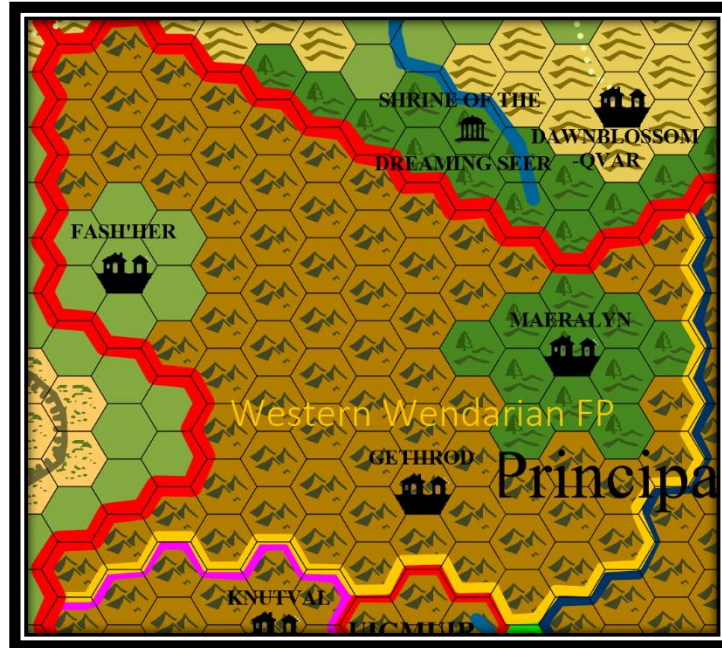


Western Wendarian Ranges, Free Province of

AC 1000



AC 1014



Area:

AC 1000 - 5,096 sq. miles (392 sq. miles borderlands)

AC 1014 - 5,208 sq. miles (952 sq. miles borderlands)

Population: *(borderland population density 5 per sq. mile)*

AC 1000 - 7,588

AC 1014 - 8,946

Ethnic Groups:

AC 1000 - Kaelics 25%, Aalbanese 20%, Hattian 10%, Flaem 10%, Alphatian 10%, Wendarian Human 10%, Lupin 5%, Erewan Elves 5%, Wendarian Elves 4%, Other 1%

AC 1014 - Wendarian Human 23%, Kaelic 20%, Aalbanese 17%, Alphatian 15%, Hattian 8%, Flaem 8%, Lupin 4%, Erewan Elf 3%, Wendarian Elves 1% Other 1%

Selected Villages:

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

Gethrod (150/125): located North the Barony of Uigmuir, it's a village populated by Kaelic goatherders.

Fash'her (339): located in the borderlands along the trail connecting Wendar and Ylourgne on the border with Wendar just to the northwest of the Barony of Lantruen.

Maeralyn (200): is located in the wooded hills of the Butcher Pass and is an elf settlement who tend the local woodlands.

AC 1014 *(villages in newly annexed borderland areas)*

Voronwil (402) is a village on the Wendarian border which has become an important administrative and trade settlement through which 98% of all trade between Wendar and Glantri passes through.

Government:

Propraetor appointed by the Council of Princes, for seven-year renewable terms.

Seat in Gethrod: until AC 1006

Seat at Fash'her: after AC 1006

Ruler:

AC 1000 Propraetor Manuela Salazar (born 942, NM, AL -L). Appointed AC 995. Passed away AC 1008

AC 1014 Propraetor Vyra Aerdol (born 965, human female, F9, AL-C) Appointed in AC1008

House:

not aligned with any House

Territory:

The Western Wendarian Free Province (WWFP) covers the northwest corner of Glantri. Once just consisting of the western Wendarian Ranges, now the WWFP also contains borderlands between the Wendarian Ranges and the Adri Varma Plateau which were annexed in 1006.

Food:

Deficit

Trails:

The only trail of note in the WWFP is the Northern Trail which runs through the borderlands between Wendar and the Isoile River valley. It is rated as poor quality by Glantrian AAA however construction is set to begin converting the road entirely to all weather good quality status. Once very rarely used and running through unclaimed territory between Wendar and Glantri it has seen steadily increasing volume of traffic between Glantri and Wendar over the last 10 years. A poor-quality trails runs from the Barony of Uigmuir into wooded valley and through the Butcher Pass into Wendar. It is rarely travelled or used today as the western route to Wendar is a quicker, safer, and year-around all weather route.

Economics:

The WWFP is a resource poor province and prior to expansion was a largely mountain province. The only resource the province had was lumber which it provided to local dominions in limited amounts due to difficulty in transport through the mountains. In an effort to try to improve the resources of the free province Propraetor Salazar obtained a TIP (Treasury Incentives Program) from the Treasurer of the Princes in AC 1001, in order to try to increase the profitability of the area. Much of it was spent on trying to improve the trail from the wooded valley to Uigmuir. The TIP was up for renewal in 1003 after three unprofitable years, and it was rejected.

However, with the onset of the war with Alphatian, the annexation of the previously unclaimed borderlands between Glantri and Adri Varma Plateau, and the establishment of the western Baronies in AC 1006, the TIP was renewed. With the sacking of the Principality of Blackhill in 1007 many Alphatian commoners took advantage of the TIP, with enthusiastic support of many on the Council, and resettled in the WWFP and started to make new lives on the dangerous western frontier. As part of the TIP, a 15dc grant was offered to families wishing to settle the area. Other than the migration of Alphatians, it has obtained poor results in drawing Glantrian settlers, as it seems people prefer the quiet life of civilized rural areas. However, it has drawn many immigrants into Glantri from Wendar to the north.

