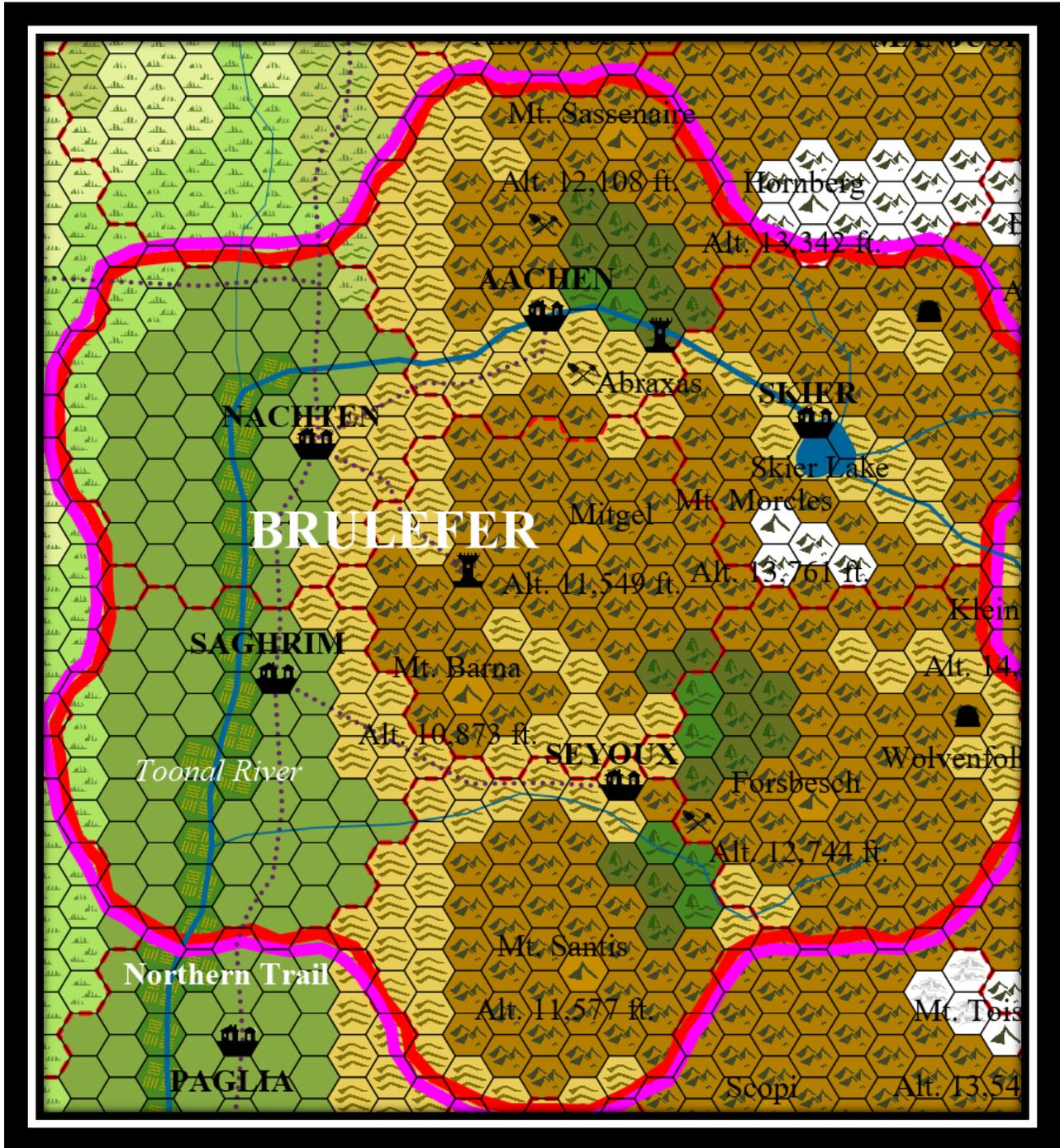


Brulefer, Barony of

AC 1014



Area:
392 square miles

Population: *(population values are given for AC 1014. Borderland population density 5 per sq. mile, +50% for river)*
1470

Villages:

Nachten (294): is the commercial centre of the Barony and located northwest of the tower of the Baron.

Saghrim (100): is a farming community southwest of the tower of the Baron.

Aachen (75) is a mining community north of the tower of the Baron.

