeing the obvious benefit they could be to Glantri in this time of war), Malachie managed to persuade enough Princes on the Council (Vanserie,



Jaggar, Harald, Volospin, and Etienne) to approve the Act and in 1005 the Barony of Morlay and Viscounty of Malinbois were dissolved and Morlay-Malinbois became the 13<sup>th</sup> Glantrian Principality.

Prince Malachie had little time to administer his new Principality however as he set to raising a division to fulfill the call for volunteers to help expand the Grand Army of Glantri from 8 to 60 divisions. Malachie was able to raise over a thousand volunteers (nearly 50% being lycanthropes) and the Council of Princes designated the Morlay-Malinbois division as the 39<sup>th</sup> Glantrian Division. Many Army commanders did not want Malachie's division in their armies however believing the lycanthropes would prove to be more trouble and create more problems (like infecting their other troops!) than any combat benefit they might have. Prince Jaggar pushed to have General Erik von Kluge, pre-war commandant of the Fuhrburg Military Academy his choice to command the 1<sup>st</sup> Army, to take the division which he did. Prince Malachie and his division were then sent to Fort Nordling where the troops were drilled in discipline and tactics and Prince Malachie himself learned the fine arts of military command and strategy from General von Kluge.

While the armies of Alpathia were heavily engaged with the Thyatians in the first years of the war on the Isle of Dawn, the Alpathians still brought the war to Morlay-Malinbois by having squads of wizards summon monsters and set them loose to terrorize Glantri. In defense Glantri deployed Hunter-Killer (H-K) units, usually made of teams of adventurers, to track down and destroy the monsters and the Alpathian agents behind them. Morlay-Malinbois though plagued by monsters was fairly well guarded by several H-K units which did much to protect its population from the worst of attacks. One of the most famed units was led by a wizard who later would become one of Glantri's most famed war-heroes, native of Yvonne, Michel Leconte. In 1007 Thar invaded Glantri and while Morlay-Malinbois was not directly affected by Thar the 39<sup>th</sup> (Morlay-Malinbois) Division saw heavy action against Thar and acquitted itself well. In particular Prince Malachie was shown to be a quick student of war and a talented and inspiration leader. While Thar's hordes were still occupying large parts of Glantri and besieging Glantri City the Great Plague hit in the summer of 1008 eventually killing upwards of 15% of Glantri's (and Morlay-Malinbois's) population before the plague, with some help from imported clerics, finally ran its course. One of the casualties of the plague was Prince Malachie's commander General von Kluge. Prince Malachie was selected by Prince Jaggar to command the 1<sup>st</sup> Army and he performed brilliantly in the Glantrian winter counteroffensive of 1008-1009 where the siege of Glantri City was broken and Thar's army eventually driven back to the Broken Lands.

The end of the war saw Prince Malachie commanding an ad hoc Army Group defending the whole of southwest Glantri. Guarding against further attacks from Thar as well as preparing for the expected Alpathian offensive in early 1010. Prince Malachie's talent and skill as a military leader were recognized with The Glantrian Military Reorganization Act of 1010. Malachie was given the Council Charge of command of two new regular army divisions and made a Corp Commander and given a commission in the newly restructured Grand Army of Glantri and given the rank of Field Marshal. With the demobilization of the Glantrian Army Prince Malachie returned home to Morlay-Malinbois and took stock of the state of his Principality.

The lycanthropes of Morlay-Malinbois were no more immune to the devastating plague as normal men were and it was estimated that nearly 20% of Morlay-Malinbois's population died during the war between monster attacks and the plague. Prince Malachie used the years of peace and rebuilding after the end of the war with Alphatia to recruit lycanthropes from all over the world to come to Morlay-Malinbois where they could live without fear and with some measure of respect from non-lycanthropes. In addition Prince Malachie took advantage of the relaxed restrictions on clerics in Glantri to recruit as many as he could to come to his Principality. Today in 1014 population levels, while still down from pre-war totals, are starting to strongly rebound and Prince Malachie expects that within five years the population of Morlay-Malinbois will reach the pre-war population levels, and with an even higher percentage of lycanthropes than existed in the pre-war population.

