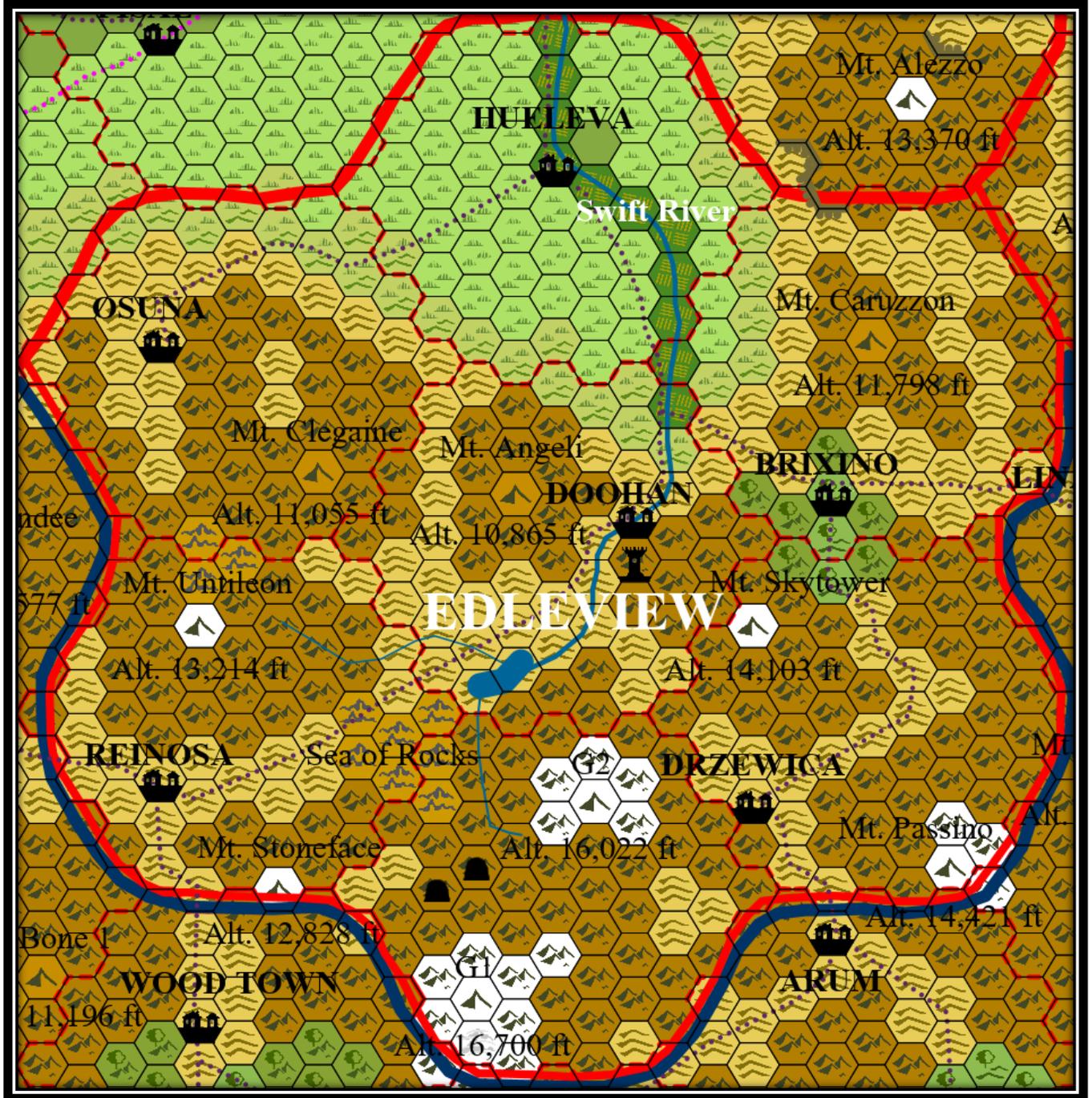


Edleview, Barony of

AC 1014



Area:
392 square miles

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

1120

Villages:

Huelva (224): is located close to the northern border and is the main settlement of the Barony.

Doohan (75): is located close to Edleview tower in the mountainous foothills of the Barony.

Brixino (50): is a logging and mining village east of Doohan in the foothills of the Barony.

