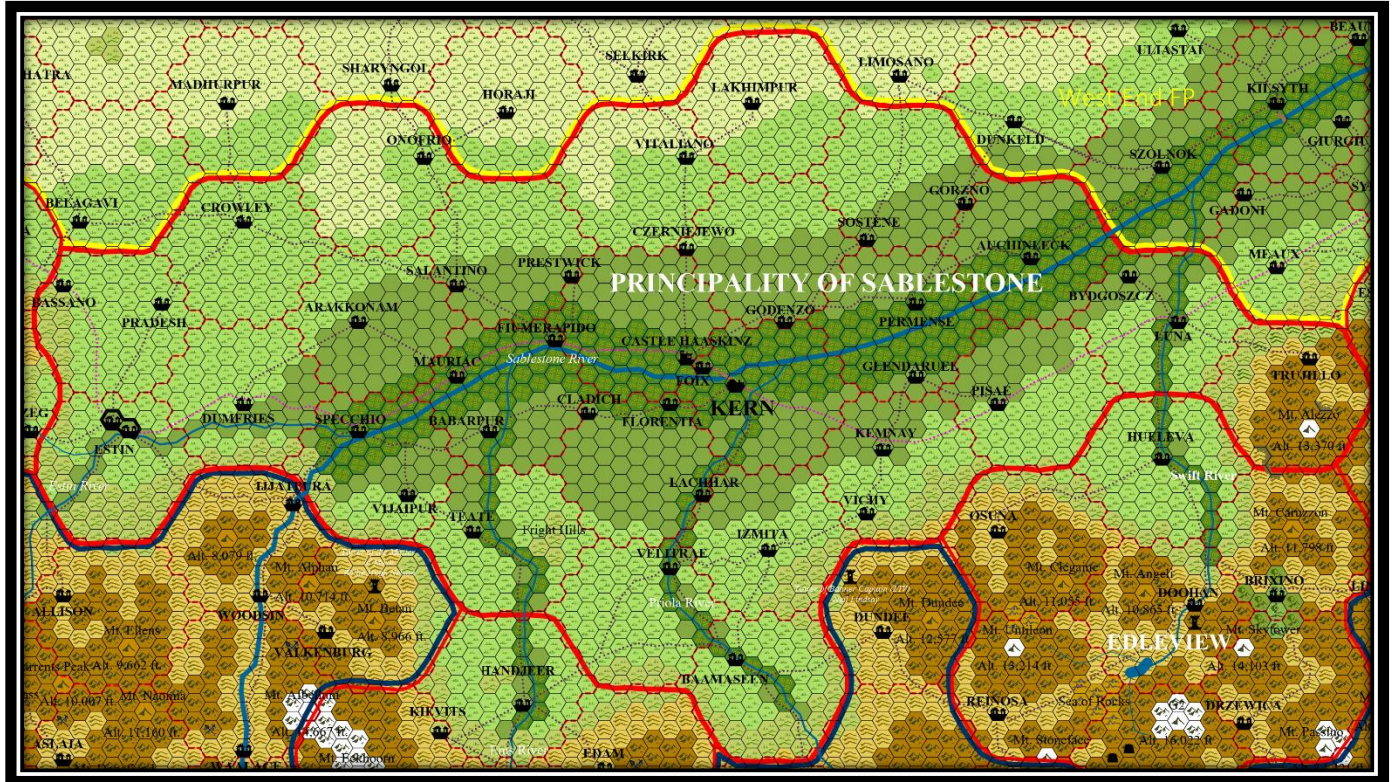


# Sablestone, Principality of

AC 1014



## Area:

1,456 square miles

## Population:

19,236

## Towns/Large Villages:

Kern - 2000

Estin - 1500

## Selected Villages:

Specchio (275): is a farming village along the Sablestone River 16 miles southwest of Sablestone castle.

Baamaseen (150): is a village some 16 miles to the south of Kern famous for bounties of fish taken from the Priola River.

Crowley (100): is a military outpost and cattle ranching village 14 miles northeast of the village of Estin.

Auchlineck (300) is a large Kaelic farming village along the Sablestone River to the north and east of Kern. The village is famous in Sablestone and the West End for its whiskey which compares favorably with any found in Klantyre.

Babarpur (350) is the largest Sindhi community in Sablestone some 12 miles north of the Barony of Oxhill. It was established by a high-born Sindhi Wizard and his retainers and has grown quickly in the last 10 years as more Sindhian immigrate to Glantri.

**Ethnic groups:**

Rzechian 30%, Thyatian 20%, Sindhi 15%, Kaelic 15%, Averoignian 10%, Boldavians 3%, Kerendian 3%, Belcadiz Human 2%, Other 2%

**Languages:**

Thyatian common, Sindhian

**Ruler:**

Prince Harald Haaskinz, Baron of Kern, Grand Master of the Great School of Magic (1010-), High Master of Water Elementalism (989-), Brotherhood of the Radiance (Brother Bluelight)  
Born AC 934, M36, AL-Lawful

**House:**

Kern

Voting Power **24** at the Council, **33** at the Parliament

Allies: Lady Sita Peshwir, Viscountess of d'Ylourgne; Lord Gerrid Rientha, Baron of Egorn

**Family:**

Lady Asadel (wife): born AC 963, F4, AL - Neutral

Sir Dominick (son): born AC 987, M11, 3<sup>rd</sup> Circle Water Elementalist, AL - Chaotic

Lady Tereis (sister): born AC 946, M19, 4<sup>th</sup> Circle Air Elementalist, AL - Chaotic