### **Cultural Curiosities:**

#### **FOOD**

*The Piazza Food Network is pleased to welcome back after a long vacation our beloved by readers and feared by chefs, food critic. You might remember his award winning culinary reviews for Glantri's BETTER TOWERS AND GARDENS magazine: Micky the Mage.. So without further adieu... HERES....MICKY!!*

Thanks Ed! You do need to lose that suit though man. Hey folks! Micky here reporting from the wilds of Morlay-Malinbois. I have a special treat for us today. I made the trip up to Loupmont to see what the local culinary scene was like. I really didn't expect much, and nothing could be as 'frontier' as I remember Bramya being so with low expectations I made the trip from Vyonnes to Loupmont on the new Great Western Road. To my surprise soon after checking in at wildly overpriced Auberge des Chasseurs, (7gp a NIGHT!!?), I received an invitation to join the Prince of Morlay-Malinbois for dinner that evening at his tower. Joining the Prince and I for dinner was his lovely sister Suzanne. Prince Malachie opened (himself) a bottle of Camay, the famed Beaufjolais from the Princes Vineyard at Vignes. The regional dishes of Morlay-Malinbois tend to be simple, rustic food, nothing fancy just hearty tasty fare and are renowned for the quality of its pork products as the crisp mountain valley air is perfect for drying hams and curing sausages. Meat dishes are prepared by combining the meat with local nuts including hazelnuts, and chestnuts. We enjoyed a fine meal starting with plates of green lentils from Lundegarde, grown on volcanic soil, have a distinctive and refined flavor that just stimulated one's palate for the next courses.

Next we were served the signature dish of Malinboise, Pôchouse Malinbosonne, a traditional fish stew that is prepared with bass, pike, and tench from the Loir River. The fish is poached in aligoté (a white wine from Malinbois) and served with a cream sauce. For our main course we had the signature dish of Morlay, Les Tripou, lambs feet and veal offal stuffed with nuts, herbs, cooked for over four hours in a veal stock, salted, peppered, flavored with white wine, with carrots and tomatoes, and served over a bed of mashed potatoes. Absolutely heaven! For dessert we have a simple, yet delectable Tarte aux Myrtilles using blackberries from the slopes of the Black mountains. We finished our meal with a glass of Morlay Brandy and retired to the Prince's study where we enjoyed a lively evening of billards and small talk about the state of Glantri today and retired for the evening and staying as a guest as his

tower. Thanks to Prince Malachie for being a perfect host and complements to his chef for an outstanding meal that really typified the cuisine of the Valley of the Wolves.

#### ARTS AND LITERATURE/ ARCHITECTURE

There is very little to be found in the frontier wilderness of Morlay-Malinbois.

#### SPECIAL CUSTOMS

The people of Morlay-Malinbois place a high priority on individualism, privacy and hard work as reflecting the borderland frontier nature of the principality. Due to the ever present dangers of being a borderland frontier region participation in militias is expected of all able bodied men and women of the principality. Prince Malachie has several laws that are unique to the rest of Glantri that travelers must be aware of when visiting. Killing wolves is a felony in Morlay-Malinbois and while lycanthropy is not a crime here transmitting the disease to unwitting victims is also considered a felony. Unlike many principalities not only has Prince Malachie encouraged clerics to settle in Morlay-Malinbois he keeps a staff of them on hand to cure illegal infections of unwilling citizens, travelers, or visitors. Morlay-Malinbois has several holidays and festivals that exemplify some of these traits found here as well as their Averoignian heritage.

*Nouvel An:* (1 Nuwmont) First day of the year celebrated with feasts and dances throughout Morlay-Malinbois.

*Fête des Fleurs:* (5 Thaumont) An annual celebration of Spring. Larger villages host flower parades, horse races, and livestock markets. Everyone dresses in their most colorful clothes and adorn themselves with flower wreaths.

*Fête des Feux:* (18 Yarthmont) A celebration of late spring, in which villages light tremendous bonfires to burn throughout the night.

*Milice Deux Semaine :* (8 Felmont-21 Felmont) A holiday of sort in that most all work ceases for two weeks in the middle of summer. However it is not a time of celebration but a time for duty in Morlay-Malinbois as all able bodied men as well as women who volunteer report in at their villages and are organized into militia company and train under the command their citizen officers and often under the direct supervision of Prince Malachie himself.

