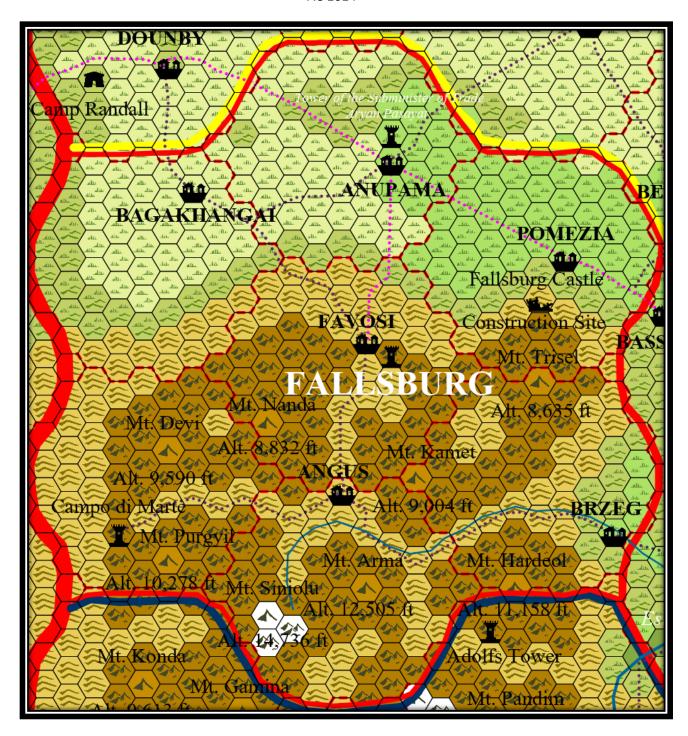
# Fallsburg, Barony of

AC 1014



# Area:

392 square miles

**Population:** (population values are given for AC 1014)

2380

# Villages:

Anupama (476): is located upon the Sablestone-Sind Road north of Fallsburg tower.

Faenza (175): is located close to Fallsburg tower in the mountainous foothills of the Barony.

Pomezia (375): is a farming village in the northeast part of the Barony

Bagakhangai (350): is an Ethengarian settlement in the northwest part of the Barony

Brzeg (200): is a farming village near the eastern border of the Barony close to the village of Estin.

Angus (100) is a frontier town in the narrow central hills of the Barony

# Ethnic groups:

Thyatian 35%, Sindhi 20%, Rzechian 15%, Ethengarian 14%, Boldavian 10%, Averoignian 2%, Kaelic 2%, Others 2%.

# Languages:

Thyatian common

## **Ruler:**

Tenebras Favosi (born 985, M10, Brotherhood of the Radiance (Brother Moonshadow), 2<sup>nd</sup> Level Earth Elementalist, AL - Neutral)

# House:

Sirecchia

# Military:

The Barony is often hosts a banner of Brannart's 9<sup>th</sup> (Heavy Cavalry) Division which is stationed at Camp Randall just to the north of Fallsburg along the border with Sind. The banner keeps close watch on the border and especially the mountains of Fallsburg and to the south for any incursion from across the border from Sind or from the Adri Varma as well as looking for any possible Hulean agents attempting to enter Glantri.

The Baron invests heavily in local defense even with the regular presence of the Grand Army in his dominion. Fallsburg has a professional full time military force, the Fallsburg Banner, of 50 F2 (chain, sword, lance, war horse) which often work and train with the Grand Army detachments. The Fallsburg Banner is based at a camp in the western part of the Barony overlooking the western border and also protects a natural pass through the mountains into Fallsburg and Glantri. The Baron also has a personal guard of 10 F5 which are based at his tower. Not included in his forces but used as auxiliaries in peacetime are approximately 75 mounted Ethengarian men from the village of Bagakhangai who, in exchange for free land grants to settle in the barony, patrol the border in the immediate vicinity of the village.