Sir Saghir (uncle): born AC 916, F8, AL - Chaotic

**Military:**

Castle Sablestone is the Headquarters of the Grand Army of Glantri's 2<sup>nd</sup> Army Corp and the home barracks for both of Brannart's Divisions, the 4<sup>th</sup> and the 9<sup>th</sup>. One banner, the 3<sup>rd</sup> Banner, of Malachie's 15<sup>th</sup> Division is also stationed at Sablestone Castle. One banner of the 9<sup>th</sup> Division, either the 3<sup>rd</sup> or 4<sup>th</sup> Banner, is always assigned to Camp Randall along the border with Sind, but otherwise the majority of the two Divisions are stationed here during peace time to protect far western Glantri and to watch the border with Sind and the Adri Varma Plateau. While officially stationed at Castle Sablestone most of the individual banners are usually deployed on extended patrols of the Principality and surrounding region. Even though both Divisions are stationed within Prince Harald's Principality, the forces are not subject to his command after the *Grand Army Expansion and Reorganization Act of AC1010* passed. In addition to reorganizing the Grand Army, it also stated that command of army units was to be kept strictly within the military chain of command.

Brannart's 4<sup>th</sup> Division

Brannart's 4<sup>th</sup> Division, formerly known simply as 'Brannart's Division' in the pre-Great War Glantrian army, was re-designated as the 4<sup>th</sup> Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alpathia and all divisions were given numerical designations. The 4<sup>th</sup> Division is almost entirely (94%) ethnically Kaelic and 100% male. At present all junior officers and NCO's

are Kaelic. The strength of this division lies in the battle enthusiasm, which verges on berserk, of its Klantrian foot soldiers. Brannart rarely ever bothers to check in on the 4<sup>th</sup> Division, leaving his assistant commander to command the division in his absence, and only takes command of the division in times of emergency or war.

**Type of Unit:** Heavy Infantry Division

**BFR:** 127 **Troop Class:** Elite **BR:** 166

**MV:** 12 miles a day

**Combatants:** 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1174

1<sup>st</sup> Banner (Johnny Walker Reds): 120 Privates and 12 Deca Arcaner Infantry (M3) and 60 Private and 6 Deca elite Arcaner Infantry (M5) armed with slings and staves, 4 Sergeants (M5), 2 Senior Sergeants (M7), 2 Lieutenants (M9), Captain Neil Lindsay (M10, Gold Dragon Master 3<sup>rd</sup>)

*Far from being the typical sissy mages, the wizards of the Johnny Walker Reds (often just called the Reds) are as tough in fight with a staff as any veteran fighter with their sword, and have no reservation about closing in on a foe and bashing their heads in with staves. All have had advanced training with their weapons as well as their spell-casting abilities; mages generally have above average strength, dexterity, constitution, as well as intelligence. The Reds are an intimidating and very potent combat Banner as well as being one of the most famed in the Glantrian Army. Soldiers ranked Deca and above have a 30% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.*

2<sup>nd</sup> Banner (Laphroaig): 180 Privates and 18 Deca elite Heavy Foot (F5) armed with two-hand claymores, daggers, and chain mail; 6 Senior Sergeants (F7), 2 Lieutenants (F9), Captain Neil McMenemy (F11)

*The favorite tactic of the Laphroaig is to close with an enemy and attempt to overwhelm them as quickly as possible in order to make it back to the divisional pubs for the traditional off duty pint and a shot. Soldiers ranked Deca and above have a 20% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner (Glenlivet): 240 Privates and 24 Deca Heavy Foot (F3) armed with two-hand claymores, daggers, and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Iain Park (F9)

4<sup>th</sup> Banner (Caledonian): 240 Privates and 24 Deca Heavy Foot (F3) armed with two-hand claymores, daggers, and chain mail; 8 Sergeants (F5), 2 Lieutenants (F7), Captain Duncan Clark (F10)

*The standard battle tactics of the Glenlivet and Caledonians are to provide flank support for the Laphroaig as they close in echelon formation with an enemy force and attempt to overwhelm them as quickly as possible so they can make it back to the divisional pubs for the traditional off duty pint and a shot and swap stories of their bravery and glory. Soldiers ranked Deca and above have a 10% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons.*

## Brannart's 9<sup>th</sup> Division

Brannart's 9<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is fully 100% mounted and roughly half of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The division was intended to be a cavalry division, so the 9<sup>th</sup> naturally drew heavily from discharged veterans and new recruits from the Principality of Caurenze and the surrounding lands. Ethnic Kerendians make up 70% of the divisions troops with the remainder being those who are Equestrians and wanted to join what was the first regular Glantrian Army cavalry division to be formed after the reorganization of the Grand Army in 1010.

**Type of Unit:** Heavy Cavalry Division

**BFR:** 121 **Troop Class:** Excellent **BR:** 205

**MV:** 18 miles a day (2<sup>nd</sup> Banner can move up to 24 miles/day if alone)

**Combatants:** 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1174

1<sup>st</sup> Banner (Malfattore): 120 Privates and 12 Deca Arcaner Cavalry (M3) armed with slings and staffs, 4 Sergeants (M5, Earth Master 1<sup>st</sup>), 2 Lieutenants (M7, Earth Master 2<sup>nd</sup>), Captain Dario Mollo (M9, Earth Master 2<sup>nd</sup>) all riding warhorses

*The Malfattore is the magical banner of the 9th Division. All spellcasters are able to cast spells or use magic items while riding. The primary tasking of the Malfattore is to provide support the heavy cavalry and especially engage enemy spellcasters. Soldiers ranked Deca and above have a 15% chance (+20% per rank above Deca) of having one or more magical items and/or magical weapons. All NCO's and Officers were recruited into the Secret Craft of Earth by its high master Prince Innocenti prior to his death earlier this year.*

2<sup>nd</sup> Banner (Distaccato): 180 Privates and 18 Deca Light Cavalry (F2) armed with short bow, spear, and leather; 6 Sergeants (F4), 2 Lieutenants (F6), Captain Raffaella Ponte (F8) all riding normal horses

