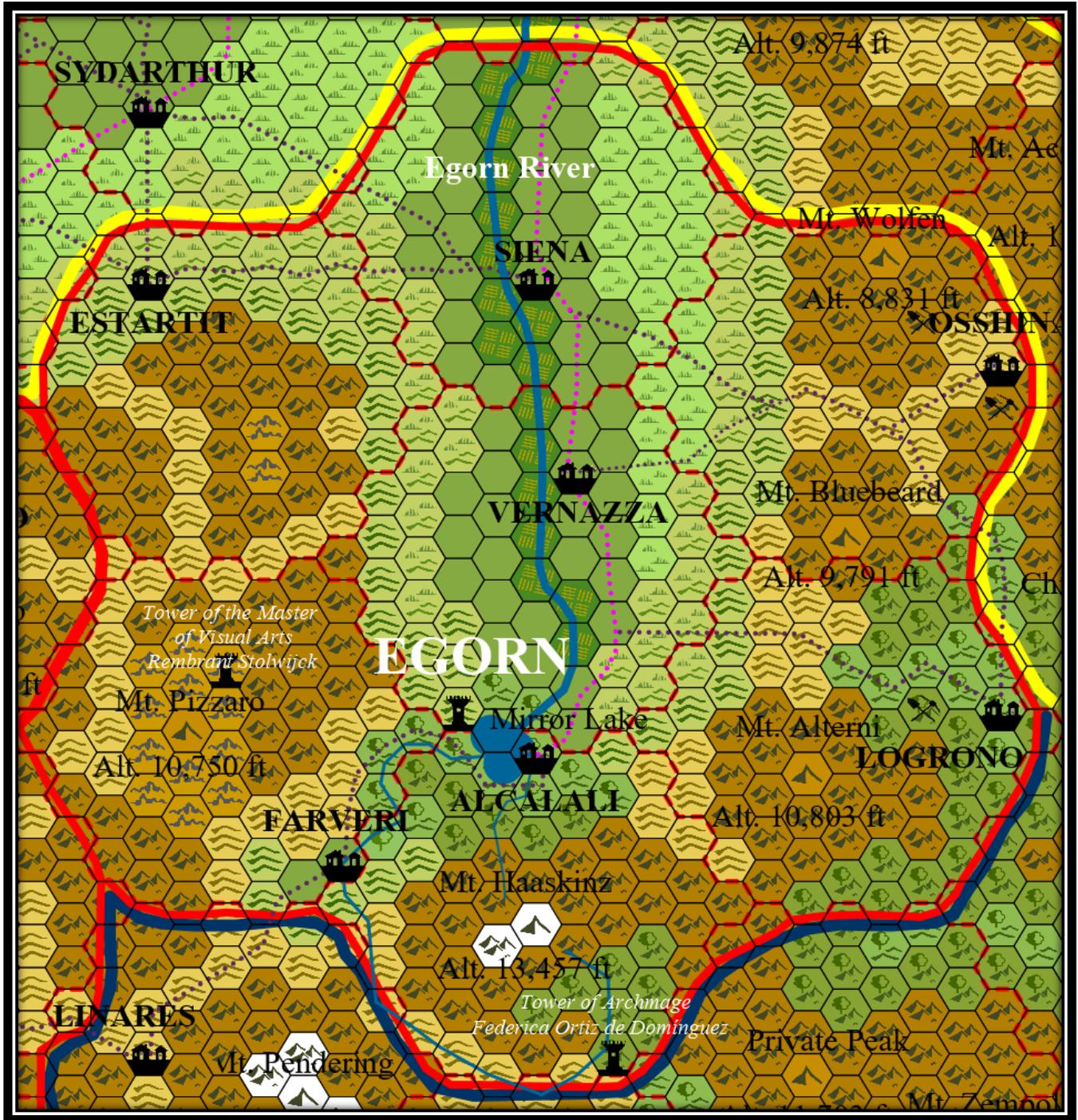


# Egorn, Barony of



Area:  
392 square miles

**Population:**

AC 1000 - 1750

AC 1014 - 1662

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

Siena (350/340): is the administrative and economic center of the Barony and its largest settlement.