#### Food:

Self-Sufficient

#### Trails:

The Great Western Caravan Trail runs across the north and northeastern parts of the Barony. Long a poor trail, merely just a path marked by wagon wheel ruts in the ground which became almost impassible when it rained, Prince Harald improved the road within his Principality and paid for the improvement in the West End Free Province (WEFP) leading to the border village of Dounby after the invasion of Sind by the Master in AC 1005-1005. The trail is now rated a fair condition trail which allows normal travel unless it receives a day or more of precipitation. With the creation of the Barony of Fallsburg from WEFP in 1009 the Baron has taken over maintenance of the road within his Barony. A fair quality trail, commissioned and paid for by the Baron, connects Anupama with the village of Favosi and the Baron's tower to the south. Poor quality trails connect Fallsburg to the various smaller settlements of the Barony and to many of the surrounding settlements in the Sablestone Valley.

## **Economics:**

Fallsburg is a mineral poor dominion that relies on its abundant cattle herds and what agriculture it can produce for its wealth. To this point no substantial mineral deposits have been found in the mountains in Fallsburg. Unlike it is for many mountainous dominions, finding mineral deposits and establishing profitable mines has not been a priority of the Baron though a few prospectors stage trips into the mountains from the village of Angus. The Baron is concerned primarily with Hule and Sind to the west as well as the nearby Adri Varma. The resources of the dominion, though not rich, are still enough to allow him to invest heavily in the defense and infrastructure of his dominion. Those not working in agriculture or with tending livestock are recruited and employed by the Baron to work on the castle being constructed to the northeast of his tower. When fully complete (estimated around AC 1016) it will be an impressive defensive structure capable of holding itself against many times its number if fully manned. The completed castle would be able to hold 2000 defenders and shelter twice that in civilians. Many rumors exist that once the new castle is completed that one or even both of Brannart's two divisions will be permanently assigned to the new (and unnamed as of 1014) castle.

Fallsburg Monthly Financial Ledger (figures from AC 1014)

Main resources: animal, vegetable (cattle, tomatoes) 4 hexes: mountain; borderland; pop. 224; tax 11.2 dc 3 hexes: clear; borderland; pop. 1680; tax 84 dc

Anupama: village; pop. 476; tax 47.6 dc

Total population: 476 rural/village, 1904 borderland

Tax Income: 142.8 dc Resource Income: 428.4 dc Standard Income: 1142.4 dc Some trade passes through Fallsburg with nearly all trade with Sind passing through the Barony. 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 300 dc a month.

Council Tax: 402.7 dc Net Cash: 468.5 dc Overhead (35%): 164 dc Available Cash: 304.5 dc

With 10,454 XP/year, in 10 years the Baron could gain 104,540 XP.

Alternate (tax only): 1714 XP/year.

Alternative (tax and extras only): 5414 XP/year

# **History:**

Barons of Fallsburg

Tenebras Favosi

1009 -

The Barony of Fallsburg was one of the 6 new dominions created at the end of AC 1009. Fallsburg was created much as a buffer against the Master and the continued chaos in Sind and the Council of Princes had a firm candidate in mind to lead the new Barony. Tenebras Favosi, originally from Lizzieni, showed remarkable aptitude and presence during Thar's invasion and commanded a large militia force in the siege of Volnay and later was given a commission to the Grand Army and was to command one of the planned militia Divisions being raised in preparation for the expected AC 1010 invasion of Glantri by Alphatia.

As 1009 wore on and the likelihood of a direct assault by Alphatia increased to a near certainty within the next year a round of talks went on within the Council of Princes of where to establish a new set of new dominions. The border with Sind was immediately recognized as a needed place to establish a dominion and one with a firm leader with good military experience. Favosi was one of the first names considered and after an interview with the Princes he was chosen to be the Council's choice to lead the soon to be created Barony. In late 1009 Favosi was confirmed as the new Baron and he named it Fallsburg after his family residence back in Caurenze. The war with Alphatia ended shortly afterward and though denied his chance to command a Grand Army Division he sank all of his attention into building his new Barony.