Ethnic groups:

Averoignian 28%, Hattian 25%, Rzechian 20%, Wendarian Human 10%, Flaem 8%, Sindhi 5%, Lupin 3%, Other 1%

Languages:

Thyatian common

Ruler:

Josef Stransky (born 946, M15, AL - Lawful)

House:

Ritterburg

Military:

A sheriff is assigned to each of the four main villages in the Barony and is in charge of enforcing the law and keeping order. The Baron has a force of 20 F1, chain, spear and short sword or hand axe which assists the sheriffs as needed and also patrols the Barony and upholds the laws outside of the villages and watches for wandering monsters from the nearby mountains.

Trails:

The Northern Trail winds north in the valley between the Black Mountains and the Great Plateau. It is rated as poor by Glantrian AAA. It has seen steadily increasing volume of traffic between Glantri and Wendar since the end of the Great War. Construction on the trail to bring it up to good status is set to begin next year and is expected to bring lots of jobs and gold to the Barony in wages and increased trade. The villages of Brulefer and Saghrim sit upon the trail and have many inns, taverns, and offer all the services caravans need as they make the long and occasionally dangerous trip between Wendar and Glantri. Several poor quality trails link the Baron's tower and smaller communities with each other as well as to the two larger villages. The Verdun River originating in the mountains of the Barony is swift, shallow, narrow and is not navigable to any kind of river transport.

Economics:

The mountains of Brulefer contain some respectable silver deposits which are not large enough to merit large scale mining operations but do bring a nice income to the Baron and those of the Barony. Prospectors often stage out of the Barony to go deeper into the mountains in hope of finding a large vein of silver or even precious metals or gems. So far no large deposits have been found however. The semi-arid plains of the valley between the Plateau and mountains are not suitable for large scale agriculture but do provide enough for the self sufficiency. Several large cattle ranches have cropped up

in the large few years and have provided a nice income and are often driven to market in New Averoigne and Morlay-Malinbois.

Brulefer Monthly Financial Ledger (figures from AC1014)

Main resources: 1 mineral, 1 animal
2 hexes: mountains, river; borderland; pop. 168; tax 8.4 dc
3 hexes: mountains; borderland; pop. 168; tax 8.4 dc
2 hexes: clear, river; borderland; pop. 840; tax 42 dc
Nachten: village; pop. 294; tax 29.4 dc

Total population: 294 village/rural, 1176 borderland

A fair amount passes through Brulefer with nearly all trade with Wendar and the rest of Glantri 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 Brulefer. 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 250 dc extra income a month.

Tax Income: 88.2 dc
Resource Income: 441 dc
Standard Income: 705.6 dc
Council Tax: 297 dc
Net Cash: 482.2 dc
Overhead (35%): 168.8 dc
Available Cash: 313.4 dc

With 9350 XP/year, in 10 years the Baron could gain 93,500 XP.

Alternate (tax only): 1058 XP/year.

Alternate (tax and extras only): 4058 XP/year.

History:

Barons of Brulefer

Michel Leconte	1006 - 1009
Josef Stransky	1009 -

The Barony of Brulefer 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 increases in the Grand Army due to the war with Alpathia and would provide more balance to a Glantrian nobility structure that now had nearly as many Principalities as Baronies and Viscounties *combined*. Half of the new dominions were in the northwest as part of a larger program which annexed the previously unclaimed lands between the Black Mountains and Adri Varma Plateau south of Wendar.

Many of the new dominions were awarded to heroes of the first year of the Great War with Alpathia. Brulefer was one of those dominions. Michel Leconte was probably (at this point) the 2nd most famous Glantrian adventurer/hero of the early war next to Ansel Widefarer, the *torch of Aasla*, who himself was

awarded a Barony. Leconte was offered the southernmost of the four being that he was an Averoignian and that dominion would be closest to their lands and he might have success in attracting settlers to the sparsely populated borderland areas. Leconte immediately accepted the generous reward offered by the Council and was confirmed as the new Baron and the boundaries were set by Council. The new Baron named his new Barony Brulefer after his dragon steed and immediately set to recruiting settlers to help him build his new dominion.

Minor difficulties were encountered by the new nobles of northwest Glantri in establishing their new Baronies. A large area of unclaimed land was annexed by Glantri when the Baronies were established consisting of the sparsely settled valley between the Adri Varna Peninsula and the Black Mountains. The new areas not within the new Baronies borders were administered by expanding the western boundaries of the adjacent Free Provinces. The people that lived in the previously unclaimed lands were a mix of Glantrians whom lived outside Glantri, Wendarians, and Sindhi. Some took the news of being annexed into Glantri with an air of resignation, others moved from areas slated to be within the new baronies to areas under control of the Council of Princes to escape the higher taxes, and some resisted the change.