*The Distaccato in combat providing flank protection for the other Banner of the division and try to exploit open or weak enemy flanks. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

3<sup>rd</sup> Banner: (Arrabiato): 270 Private and 27 Deca Heavy Cavalry (F4) armed with lance, sword, shield and chain mail; 9 Senior Sergeants (F6), 2 lieutenants (F8), Captain Stefano Lentini (F11) all riding armored warhorses

4<sup>th</sup> Banner (Svelto): 270 Private and 27 Deca Heavy Cavalry (F4) armed with lance, sword, shield and chain mail; 9 Senior Sergeants (F6), 2 lieutenants (F8), Captain Franco Fabbri (F10) all riding armored warhorses

*The Arrabiato and Svelto are the primary combat units of the 9<sup>th</sup> Division. On the battlefield the Arrabiato and Svelto will attempt to break up enemy lines by directly charging into them Soldiers ranked Deca and above have a 10% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

### Malachie's 15<sup>th</sup> Division

Malachie's 15<sup>th</sup> Division is a new division in the Glantrian army created in 1010 in the Glantrian Military Reorganization Act of AC 1010. The division is 25% mounted and roughly a third of the division consists of experienced veterans of the Great War who served in other now demobilized reserve divisions. The troops are recruited from primarily from the lower Isoile Valley thus giving the division the informal 'Hiboux Division' nickname. The 15<sup>th</sup> Division is approximately 45% Flaemish, 35% Averoignian, and 20% of various ethnicities.

3<sup>rd</sup> Banner (Aiglons):210 Privates and 21 Deca Archers (F2) armed with long bows, daggers, leather armor; 7 Sergeants (F4), 2 Lieutenants (F6), Captain Anton Shipulin (F8)

*The Aiglons are the archery banner of the division. The Aiglons follow traditional tactics and remain behind the lines and provide archer support to the other banners of the division. Soldiers ranked Deca and above have a 5% chance (+15% per rank above Deca) of having one or more magical items and/or magical weapons.*

With the heavy presence of Brannart's troops in Sablestone Prince Harald does not require a particularly large private force to help police and provide security for his Principality. However due to uncertainty in Sind, the untamed wildlands to the north and west, and the humanoids in the southern Kurish Massif mountains, Harald still does maintain and commands a strong militia force of 150 F1 (leather, sword, bow, riding horses) which train with Brannart's troops as well as patrolling and policing the Principality.

### **Trails:**

The town of Kern lies at the end of two important trails in western Glantri. The Great Western Caravan Trail is rated a fair trail by Glantrian AAA, leaves Kern and passes through Estin and reaches the border. It becomes a poor-quality trail as it leaves Glantri and continues westward to the Sindhi city of Karakandar. While used for the occasional caravans between Glantri and Sind and the Adri Varma its primary purpose is for military traffic between Fort Sablestone and border outputs where the border is closely watched and guarded.

In addition, Kern is at the end of the Sablestone-Vyennes Road which is the main route between Sablestone and the west of Glantri with Noeville Averoigne and Glantri City. The trail is also rated fair by GAAA. There has been substantial debate in the Parliament in recent years about paving the road to improve it to a good rating and improve all weather capacity especially as the border with Sind is unsettled. So far, the Council has not decided the need or benefits would outweigh the substantial costs so the notion has been tabled for the immediate future.

The Sablestone River, once the Sablestone Creek, flows eastward through the Principality. The River is relatively narrow, shallow and swift running and is not navigable to any water transport larger than

canoes. Its importance to the region does not lie in transportation but in bringing needed water to the region to help support the growing population and its agriculture.

**Food:**

Surplus food, exported throughout Glantri.

**Economics:**

Until recently the Sablestone region was only able to handle subsistence farming of crops and livestock that could grow and survive in the arid grasslands between the Plateau and the high mountains of the Kurish Massif. The little agricultural surplus was sent to the rapidly growing mining communities to the south of Sablestone in the Kurish Massif. The last 10 years however have seen the region change substantially. The increase in the size and volume of the Sablestone River has allowed some farmers to irrigate their lands and increase the variety and output leading to greater surplus's needed to handle the increasing population and also giving Sablestone a valuable resource for export in the rapidly growing regions of western Glantri. Also, of note has been the increased trade with Sind that flows through Sablestone on its way to the rest of Glantri. The last 10 years, even with war in the Sind, have seen caravan traffic increase 50% from what they were in AC 1000.

Sablestone Monthly Financial Ledger (figures from AC 1014)

Main resources: 2 Vegetable (carrots, wheat)  
19 hexes: clear; rural; pop. 10,640; tax 1064 dc  
6 hexes: clear, river; rural; pop. 5040; tax 504 dc  
1 hex: mountain; borderland; pop. 56; tax 2.8 dc  
Kern: small town; pop. 2000; tax 600 dc  
Estin: small town; pop. 1500; tax 450 dc

Total population: 3500 small town/suburban, 15,680 village/rural, 56 Borderland

Tax Income: 2620.8 dc  
Resource Income: 5241.6 dc  
Standard Income: 16766.4 dc

As a fair amount of trade passes through Sablestone, predominantly between Sind and the rest of Glantri the Prince is able to collect additional income based on fees and duties assessed on trade passing through Sablestone. In addition, the Prince collects various fines assessed his subjects as well as collecting taxes on adventurers within the Barony. As a result, the Baron collects an average of 1500 dc a month.

Council Tax: 5225.8 dc  
Net Cash: 4136.6 dc  
Overhead (55%): 2275.1 dc  
Available Cash: 1861.5 dc

With 112,349 XP/year, in 10 years (1005-1014) Harald Haaskinz could gain 1,123,488 XP rising from M27 in 1004 to M35 based on dominion XP alone. As Harald gained substantial XP from magical research he reached M36 in 1011.