Reinosa (80) is a Lupin community in the far western hills of the Barony.

Ethnic groups:

Belcadiz Human 35%, Rzechian 15%, Kerendian 10%, Sindhian 10%, Belcadiz Elf 10%, Averoignian 5%, Lupin 9%, Thyatian 5%, Others 1%.

Languages:

Thyatian common, Belcadiz

Ruler:

Vincienzo di Randazzi (born 981, M11, AL - Neutral)

House:

Sirecchia

Military:

The Barony is occasionally visited by patrols of Brannart's 4th and 9th Divisions which are stationed in the nearby Principality of Sablestone. The patrols rarely venture far into the mountains. Due to the close proximity of Edleview to Sablestone, where the troops are based, any incursions by humanoids or other monsters would be responded to quickly by Grand Army units much more so than other far-flung dominions so the Baron does keep a relatively small internal military force, the Guardia Civil.

The Guardia Civil is a force of 20 F1 fighters maintained by the Baron to police the Barony and protect the people from humanoids or wandering monsters coming out of the mountains. Once only open to those of those with Belcadizian ancestry by order of the founding Baron, the new Baron, di Randazzi, has opened membership to anyone living in the Barony regardless of ethnicity. The Baron has a personal guard force of 10 F5 which guard his tower.

Food:

Self-Sufficient

Trails:

A poor quality trail which leaves the village of Huelva to the north and meets up with the Sablestone Road some 10 miles north of at the village of Luna in the Principality of Sablestone. Poor quality trails connect Huelva to the village of Doohan and various smaller settlements of the Barony. Several bad quality trails leave the Barony into the mountains south of the Barony and are only regularly used by

prospectors and the occasional party of Great School of Magic researchers. A small river, the Swift River, runs through the heart of the Barony northward to meet the Sablestone River and helps provide need irrigation for growing crops but runs too fast and too shallow for any sort of boat travel.

Economics:

Edleview is a mineral poor dominion that relies on its abundant herds of goats in the mountains and cattle in the flatlands for its wealth. To this point only minor mineral deposits have been found in the eastern mountains of Edleview, but prospecting continues in hope of finding wealth in the mountains as many of its neighboring Baronies have. Some hope exists as mineral deposits have been found immediately to the east in the Two Volcanoes Free Province. Many prospectors stage trips into the mountains from the villages of Brixino and Drzewica. For now, Edleview relies on livestock herds and often trades with Sablestone, trading livestock for finished products. The farmlands along the banks of the Swift River provide the relatively small population of the Barony with an excess of staple foods.

Edleview Monthly Financial Ledger (figures from AC 1014)

Main resources: 2 animal (goat, cattle)
6 hexes: mountain; borderland; pop. 336; tax 16.8 dc
1 hexes: clear; rural; pop. 560; tax 56 dc
Huelva: village; pop. 224; tax 22.4 dc

Total population: 784 rural, 336 borderland

Tax Income: 72.8 dc
Resource Income: 380.8 dc
Standard Income: 761.8 dc

Some trade passes through Edleview, coming from the Two Volcanos Free Province to the south. The Baron is able to collect additional income based on fees and duties assessed on trade 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 150 dc a month.

Council Tax: 273.1 dc
Net Cash: 330.5 dc
Overhead (35%): 115.7 dc
Available Cash: 214.8 dc

With 7243 XP/year, in 10 years the Baron could gain 72,430 XP.

Alternate (tax only): 874 XP/year.

Alternative (tax and extras only): 2674 XP/year

History:

Barons of Edleview

Niccolo Galateo

1006 - 1007

Sita Peshwir
Vincienzo di Randazzi

1007 - 1009
1009 -

The Barony of Edleview 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 increased in the Grand Army due to the war with Alphatia 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. Several were created in the Sablestone region of which the area up the Swift River which had already been settled by a large group of Belcadizan Human and elves some 50 years earlier was one of the areas chosen to have a new dominion established.