Today, as in the other Wendarian Free Provinces, the WWFP is very poor of resources and rich in dangers. The current Propraetor has appointed several prospectors (paid with the allocated TIP funding) to search for mineral deposit in the mountains, yet so far has not netted any positive results. Farming in the plains yields a slight surplus crops which is often locally exported. The Propraetor has contracted

some of the Alphetian mages that have relocated here to use their magic to bring more rain to the area. Food for the mountainous eastern parts of the WWFP is imported from Southern dominions.

The establishment of the western Baronies has brought more people in to the western regions of the WWFP and helped bring about an increased ties and communication with Wendar which has increased 125% in the nine years since the establishment of the Baronies. That has led to greater caravan traffic and more demand for goods and services which has given the region at least some kind of an economic base on which to build.

Notable People:

Vyra Aerdol is the current Propraetor of the WWFP. She is an experienced fighter and a veteran, and former officer in Volospin's division. She has 5 campaign badges she wears proudly on her cape from her early years serving against the humanoids of the Silver Sierras and the Broken Lands. She separated from the Army after suffering a severe facial wound from a Bugbear axe that destroyed her left eye and disfiguring her face and she took an offer of sponsorship from her commander, Prince Volospin, to join the Glantrian government. She started off as a military advisor to the Propraetor of the Silver Sierra Free Province. Under Volospin's sponsorship she quickly moved up the ranks of the Glantrian Bureaucracy till she reached the top of the ladder in 1008 when she was summoned to the Council chambers from her office as the head of Taxation and collection in the Nyra Free Province and offered a promotion up a grade to Propraetor of the WWFP. Vyra is a dangerous adversary to have, even with the death of her sponsor. While very much in control of herself and her emotions as any successful Glantrian bureaucrat must be, in private she is a violent person who has no qualms about using violence to solve problems in her personal life or even in her professional life. Vyra is a proud Glantrian of Alphetian descent and works hard to try to make her province (and she does think of it as her dominion) a well-run and efficient province.

Notable Sites:

Located just north of the goat herding village of Gethrod is the tower of retired Senior Professor of Music Robert Moog. While Gethrod was the former seat of the free province before it expanded to the west the most notable site in the village was Moog's Tower. The tower has no doors and only arrow slits which open to the outside world. The tower though in itself is not what those in the region find so curious. It is the strange ethereal music which comes from the tower at all hours of the day. It is a local tradition for the youth to escape from unbarred, unlocked windows and to meet boyfriends and girlfriends in valley where the tower lies, to kiss, cuddle and make love to incredible music coming from the tower.



The village Fash'her is the social center of the western WWFP as well as the administrative center of the WWFP. The village is where the free province's Propraetor is based along with many of the regional offices of the vast Glantrian bureaucracy. Two of the largest offices, the Departments of Records and Trade also have offices in Voronwil on the Glantrian border with Wendar. Many inns and taverns in Fash'her cater to the booming caravan trade passing between the two nations. The favorite of many is The Hairy Goat Inn which attracts many caravan workers thanks to the good quality of food and lodgings and since the Inn somehow is always stocked with premium Aalbanese lager it is the favorite place for the local population congregates to discuss the latest news from the rest of Glantri and the world beyond. On a lucky night one might find the Propraetor herself at the Inn, perched on her favorite seat at the bar with her one eye, bloodshot, and singing (in Alphatian) the hit songs of the day. Noting the increase in population in the region many caravans have stocked up on perishable food items which they then sell to the people of the western regions here.

Sareba is a village founded recently by a Alphatian wizard, Jesperai, off the main caravan road some 32 miles west of Lantruen in the middle of a large barren area between Lantruen and Adri Varna Peninsula. He has built a tower just under the shadow of the Plateau. His followers, refugees from the ruins of the Principality of Blackhill, inhabit the village and make a living by raising whatever crops they can to grow in the hard soil and tending goat herds. Jesperai is a skilled Alphatian wizard (M21) who took advantage of the upheaval in Blackhill to establish himself in the frontier with his own followers. He sponsored 150

refugees from Blackhill and promised them a new life if they would accept him as their Lord. Being desperate with no homes and their jobs lost after Thar's invasion they accepted and followed Jesperai into the far northwestern corner of Glantri. Jesperai, being a wizard of great wealth, financed the construction of homes and a village. They brought cattle with them and have carved out a niche in the Glantrian wilderness. Jesperai uses his mages to bring rain to the area and to control the weather to make the area more hospitable to settlement. Starting with the completion of his tower in AC 1010 the village has been troubled for the last several years by the occasional disappearance of village folk with no explanation. Some believe the tough frontier living did not suit everyone and they went back to civilization, others think the people just went crazy from the solitude out here and hard winters and left without a word. The truth though... is far more sinister....

Butcher Pass is located on the Glantrian-Wendarian border in the forested hills of the eastern WWFP. It is named after the recent wicked finding of a couple of adventurers who went there to discover why that passage between Glantri and Wendar wasn't travelled at all. Too bad for them they found the answer: Lorgoth, a 15 HD Large red dragon, who is number two in the Dragon Kingdom of Amanthyr. Loyal to his liege, he's in charge of encouraging people to use the Western trail when going to and coming from Wendar and keeping traffic through the mountains of Amanthyr to a minimum. Too much traffic in the hunting woods would be bad for their game and for their "quiet" life-style. Lorgoth has a good relationship with the elves living in the village of Maeralyn as they share many of the same goals to preserve the area and keep intruders and traffic to a minimum to preserve the natural beauty and bounty of the area for their enjoyment.

Useful Links:

Free Province of Western Wendarian Ranges by Thibault Sarlat, Giovanni Porpora, and Agathokles.