Alternate (tax only): 31450 XP/year.

Alternative (tax and extras only): 49,450 XP/year

### **History:**

Princes of Sablestone:

Harald Haaskinz 1004-

b.934 d.

Grand Master of the School 1010-

The Sablestone region, like the rest of the borderland region between Glantri's western mountains and the Adri Varna Plateau, was not settled by either of the Flaem or elves upon their arrival in the Highlands. The lands were first settled by a large group of Reptilian-like bipedal beings that were stranded upon Mystara after the defeat of the Overlord in 512 AC. The Rzechians as they called themselves were enslaved by the Overlord and after a failed rebellion saw their home world completely and utterly destroyed. After the Overlord's defeat, with no world to return to, they remained in the new world which they found themselves

Rejecting entreaties to move to Alphatia they decided to remain in the Highlands but did not want to become a part of the Republic of the Highlands so they choose to settle around the present day Sablestone region. The Rzechians settled close to a creek that flowed through the heart of the region and eked out a living the dry arid conditions of Sablestone. The Rzechians remained the sole settlers of the region for several centuries and had very few ties with the Orkarians to the east, who also were stranded but chose to settle closer to Flaemish lands and maintained ties and trade with the Flaem. Life was very tough for the Rzechians as frequent drought and humanoid raids made life for them hard and very often short.

In 728 AC the d'Ambreville family arrived in the lands just to east of the Rzechian lands. Their arrival heralded a large influx of Averoignians into that region and while most remained in the lands of the Orkarians some Averoignians moved into the lands of the Rzechian. Relations were cordial and friendly as few of the newly arrived Averoignians chose to settle the borderland regions instead settling the rich river valleys west of Braejr. The first settlers to arrive from the Highlands were refugees of Thyatian decent who fled from the civil wars between the Flaem and the newly arrived settlers. In the decades that followed the end of the civil war and the establishment of the Republic of Glantri, more settlers arrived from all parts of Glantri who had heard of the wild and untamed areas to the west of the Averoignian lands. After earlier establishing a foothold in the region with the Barony of Egorn, Glantri annexed the Sablestone area around the new settlement of Kern as its own in 898 AC and set the border to be where the flatlands of the valley ended against the southernmost extension of the Adri Varna Plateau. The newly annexed areas were administered by an appointed Glantrian bureaucrat who answered directly to the Council of Princes and to help administer the region. A new Free Province was established which was called the Sablestone Free Province.

The Sablestone Free Province (SFP) encompassed the whole of the Sablestone region of far western Glantri. The SFP grew over the years to be a large and rapidly growing province which continued to attract settlers from all over Glantri. Fort Sablestone was built in AC 967 to help solidify the Glantrian presence in Sablestone as well as providing a means for defense of the west end of Glantri in case of attack. It wasn't until several large deposits of minerals were found to the south of Sablestone in the Kurish Massif that the Council established Oxhill as a 2<sup>nd</sup> dominion in the Sablestone region in 989. As its population increased as more settlers arrived, talk also increased about the notion of turning Sablestone into a Principality.

It became much than just talk around the dawn of the new millennium however when both of the local nobles, the Barons of Oxhill and Egorn, decided they wanted to be Prince of Sablestone and started to actively scheme and campaign to try to sway the local population approve an Act of Enfeoffment. Soon the situation started to get rough as both of the nobles to attack each other under the table to try to gain an edge. Soon after all the supporters of the two competing nobles, other potential nobles, anti-magocracy, and anti-enfeoffment factions all faced off and against each other in the region giving even more of a very rough and violent frontier feel to the Sablestone Region. In the end however while both nobles in the Sablestone region had worked hard for years to win support and get an Act of Enfeoffment passed their efforts were eventually trumped by another noble, one far more powerful, who brought more than words, promises, or violence to the people of the region.

While the Baron of Oxhill, Pieter Vandehaar, and the Baronies of Egorn, Isabella di Montebello, were very publicly campaigning and trying to win over the local population and working just as hard to make the other look bad, the Archduke of Westheath Harold of Haaskinz was quietly working to win over the population in his own way. The Sablestone region was a semi-arid region with only small, creek sized sources of water to serve the needs of the people. The largest of such was the Sablestone Creek which came down from the mountains east of Estin and flowed east between Fort Sablestone and Kern before finally meeting up with another similarly small creek, the Verdun flowing south from the Black Mountains, and forming the Isoile River northwest d'Ylourgne. After several years of quiet preparation, in 1004 Harald completed a plan to bring substantial water to the semi-arid region by opening a permanent gate to the Plane of Water at the source of Sablestone Creek.

While the newly formed Sablestone River was not suited to navigation as it was too swift and shallow it did bring substantially more water into the flatlands of Sablestone allowing the land to support its population and through increased irrigation much more agricultural output. Prince Harald in a stroke became a hero to the people of Sablestone and within 3 months he had amassed the needed number of signatures for an Act of Enfeoffment. Soon after in AC 1004 on Eirmont 17<sup>th</sup>, Harald of Haaskinz became the 12<sup>th</sup> Prince of Glantri as the Prince of Sablestone.

The Council created the Barony of Kern for Harald, and the new House of Kern was established. Sablestone Fort was decommissioned and taken as the official residence of the Prince of Sablestone and was later expanded upon to serve the needs of the ruling Prince and renamed Castle Haaskinz. In terms of area, the new Principality of Sablestone took the very heart the old Sablestone Free Province including its two largest settlements and 60% of the Province's land and population. After Sablestone was enfeoffed the Sablestone Free Province was renamed the West End Free Province to avoid confusion with new Principality.