Vernazza (300/310): is in the heartland of Egorn's agricultural belt located between Siena and Alcalali

Alcalali (325/250): is located close to Egorn tower in the forested foothills of the Barony.

Estartit (125/80): is a community of artists in the foothills of the Kurish Massif.

Logrono (100/90): is a lumbering village deep in the mountains in the southeastern part of Egorn.

**Ethnic groups:**

AC 1000 - Thyatian 28%, Rzechian 25%, Averoignian 15%, Belcadiz Human 7%, Belcadiz Elf 5%, Flaem 5%, Lupin 5%, Erewan Elf 3%, Sindhi 3%, Orkarian 3%, Others 1%.

AC 1014 – Thyatian 20%, Rzechian 20%, Averoignian 20%, Sindhian 11%, Erewan Elf 5%, Flaem 5%, Lupin 5%, Alphantian 5%, Orkarian 3%, Belcadiz Human 3%, Belcadiz Elf 2%, Others 1%

**Languages:**

Thyatian common

**Ruler:**

AC 1000 - Isabella di Montebello (born 882, EM10, 3<sup>rd</sup> Circle Witch, AL - Neutral)

AC 1014 - Gerrid Rientha (born 968, M17, Brotherhood of the Radiance (Brother Darkforce), AI -Lawful)

**House:**

AC 1000 - Belcadiz

AC 1014 - Kern

**Military:**

Egorn is rarely visited by Glantrian Army patrols which tend to concentrate on the wilder borderland areas and the border regions. Egorn has been tamed for the most part over the nearly 200 years since it became a Barony, and few monsters or dangerous wildlife are to be found the borders of Egorn. Since the Great War several monsters summoned by Alphantian terror units have plagued the people of Egorn, but most were dealt with by adventurer parties and the Baronial Guard. The Baronial Guard is a respected and honored institution in Egorn and traces its history back to the creation of the Barony itself. Today it consists of 70 F4 (sword, chain, shield, riding horse). The Baronial Guard patrols the Barony and acts as a Constabulary for the Baron. The Baron maintains an elite guard force with protects his tower on the shores of Mirror Lake. The guard force consists of 10 F7 and 1 M7 which also serve as bodyguards for the Baron and his family.

**Food:**

Surplus

**Trails:**

A main route into and out of Egorn is the Haaskinz Trail which runs north-south through the Barony and continues out of the Barony to the north and connects with the main Sablestone Moulins Road. It has been improved over the years and is rated as a 'fair trail by Glantrian AAA. A small River also runs from south to north before entering the Sablestone River north of Egorn. Though smaller than the Sablestone, the Egorn River does provide needed water for the Barony and helps sustain agriculture along the River. It is not large enough to be navigable by anything larger than a canoe. The smaller settlements of Egorn are linked to each other and to the larger settlements and Haaskinz Trail by smaller poor-quality trails.

**Economics:**

Egorn is the oldest dominion in the region, created when the Republic of Glantri was established, and has long since identified and profited from its resources. The largest concentrations of forests, and timber are found in Egorn and just outside of it and lumber is the most important (and profitable) resource Egorn has. Much of the timber is exported to Kern where it is sold. Because of the scarcity of forests in the region and the costs of transporting in timber from far flung areas of Glantri, Egorn timber is quite expensive and is only bought by the affluent. Having a wood home is perhaps the ultimate sign of status in the Sablestone region because of the costs involved.

In addition to timber Egorn produces a variety of vegetables from its well-established farms along the Egorn River. The farms are so productive they produce a surplus of tomatoes, cucumbers, and pumpkins which are exported to more agriculturally challenged areas in the West End region.

