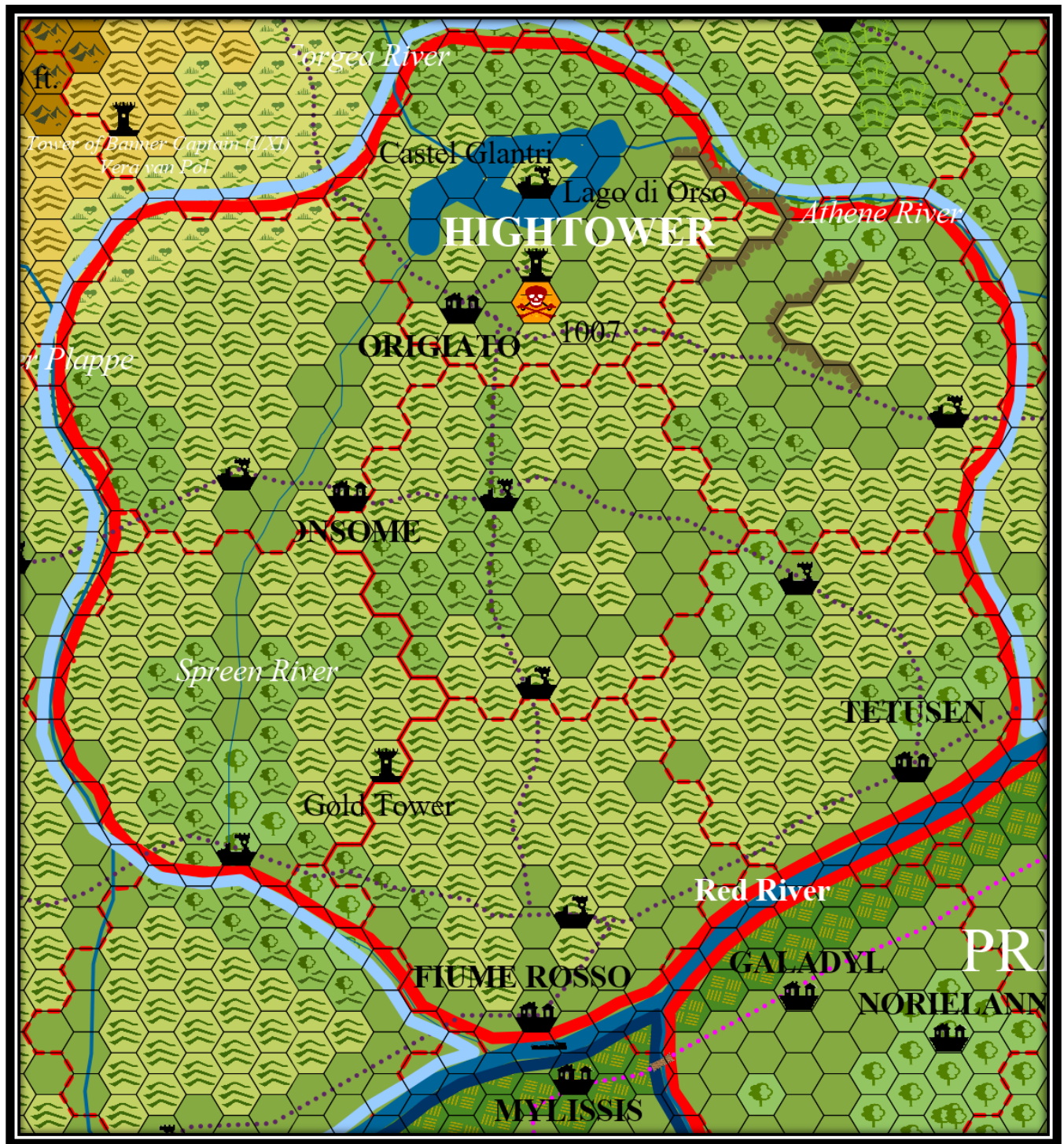


Hightower, Duchy of

AC 1014



Area:
392 square miles

Population:

1000 AC - 2800

1014 AC - 750

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

Origiato (560/100): is the administrative center of the Duchy.

Fiume Rosso (250/150) is a major economic center of the Duchy and crossing point of the Red River.

Consume (-/75) is a newly established mining community in the western hills of Hightower.

Ethnic groups:

1000 AC - Thyatian 40%, Flaem 35%, Kerendian 10%, Alphatian 7%, Hattian 5%, Erewan Elf 2%, Other 1%

1014 AC - Thyatian 35%, Flaem 25%, Belcadiz Human 15%, Belcadiz Elf 6%, Hattian 5%, Kerendian 5%, Erewan Elf 5%, Alphatian 3%, Other 1%

Languages:

Thyatian Common, Belcadizan

Ruler:

Duke Fernando de Casanegra (born 794, EM17 Member of the Brotherhood of the Radiance (Brother Estocada), AL-L)

House:

Alhambra

Military:

The Duchy of Hightower, due in large part to its ethnic Thyatian origins and violent history, has a strong martial nature matched by few Glantrian dominions. Few units are quite as famed as the Leoni d'Oro. The Golden Lions as first they called themselves, and were later officially titled by Titus Glantri, were drawn from the 2nd born sons of high-status families in the new County of Hightower established in 736. For the next 270 years they served as the protectors of Hightower in peacetime and an elite combat unit in wartime. The unit was largely destroyed by in 1007 sacrificing itself to buy more time for the people of Hightower to flee the humanoids north.