Less than a year after Sablestone was enfeoffed war broke out between Glantri and Alpathia and Sablestone answered the call when Glantri expanded the Grand Army from eight to sixty divisions. Many



men of fighting age volunteered for the new divisions and three entire divisions of the expanded Grand Army of 1005 were made of Sablestone volunteers. The region suffered relatively light losses during the Great War. The attention of the Alphatians were drawn to more important targets in the heartland of Glantri and while the region did feel the effects of the plague it did not have the same devastating effects as other areas due to the distance away from the main, densely populated areas. The losses due to the plague were offset by the increase of refugees coming from the rest of Glantri, in particular the war-torn southern hills region, as well as increased numbers of Sindhi coming from to Glantri from their worn torn and occupied nation.

While the war with Alphatia was going on the attentions of the people of Sablestone were drawn more to the west where Sind was conquered by the Master of Hule. Though far from where the Alphatians were expected to enter Glantri the Sablestone region still hosted significant forces to watch the border and continue to do so today. As a benefit to the region of the Master's invasion the region has seen a significant increase in Sindhi natives, especially spell casters, who fled the war and occupation and who settled in western Glantri. Today trade continues between Glantri and Sind channeled between Sablestone and Peshmir. There have been some who have called for and lobby Parliament for Glantri to expand further westward and take advantage of the Master's defeat in Darokin and take the northern while the Master has his forces occupying the main areas opposite Darokin. For now, the Council of Princes and Grand Army High Command continue to watch and monitor developments in Sind but have started drawing up a preliminary plans for invading northern Sind.

### **Cultural Curiosities:**

#### **FOOD**

*The Piazza Food Network is pleased to welcome back our esteemed and award winning food critic; Micky the Mage!*

Hey everyone! I hope everyone has been doing well over these last few months. I've been in Ierendi myself, catching the sun and some tasty waves but I got a message from the Piazza Food Network reminding me I was under contract for 13 installments of my series on the culinary tour of Glantri and still had three left to go. So I teleported myself back to Glantri and today find myself in the thriving yet wonderfully chaotic town of Kern in the Sablestone Principality for a new installment.

Kern reminds me a great deal of Bramya in the Principality of Bramya. Unlike most of the larger towns and cities of Glantri, Kern and Bramya are very frontier in nature as opposed to the cultured cosmopolitan nature of the rest of Glantri. Thus like Bramya, there is little difference between the food the commoner and noble eats. The standard cuisine of Sablestone is very mundane in style and in ingredients. The main dish one sees in Sablestone are stews consisting of beef products from the large cattle herds of Sablestone and vegetables such as carrots, potatoes, and broccoli which are commonly grown in the Sablestone region.

#### **ARTS AND LITERATURE**

Unlike most Principalities that have significant ethnic majorities and have been by families of those majority ethnic groups Sablestone has not established a unique arts or literarily tradition all of its own yet. In the last few years however Sablestone has shown signs of adopting some aspects of its minority Sindhi population. A popular work, the Ranayama, an epic poem written by Chandra Rose of Kern has rapidly become a regional favorite. The Ranayama is typical of Sindhian epic poetry. It consists of 24,000

verses. Each verse is of a 32-syllable meter. Many Inns and taverns in the Sablestone region have readings of portions of the epic which can last up to 8 hours.

#### ARCHITECTURE

Sablestone has not as of today established a unique architectural style unique to the region and resembles most frontier regions of Glantri. Solidly constructed stone or timber buildings are rare and are mostly found in buildings built for official Glantrian functions or for the wealthy. Due to the dry arid climate and scarcity of timber; mud-brick construction is the most commonly found medium of construction in the Sablestone region.

#### EDUCATION/MAGIC

The Sablestone region has long been without quality opportunities for education and is one of most poorly educated Principalities in Glantri in terms of literacy. Most talented students who could afford the costs of education elsewhere went to Vyonnes or even Glantri City. The Temples of Rad provided basic education for the population of the region including some basic magical instruction. Since established the Principality of Sablestone Prince Harald has invested heavily in providing educational opportunities in Sablestone and has established the first institution of higher learning in Sablestone, Deadwood College, as well as intuitions in Kern and Estin for quality free education of the general population and staffed both with paid instructors selected by the Department of Education as well as using Shepherds of Rad from the local Temples.

#### SPECIAL CUSTOMS

The people of Sablestone due to its multicultural diversity celebrates all the major holidays of Glantri. The people of Sablestone are a hard working but also hard living and alcohol consumption in Sablestone is believed to perhaps be the highest in all Glantri. As a result most holidays are raucous affairs. They are often full of fun and spontaneity but often full of violence as well unfortunately.

In addition to the traditional Glantrian holidays Sablestone has two uniquely its own. Klarmont 25 is celebrated as 'Sablestone day' in honor of the day that Sablestone was enfeoffed in AC 1004. For many the day is spent in drunken revelry, for others they attend many the parade and festival in Kern which is more family orientated and suitable for families. It is a day off in Sablestone for everyone and many travel to Kern for the parade or to go tavern-hopping in its many drinking establishments.

#### **Notable sites:**

Kern

Ruler: Mayor Johan Haaskinz (born 955, F13, AL- N), Johan is the second cousin of Prince Harald. Johan was made Mayor, replacing the previous Thyatian Council appointee in 1006.

Kern is a rapidly growing town and largest settlement in western Glantri. The town is unwalled and relies on nearby Fort Sablestone for defense. Kern is laid out in a concentric pattern. At the center of town is the Crown district. Most of the buildings in the Crown district are of stone construction and include the town hall and buildings which handle the details of dominion administration like the office of taxation, magistrate's office, and the arsenal building which houses a banner of Prince Harald's police force and house the jail where sentences handed down by the magistrate are served.