Once he arrived in his new dominion the new Baron took charge immediately and started working on improving the defenses of Fallsburg. The Council of Princes made sure the Ministry of Coin allotted a substantial stipend to help his dominion, especially its defenses and infrastructure. Thus his first priority when arriving in Fallsburg was constructing a stout defensive tower for which he would live, rule, and manage the defenses of his dominion if necessary. Construction lasted for 6 months but before that was

even finished, he started on the construction of a much larger defensive work, a traditional castle. Construction has progressed slowly but surely and is expected to be complete in AC 2020.

The border with Sind has been quiet with substantial trade moving peacefully between Sablestone and the Sindhi State of Peshmir to the west. A substantial number of Sindhi refugees, commoner and especially arcaner have moved from Sind and settled in Glantri since the Master's invasion. The vast majority settled in the Sablestone region and Fallsburg is thought to have the highest number of ethnic Sindhi of any lesser dominion in Glantri. Relations between the Sindhi and otherwise majority Thyatian populations have been cordial and even warm. Both populations know survival might well depend on how well both populations live and work together. The Baron has proven to be a wise and capable administrator and the people are generally content under the new Baron.

#### **Notable sites:**

Campo di Marte is a watch station manned by the Fallsburg Banner which guards a little-known pass through the mountainous northern spur of the Kurish Massif that the Barony of Fallsburg occupies. The Pass itself is a narrow gap leading from the central valley of the Barony to the western slopes of the Kurish Massif and the Glantrian border. Patrols from the camp check for unauthorized, or non-Glantrians between the Kurish Massif and the border. Patrols normally cover a 16 mile stretch of the border centered on the camp itself. Only Glantrians are allowed to move through the pass, non Glantrians incepted in the hills on the Glantrian side of the border are taken not to the Camp but to Bagakhangai where they are held then turned over to Glantrian Army detachments and interrogated by the Constabulary or the GSS (Glantrian Secret Service). Those deemed not possible agents of Hule or possible troublemakers are then sent to Estin to be proceeded for immigration. Those found suspicious are handled on a case-by-case basis. Most are simply dropped off at the border and told never to return. Those who have evoked more than just suspicion or are known to have been deported previously are incarcerated and taken under Army Guard to Kern where they are vigorously interrogated by agents of the GSS.



Knowledge of the Pass is limited only to some locals, mainly residents of the hills in the center of the Barony. It is considered vital by the Baron and Brigadier General of the 2<sup>nd</sup> Army Corp at Fort Sablestone that knowledge of the pass remain known to as few as possible. The pass has significant importance in the defense plans of the 2<sup>nd</sup> Corp in case of invasion from the west as a way around the flank and into the rear of an invader who likely entered Glantri along the caravan track through the grasslands to the north of the Barony.

Anupama is the largest settlement in the Barony. The village sees substantial traffic both caravan and military. All trade between Peshmir in Sind and Glantri passes through the town and has increased over the last 10 years even with the strife and turmoil in northern Sind. The village has a large military presence as Glantrian patrols are regularly passing through the village and are often temporally stationed in Anupama. Upwards of 75% of the village is of Sindhi descent and is the primary language spoken here even though Thyatian is the official language. Most that moved here from Sind have learned to speak Thyatian after arriving to help ease the transition to living in Glantri. The village boasts a large number of inns and taverns with a wide range in terms of quality. The village is a rather quiet and peaceful village that strongly supports the Baron. Anti-Master, anti Hulean feelings are quite strong. The people of the village help the Army and Constabulary as best they can, and any suspicious arrivals are immediately reported to the authorities for investigation as possible Hulean agents.

#### **Coat of Arms:**

Three gold chevrons on a field of black

#### **Useful links:**

Tenebras Favosi, and Glantrian Politics AC 1000- 1014 by Michael Berry