While the Council of Princes was forced to dispatch several banners of army troops to quell resistance the resistance in Brulefer was quelled before it really ever began when the new Baron set down in the largest settlement mounted upon his dragon and explained who he was, and what he expected of his people. He made a point to say that no army troops would be coming to crush any resistance they might be planning, he would do it himself and with considerable less regard to whether those that rebelled actually lived. He put it to his new subjects of his dominion, Glantri was here to stay, those that stayed within Brulefer and met their obligations would have his protection and goodwill. Those that did not would be violently crushed. The people had a choice, stay or leave but resisting was not a realistic option for them. Word of his speech passed quickly through the new lands of his Barony and surprisingly many did decide to stay. Even as far removed from the interior of Glantri the residents might have been, word of the fame and deeds of the new wizard noble Leconte had reached (and been spread) and most decided to stay and reap the benefits along with the added financial burdens in higher taxation. Those that had been considering rebelling simply decided to pick up and leave the new Barony for the surrounding free territories outside of the borders of the new Baronies where taxation, though still increased, would be less.

Over the next 3 years the Barony slowly grew as immigrants, mainly from the Averoignian areas, came to the Barony. The Baron built a tower from which his representative, his father, ruled while Michel continued adventuring and finally joining the Glantrian Expeditionary Force (GEF) and fighting the Alphas in Thyatis during the bloody summer of 1009. With the end of the war late in 1009 Glantri, in addition to filling wartime noble vacancies, created a series of new dominions and again a new one, a Viscounty, was created specifically for Baron Leconte to honor his exploits in Thyatis which brought great pride and fame to the Glantrian nation. Leconte was awarded the new Viscounty of Amboise in the Isoile River valley east of New Averoigne. Michel's handpicked successor, and best friend, famed adventurer and fellow member of the GEF, Josef Stransky won the Awards Festival. The years since the war have been quiet and peaceful. The new Baron retired from adventuring, and rules the Barony himself, and has proved to be a good and talented administrator and is well liked and respected by the people of Brulefer.

Notable sites:

Nachten is the largest settlement in the Barony and center of political, economic, and social life in

Brulefer. The village sits upon the main caravan trail between Wendar and Glantri and with the substantial increase in trade with Wendar since the end of the Great War the village has an average of 3 large caravans pass it through it every week. The village offers all kinds of services necessary to the needs of long distance caravans and also boasts a sizeable number of adventurers, caravan guards, and ex-soldiers often for hire. The village has grown 25% in the last 4 years and all signs point to that rate of growth continuing. The village is unwalled and houses the Baronial Guard that patrols the trade route for 20 miles in each direction as well as policing and patrolling the rest of the Barony. Nachten also has administrative offices of the Barony in the large village hall. In addition to village services the town hall holds the offices and court of the Baronial Magistrate as well as the Reeve, Provost, and the Baronial tax collectors.

Abraxas is a site long known and shunned by the locals sitting deep in the mountains 11 miles northeast of the Baron's tower. It has seemingly unoccupied for as long as anyone can remember. Over the years several local adventurers have explored the tower. Most of them reported nothing of interest and finding merely a 5 story empty tower. However it is not for those stories that the tower is shunned. While most returned, not all adventurers have. The locals believe there is something in that tower that is has not been found by those that returned, or did not allow it's self to be found. Both the previous and current Baron, adventurers themselves, has heard the stories of the tower and discretely monitors the latest stories and happening but chose not to explore it personally. However if a threat to the Barony is discovered or word of a strong threat to the peace of the Barony gets to Josef's ears he is more than likely to don his adventurer gear and explore the tower himself. As of now though nothing of any note has happened there, and it has been 4 years since the last reported case of someone not returning from entering the tower.

The tower of the Baron sits upon a 250 foot high overlook in the foothills overlooking the flatlands. Constructed by the previous Baron, Michel Leconte, the tower is a basic square tower with 5 levels and a flat roof with 4 ballistae for defense. A 10 high wall surrounds the tower and contains living quarters for a few servants and the 20 guards that defend the Baron' tower.

Coat of Arms:

A large Tree in full foliage on a field of white

Useful links:

The Glantrian Economy by Aleksei Andrievski

Glantrian Politics AC 1000-1014, Michel Leconte, and Josef Stransky by Michael Berry