The district which surrounds the core Crown district is the Ducat district which houses many of the wealthy and elite of Sablestone. Here in this district one can find homes of rich merchants, or wizards

built in either stone or wood. The few upscale inns and taverns to be found in Kern can be found in this district of Kern. A new theater house is being constructed and is due to be complete next year which will provide a venue for cultural events for the people of Kern.

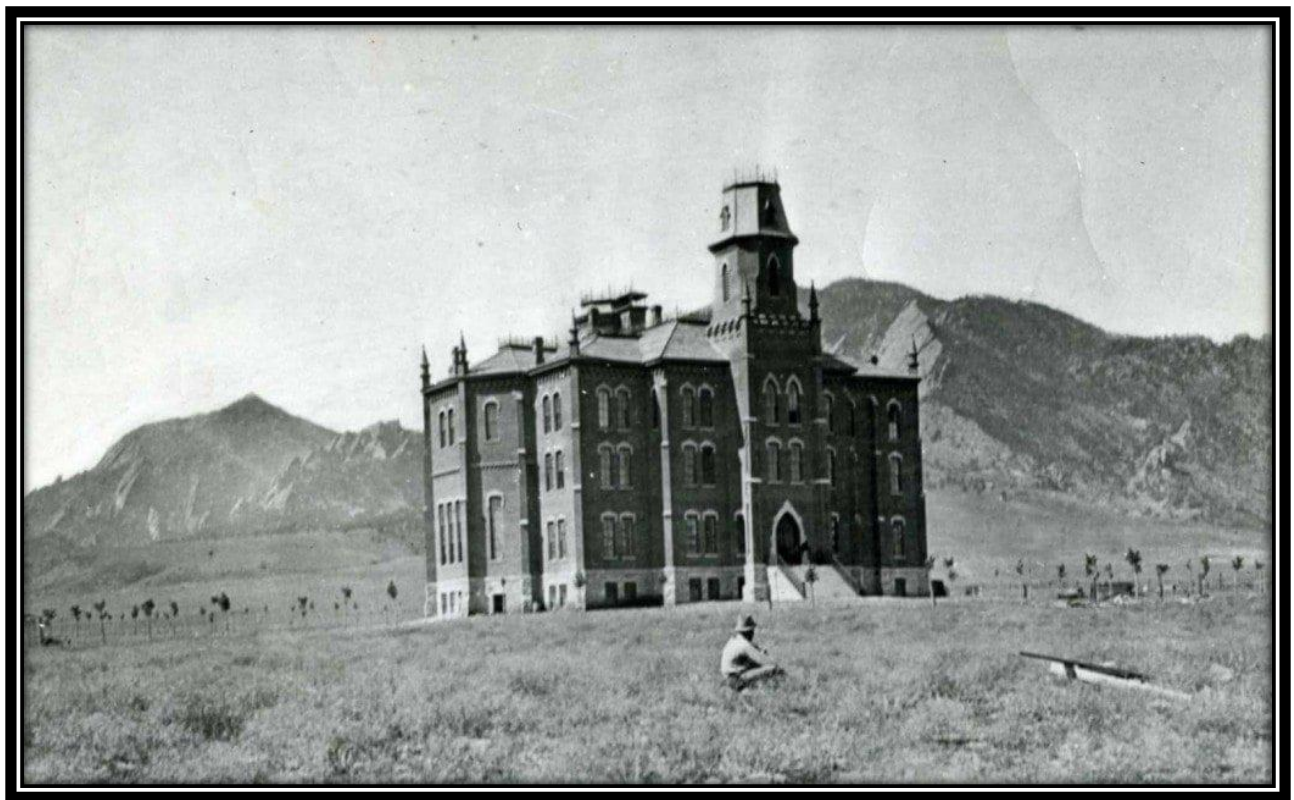
The Sovereign and Penny districts are the outer districts of Kern and are where most of the town's people live. The Sovereign district is especially noted for its commercial section which has a large market and numerous inns and taverns to handle the needs of the caravans that pass through the town going to or coming from Sind.

#### Estin

Ruler: Aert de Gelder (born 959, NM, AL- L) Aert is a former Sablestone Free Province bureaucrat who was appointed to be the mayor of Kern replacing the ineffective Trillo d'Ascioti in 1008.

Estin today is much like Kern was in AC 1000 prior to the enfeoffment of Sablestone. While the town has grown substantially in recent years it still is very much a rough and tumble frontier settlement. The main source of entertainment in town is when caravans arrive in town. Caravan arrivals not only bring out many of the townsfolk but a large number of people from the area around Estin. Usually a caravan arrives in Estin every 7 to 10 days. The most popular are those arriving from the west from Sind and which attract many of the Sindhi-Glantrians of the region to hear the latest news, as well as to browse the wares and goods at the market.

#### Deadwood College



When Harald became Prince of Sablestone in 1004 he was shocked to find out just how little education had been available for the young people of the far west during the Free Province days. What opportunities did exist were primarily due to Eve Beadle (MU 10, Lawful), a spinster of Fenswick descent, who came west years ago after graduating from the Great School and fell in love with the dry, dusty landscape and the hardworking people. She drove an old wagon pulled by mules around the province, providing instruction in the countryside and encouraging parents in the few towns with Temples of Rad to take advantage of the schooling offered there. Harald promptly asked her to serve as Sablestone's first Minister of Education.

By 1006 when the Council created several new western baronies, Harald saw that the west was growing and needed a true magical school closer to home. The people and the needs were different out here, and Harald created Deadwood College. The name came from the site he has chosen for the school, beside a formerly dry creekbed on the outskirts of Kern. It was named Deadwood Gulch by the locals because it was filled with long-dead trees before Harald's efforts to increase the flow of the Sablestone River filled the channel once again. He always thought it was a colorful name, a Sablestone name, and it will remind everyone of why HE, not Isabella de Montebello or Pieter Vandehaar, is Prince of Sablestone in the first place.