*Vyonnese Carnival:* (15 Fyrmont) The national holiday of the Averoignian people.

*Fête des Vignes:* (28 Ambyrmont) An annual of the year's grape harvest. Wine tasting contests are held all throughout the Principality and wine merchants from all over Glantri attend and make their selections. The largest festivals are in Vignes and Malinbois.

*Fête des Châtaigne :* (13 Sviftmont)The annual festival of Malinbois and the lower valley celebrating the chestnut harvest

**Notable sites:****Loupmont**

Ruler: Constable Seamus Greenfields (born 973, C16/WWO4, AL- L) Seamus is a cleric of Ruaidhri Hawkbane who once secretly came to Glantri from Minrothad to investigate the lycanthrope situation. Soon after arriving he himself became one. Receiving guidance from his immortal to serve the new Prince of Werewolves whom the immortal finds of great interest, Seamus revealed himself not as a retired fighter but a cleric of an order against the spread of lycanthropy. Prince Malachie welcomed his honest and told him he would show his patron that lycanthropy was not a curse, but a blessing and those blessed with it were no more prone to be monsters than the unafflicted. Seamus proved invaluable in helping combat the plague and preventing even more widespread death. Prince Malachie rewarded him by giving him control of the principalities largest and most important community

Loupmont itself has grown rapidly in the last few years and is one of the few communities in Glantri (along with Malinbois) to have surpassed pre-war pre-plague population levels. New construction projects are found all over the village, most commercially orientated as increasing numbers of caravans move east and west through the village coming from or heading to the far northwestern dominions or Wendar. The gold strike in the Black Mountains northeast of Loupmont has brought great wealth not only to the Prince but the people of Loupmont. Guards for mining operations and for the caravans carrying their goods are always in demand to protect the mines and caravans carrying their yield from the dangers of the frontier.

**Tour de Silence**

Located near the geographic center of the principality the tower has come to be a regional fascination over the years. Seemingly abandoned for no one has been seen inhabiting or leaving the tower. Built long before the region was settled it is said that no one has ever managed to gain entrance to the tower itself. It's stout doors have defeated any attempt to batter down, its locks impervious to any attempts to pick, and most peculiarly the tower is surrounded by a 100' radius of 'silence' that defeats any attempt to cast spells while close to the tower. Generations of residents of the valley have grown up dreaming of being the one to gain entrance to the tower and gain the riches said to be within the tower.

**Malinbois**

Ruler Constable Guy Chastain (born 989, F12) Guy was born in Malinbois and enlisted at age 16 as a private in the 48<sup>th</sup> Glantrian Division in 1005. Seeing heavy combat during Thar's invasion Guy rose through the ranks, first to Deca, then Sergeant and ending the war as a Lieutenant in the division's 3<sup>rd</sup> banner. He became an adventurer of some note in the years immediately after the war. When the old Constable of Malinbois died earlier this year Chastain was appointed by Prince Malachie to be Constable of the village of Malinbois. While not a lycanthrope Guy is aware of the politics of the Valley of the Wolves and has no prejudice against lycanthropes and supports them and their goal of establishing a safe region for them to live.

Malinbois is the largest community in the southern valley and is an economically vital commercial center with rich farming lands, rare in the valley, along with renowned vineyards, and most importantly a large vein of silver recently discovered underneath Malinbois keep and ancestral home of the de Moriamis

family. The keep was torn down and relocated after the end of the Great War and after extensive excavation and preparation the new mine delivered its first yields of high quality silver in 1014. In addition Malinbois saw a substantial influx of population due to the new mine has seen a steep increase in population which has kept it just above the rapidly growing Loupmont as the largest community in Morlay-Malinbois. The former Viscountess of Malinbois, and still legally the wife of Prince Malachie, Diane de Moriamis still resides at her family home but is rarely seen these days and is rumored to be suffering from depression.

**Coat of Arms:**

**Useful links:**

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The Economy of Morlay-Malinbois by Aleksei Andrievski

The Grand Army of Glantri 1000-1014, Noevelle Averoine, The Timeline and history of the d'Ambreville family by Michael Berry