Egorn Monthly Financial Ledger (figures from AC 1014)

Main resources: 1 mineral, 1 vegetable  
5 hexes: mountain; borderland; pop. 280; tax 14 dc  
2 hexes: clear; rural; pop. 1120; tax 112 dc  
Egorn: village; pop. 350; tax 35 dc

Total population: 1470 village/rural, 280 borderland

Tax Income: 161 dc  
Resource Income: 644 dc  
Standard Income: 1288 dc

Little trade passes through Egorn, what does come 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 Egorn. 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 100 dc a month.

Council Tax: 438.6 dc  
Net Cash: 466.4 dc  
Overhead (35%): 163.2 dc  
Available Cash: 303.2 dc

With 10,860 XP/year, in 10 years the Baron could gain 108,600 XP.  
Alternate (tax only): 1932 XP/year.  
Alternate (tax and extras only): 3132 XP/year

### History:

#### Barons of Egnor

Johan of Haaskinz	829-857	Robert of Haaskinz	857-859
John Bluebeard	859-861	Alphons Wolfen	861-867
Alexander Wolfen	867-868	Petrus Foljanbe	868-871
Constanza de Blanca	871-879	Maria Sprigg	879-890
Gaspar Terlagand	890-895	Idwal Terlagand	895-915
Raimund McDonald	915-917	Charles Newbrute	917-928
Seisyll Wittels	928-935	Rana Gabranza	935-940
Maria Lamoza	940-944	Charlotte Aposan	944-963
Aliana Nyraviel	963-970	Musa Urbaal	970-976
Emeth Urbaal	976-987	Esechiel Naramis	987-991
Arbana Jerbat	991-997	Isabella de Montebello	997-1004
James Dothan	1004-1006	Juan Manuel Cagigal y Monserrat	1006-1009
Gerrid Rhentha	1009-		

The Barony of Egnor was established at the same time as the Republic of Glantri and is the oldest dominion by many years in the Sablestone/West End region. The region of Egnor was already settled some 400 years prior to the establishment of the Glantrian state by Outerworld refugees of the Overlord's invasion of the Highlands. Many of the Outerworlders that could not or would not go back to their homeworlds after the defeat of the Overlord settled in the lands between the Adri Varma Plateau and the Highlands of the Flaem. There they lived peacefully and indifferent and neutral to the great

events and frequent wars that plagued the Flaemish Highlands. When Glantri was established, it was decided that Glantri should have a presence in the western borderlands and Egorn was chosen as the first Glantrian dominion in the western borderlands. The first baron was the Hattian general Johan of Haaskinz who brought sizeable numbers of the 3 groups of Thyatians to the new Barony where they mixed peacefully with the Outworlders already in the new Barony.