Planning and construction were slowed by the years of war and plague and were not without their mishaps. A Belcadiz carpenter, Carlos Maldonado, was said to have run up too many gambling debts in the seedier taverns of Kern and one morning the crew enters the skeletal structure of the College to find Carlos sitting dead in a chair, a large knife sticking out of his neck. Not long afterwards a local member of the Sisters of the Private House was found dead in one of the rooms. Two Tooth Gertie, well-known in Kern, was apparently using the still-open building to entertain customers at night. By the time Deadwood College opened Harald had already become Grandmaster of the Great School of Magic. Nonetheless, he was quite pleased with Sablestone's own magic school and presided over the grand opening ceremony in 1011 himself. Harald is particularly proud of some of the staff he had assembled, as he wanted to focus on practical magics that can be of use in the region -

\*Eve Beadle is tired of her bumpy wagon and has agreed to serve as the first Headmistress

\*Dominick Haaskinz will teach all-important water magic in the arid region, although he is prone to long absences and frequently has another member of the Secret Craft of Water Elementalism fill in for him. Harald wants his heir to be seen by the people of Sablestone as much as possible, and hopes he will take over the school once Eve Beadle retires for good

\*an Alfheim refugee elf wizard, highly skilled with plant magic, is anxious to study the Stolari and Sandfolk on the nearby plateau and will teach magical botany

\*a gnomish wicca all the way from Highforge in Karamaikos, eager to study the ores of the area and ready to share his advanced (dwarven, and he knows not to say that) mining techniques combined with magic

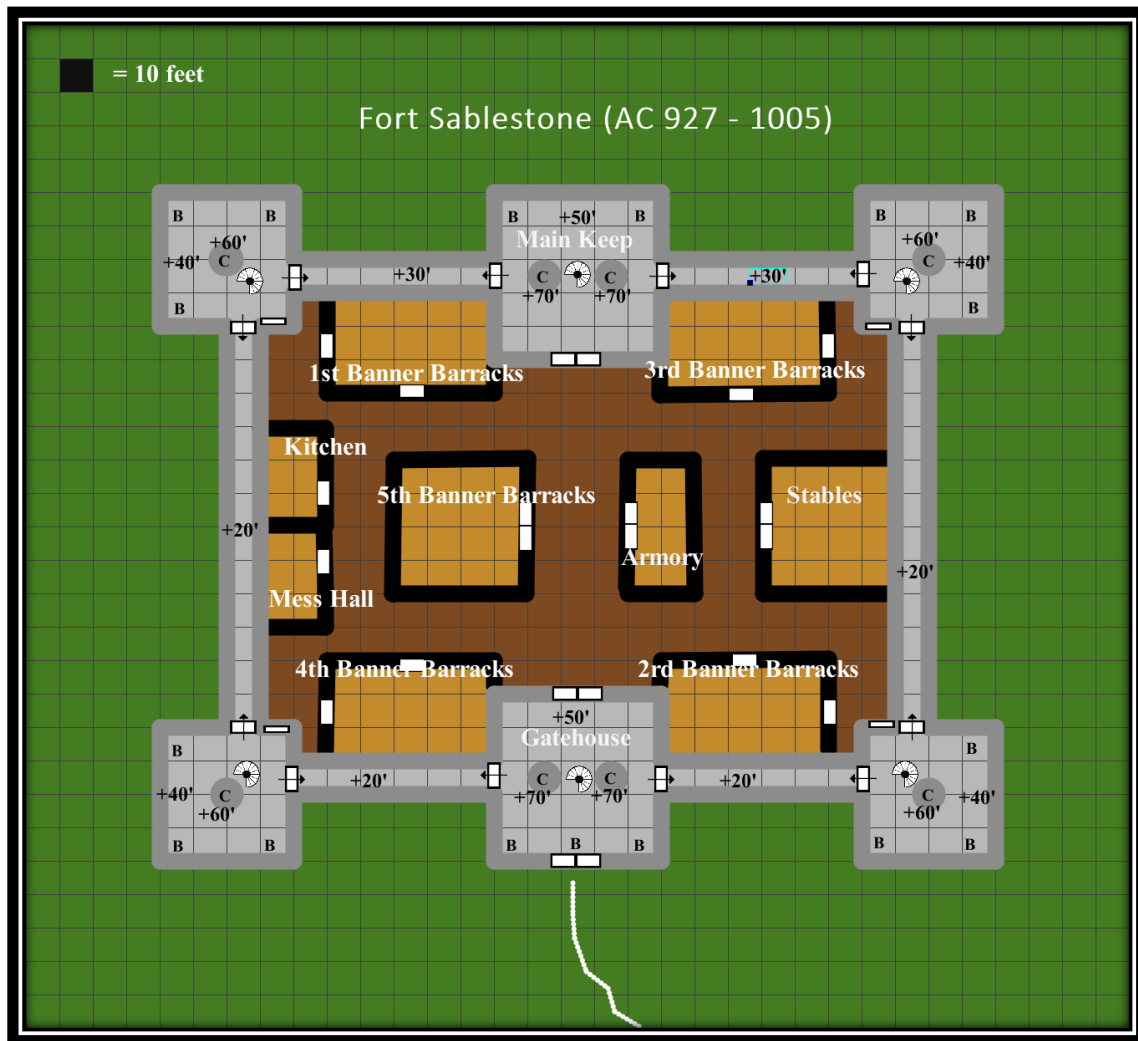
\*a retired Caurenzan monster handler will teach husbandry of magical beasts, and Harald hopes to start some herds of magical livestock to help make money for the school

Harald is also ahead of the Great School in one area at least - Deadwood College will teach Sindhi to the students, as well as classes on Sindhi culture, history and its different ways of spell casting which Harald also hopes to pioneer the teaching of some unique Sindhi magics here, which can he later introduce at the Great School. One uniquely Sablestone feature of Deadwood College is the school calendar -