The Kerendian scholar Niccolo Galateo won the Awards Festival with the surprising support of both of the Averoignian princes and was named new Baron of the Barony which he named Edleview. Niccolo wisely left the largely Belcadizian area to its own and appointed elected local officials to officially serve the Barony in policing and administering the new Barony. Galateo built himself a small tower on the slopes of Mount Skytower overlooking the Swift River valley and soon afterward small settlement grew in the hills below his tower which got named Doohan though no one can explain where the name came from, but it stuck. The founding Baron had barely moved into his finished tower and been Baron of Edleview for not even a full year when he shocked local leaders by deciding to compete in an Awards Festival for the open Viscounty of Fausseflamms and upon Galateo winning it, the Barony was declared open for a new Baron.

The civic leaders of Edleview dreaded the approaching Awards Festival for they knew they were lucky to have such a hands-off Baron in Niccolo Galateo and figured the next would not be so accommodating or worse. To their surprise the next Baron was, not a Baron but a Baroness and if Galateo grew to be respected they came to love their new Baroness, the first Glantrian noble of Sindhian decent in the nations history, Sita Peshwir. Peshwir continued Galateo's notions of self-rule as long as taxes were paid but unlike Galateo who was far more interested in his research than his people, the Baroness took an interest in her new subjects and held monthly meetings in Huelva in which she listened to the concerns of her people and acted upon them as she could. The two years Peshwir was Baroness were one of large population growth and even when the plague of 1008 hit the Baroness was somehow able to get a fair number of clerics to come to her dominion and thus her Barony had one of the lowest death rates of any dominion in Glantri from the plague.

It was a sad day but not a surprise to many when Peshwir declared her petition to the open Viscounty of d'Ylourgne. Most of the leaders of Edleview had thought the Baroness was destined for great things and would not long remain a mere Baron in some backwater part of Glantri. As many would have guessed the Baroness easily won the Awards Festival for d'Ylourgne and the people of Edleview wondered if their luck would hold up a 3rd time and get a new Baron who would match Galateo and Peshwir. So it wasn't a surprise when they found out their new Baron was a known to be notorious rogue and gambler, Vincienzo di Randazzi, that somehow won a Awards Festival. The people of Edleview awaited

the arrival of the new Baron with little joy and no good expectations. So again, they were surprised when the Baron didn't even bother to come to his new dominion but instead who arrived was the Baron's father, a tough no-nonsense ex Grand Army General who would administer the Barony for his son. While General Pangratio and his other son Jacabo have had a much firmer hand with the people of Edleview than they come to know previously, they were consistent and fair In their administrations. Now into their fifth year of administering the Barony the Randazzi family kept the peace and humanoids and bandits out of the Barony and the people find their lives to be quite prosperous and have few real complaints about their absent Baron or his father and brother.

Notable sites:

Huelva is the largest settlement in the Barony. Located in the flatlands of the Barony where nearly 70% of the Baronies population lives, upon only 15% of its land. It is a lively and busy center of social life and economic life in the Barony and is also the administrative center of the Barony. The Chief Magistrate of the Barony resides here and is the Baron's brother. Jacobo (F7) is easily recognizable for the arm he lost to a humanoid axe fighting at the Battle of the Long Bridge in early 1007. Jacobo is strict but fair in his applications of the law but especially seems to be hardest on wizards who break the laws. He is often seen at the Two Tits and a Toad pub when not at work and is often found drinking with a good-sized crew of Grand Army veterans.

The cliffs of Mt. Alezzo in the northeast corner of the Barony are often said to be one of the most incredible sights in all Glantri. The cliffs drop sharply from the heights of Mt. Alezzo nearly 4000 feet down to the foothills below and are a favorite place for climbers to test themselves or for artist to smoke up some inspiration and try their hands at reproducing the sheer majesty of the cliffs



High in the mountains to the southwest of the Baron's Tower is the entrance to a deep cave complex. One used in the past for outlaws or most recently as a secret headquarters by the Sablestone FFF. The cave complex is natural but in the lowest level there exists a secret door that leads to a stone stairwell that leads down hundreds of feet. There the stairwell opens into a natural cavern which has a passageway leading even deeper into the earth. After several weeks of journeying, explorers would find themselves under the Adri Varna Plateau, and facing a old stone fortress, old but not likely unoccupied as there is light coming from the window of the highest tower.

Coat of Arms:

Four Lightning Bolts on a red background.

Useful links:

Vincienzo di Randazzi, and Glantrian Politics AC 1000- 1014 by Michael Berry