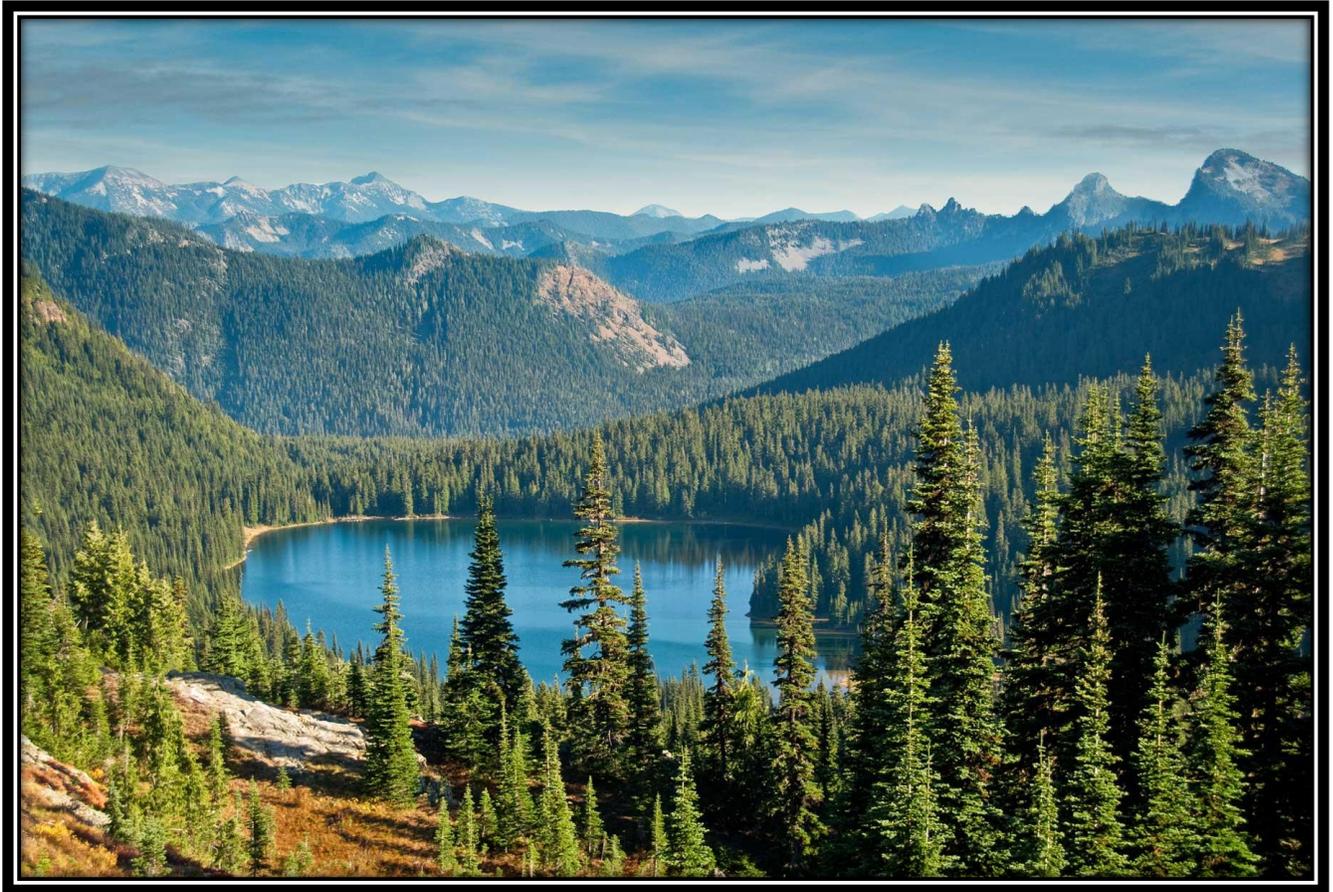
For the next several decades Egorn struggled to become economically viable as no truly valuable commodities were found within its borders. The Barony was supported directly by the Council however as the Barony was deemed a western outpost of military significance. Egorn's fortunes started to change after the failed rebellion against the wizards after the Light of Rad Decision. Hundreds of Thyatians most living in lands of nobles who rebelled moved to the peaceful and out of the way Sablestone region. As the only established outpost in the west many turned to Egorn for help and for supplies while new settlements were being built. Especially profitable and desired was the large numbers of trees that grew around Egorn. Lumber began a prime export of Egorn to the newly forming communities of Kern and Estin. Surplus produce grown in the fields of the well developed Egorn River basin was highly valued by the new settlers to supplement what they grew around the small Sablestone River.