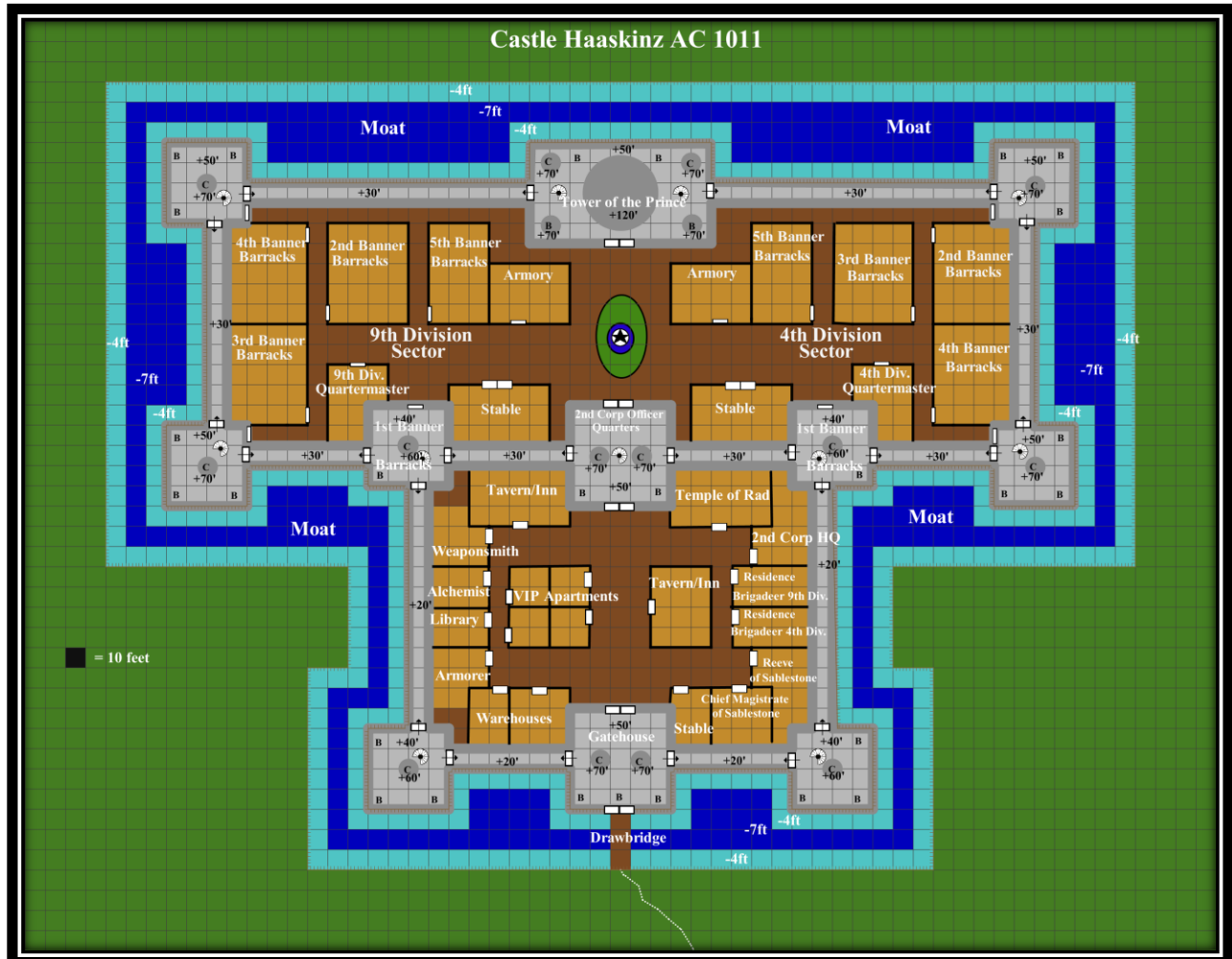
Deadwood College operates on a quarter system with breaks planned at times that coincide with the cattle drives and crop planting & harvesting seasons that many poor students still need to assist their families with. The school's basement contains a cafeteria along with laboratories, and the 3rd floor has dormitory rooms for students whose families do not live in Kern. Eve Beadle's last surviving mule, Liza Jane, enjoys a well-earned retirement in her corral behind the college. The younger children continually supply her with unwanted vegetables from their meals, and she has become the school's unofficial mascot.

### Castle Haaskinz

Fort Sablestone was built in AC 927 as a small fort to protect the newly annexed Sablestone region as well as means for the Council of Princes to project its power into the far removed and slightly independent minded settlers of Sablestone. Originally constructed as a small wooden square bastion, it was upgraded over the years to a stone fortress with 10 foot high walls, 4 square towers 30 feet in height and two central keeps 40 feet high. The fort was only able to quarter a single Glantrian Division (nearly 1000 men).



When Prince Harald took over Fort Sablestone he immediately commissioned an enlargement of it, one capable of handling twice the number of troops plus room for administration and officials of his Principality. Construction work took 6 years and finally in 1011 the new Castle Haaskinz was completed. Though provisions were made for living quarters for the Prince, he continued to live in Glantri City at the Great School of Magic so his personal quarters are rarely used. However, his wife and son do live at the Castle and today the Castle is the home station for the two divisions of the Glantrian 2<sup>nd</sup> Army Corp responsible for security and defense of the west end of Glantri.



**Coat of Arms:**



**Useful links:**

[Glantrian Political History 828-884 - Harri Mäki and Giovanni Porpora](#)

[The Economy of Glantri by Aleksei Andrievski](#)

[Creatures from the Cauldron III \(The Rzechians\) by Michael Berry](#)

[Deadwood College by Greenbrier](#)