The settlements in Sablestone caught on and finally in 898 Glantri formally annexed the previously unclaimed lands. Egorn remained the social, political, and military outpost of Glantri in the western end of Glantri for many years making it one of the most important and prestigious Baronial titles. For nearly the next 100 years the population of the Sablestone region grew slowly but steadily. Fort Sablestone was built in 967 to help project Glantrian authority and power into the region decreasing Egorn's importance somewhat as many civil and all military functions left Egorn for Fort Sablestone and the growing community of Kern. Egorn remained as the western most dominion until large mineral deposits were discovered in the northern Kurish Massif and the Council of Princes established a new Barony, Oxhill, in 989. With the growing population in Sablestone rumors came of possible enfeoffment for Sablestone and the Barons of Oxhill and Egorn waged a very bitter campaign against each other all while trying to win the hearts and minds of the Sablestone population. Egorn though no longer was as important a Barony as it once was, was still the most prosperous and productive area in far western Glantri and it was thought that the young, beautiful and popular Belcadizian Baroness of Egorn, Isabella di Montebello would eventually gain the level of support needed for an act of enfeoffment. However, when both Barons were upstaged and undercut by the dramatic efforts of Archduke Harald Haaskinz the issue was settled and neither got what they wanted and Haaskinz became Prince of the new Principality of Sablestone in 1004.

The enfeoffment of Sablestone has changed little for Egorn. The increased agricultural output of Sablestone due to growth along the Sablestone River meant there was not as much demand for its surplus produce but in turn the increased fertility of Sablestone's land meant it could sustain more people and immigration to the region increased, especially during the Great War and in the aftermath of Thar's invasion. While Egorn's forests have always been valued and profitable to the Baron, the increased immigration meant even more demand for lumber and prices skyrocketed making those in the business and the ruling Baron very wealthy. Some immigrants have decided to settle in Egorn rather than the most austere Sablestone region and so today, while not as important as it was early in its history, Egorn is a very content peaceful and prosperous Barony.

**Notable sites:**

Mount Pizzaro is a nearly eleven-thousand-foot mountain in the western half of Egnor. A popular destination for artists, particular from New Averogne, the views of the West End and Sablestone sprawling below it to the north and west on a cloudless day are among the most beautiful in all Glantri. Below the summit to the northeast is the tower of the Great School of Magic Master of Visual Arts, Rembrant Stolwijck (Age 92, M29, AL-N), who is one of the most famous painters in all Glantri. His most famous work was his painting of Mirror Lake which hangs in the Grand Foyer of the Parliament Building in Glantri City



Logrono in the southeast corner of Egnor is one of the richest and prosperous settlements in all the West End of Glantri. Home to the great 3 families of logging who manage the wooded forests of Egnor and the surrounding areas immediately outside Egnor's borders. The village set in the heart of the forest and conforms to the forest as much as any elven settlement would. Buildings however are built on the ground but around the bases of largest of trees. Fallen and cut trees are brought here from the surrounding forest and cut down into easily transportable cuts of lumber and sent by weekly caravans to Kern. The town's Mayor is a Wendarian Elf, Bresathan Marathis (EL14), who in addition to the normal duties that come with being a mayor is also entrusted to preside over disputes between the three families.

The Baronial Estate is found on the western shore of Mirror Lake in the central wooded hills of Egnor. A large estate of 100 acres the central manor is a large 4 story wood building with scores of guest rooms for VIP's or friends and their families. Waling the central hall of the manor is like taking a history lesson of Egnor and all of its previous Baron's. Paintings of all the previous Barons line the walls along with a curious tradition in that the Baron by tradition leaves one small item to be displayed on a pedestal below his painting. The variety of items that have been left have, as intended, shown well the types of people that were once Barons of Egnor. Some the more curious include an empty bottle of whiskey with a permanent continual light placed upon it (Raimund McDonald), a spellbook with a particularly nasty spell (a symbol of Insanity) placed upon it (Seisyll Wittels), but the favorite of many visitors including the current Baron is the one left by the previous Baroness Isabella di Montebello, a simple card in her own handwriting thanking all the people of Egnor for the years of wonderful memories.

**Coat of Arms:**

Five Gold Coins in a stack on a field of blue

**Useful links:**

Gerrid Rientha by Markus Olavi Montola and Michael Berry

Glantrian Politics AC 1000- 1014 by Michael Berry