After the reconquest of Hightower by the Glantrian Army in Vatermont 1009 and lasting until the summer of 1011 the Glantrian Army directly patrolled the area and protected the few that had resettled Hightower from continued humanoid raids. After the truce with Thar and Kol a Belcadizan mercenary unit was hired for several years to protect his people until the Duke of Hightower ordered the reestablishment last year of this honorable unit in memory of those that gave their lives in the ultimate expression of honor and duty. The Golden Lions today consist of a force of 30 F2 (Leather, sword, Bow, and Riding Horse) and are based at Fiume Rosso and patrol not just Hightower but the lands surrounding it especially to the west and north which were repopulated by the war and have become a near

wilderness with occasional dangerous monsters, and men, coming forth from the Glantrian Alps to the west.

Food:

Subsistence. While Hightower once produced a surplus of food in its fertile rolling hills. The severe depopulation has resulted in much of the land going unplanted, so farmers are merely able to produce enough to feed themselves.

Trails:

The Red River is navigable to river boats between Eriadna and Nyra. The village of Mylissis on the other side of the Red River is a regular riverboat traffic along the river. A ferry connects the village of Fiume Rosso in Hightower to Mylissis and operates during daylight hours and charges the following fees for a crossing; 1sv per traveler, 2sv per horse, and 1dc per wagon.

Hightower has no major travel routes within it thus poor-quality dirt trails connect the settlements of the duchy to each other and to settlements in the neighboring De Glace Free Provinces. As both Hightower and the surrounding De Glace Free Province were severely depopulated during the war and are only now beginning to see new settlers and people returning to their own holdings there is little traffic. Many roads and trails are dotted with abandoned and pillaged homes and small settlements.

Economics:

The economics of Hightower today are vastly different today than they were prior to Thar's invasion in 1007. The fertile hills and large population once produced a good surplus of staple foods such as wheat, barley, and potatoes. Hightower drew most of its wealth from its large herds of cattle and from several black-stone mines in the Spreen River valley. All that is gone now, both the large herds of livestock that once roamed the hills and the skilled labor than brought forth black-stone from the ground. Today some mining operations have restarted, and the population is slowly growing but it will be years, perhaps a decade before Hightower returns to pre-invasion levels of population and prosperity.

Hightower Monthly Financial Ledger (figures from AC 1000)

Main resources: 1 Animal, 1 Mineral
5 hexes: hills; rural; pop. 1400; tax 140 dc
2 hexes: hills, river; rural; pop. 840; tax 84 dc
Origiato: village; pop. 560; tax 56 dc

Total population: 2800 villages/rural

Tax Income: 280 dc
Resource Income: 1400 dc
Standard Income: 2240 dc

Little trade passes through Hightower especially since Thar's invasion which severely depopulated the west bank of the Vesubian River. The Duke is collects various fines assessed his subjects as well as

collecting taxes on adventurers booty which due to the lawlessness of the area has provided a nice extra income. As a result, the Duke collects an average of 200 dc a month.

Council Tax: 824 dc
Net Cash: 1056 dc
Overhead (45%): 475.2 dc
Available Cash: 580.8 dc

With 22,560 XP/year, in 10 years the Duke would gain 225,600 XP.

Alternate (tax only): 3360 XP/year

Alternative (tax and extras only): 5760 XP/year

History:

Dukes of Hightower:

Joanna Hodlan	829-837
Jacob Muskerry	837-845
Wilhelm Muskerry	845-859
Louis Postbrad	859-871
Margaret von Taafnen	871-905
Simon von Taafnen	905-927
Johann von Taafnen	927-941
Karl von Taafnen	941-967
Constanza de Blanca	967-997
John Beaumarys-Moorkroft	997-1004
Fernando de Casanegra	1004-

The Hightower area of Glantri was for many centuries sparsely settled by the elves and was a wilderness borderland to the lands of the elves across the rivers to the east and south. Even after the arrival of the Flaemish in 395 the area remained a frontier wilderness as the Flaem did not settle the west bank of the Vesubian further south than the opposite banks of the Isoile River. The first true settlers of the area of present-day Hightower were the Thyatians who arrived in the area in 730 led by Lord Tiberio Glantri, a direct descendant of Commander Darius Glantri who was fondly remembered by the Flaem for being a friend of the Dragonlord who helped the Flaem break free of the Master in 512.

Unfortunately, that fondness for Darius Glantri did not preclude almost immediate skirmishes with the southernmost Flaemish settlements after the Thyatians arrived which continued for six years before a truce was negotiated. Claudio Glantri, Tiberio's son, declared himself Count Glantri and started building a majestic castle on a small island in the middle of a picturesque lake. The castle took nine years to build and upon completely became the center of Thyatian culture in the Highlands. Unfortunately, peace was

not destined to last long and in 751 the Thyatians were at war with the Flaem again. Fighting would continue off and on for the next 30 years until finally the Flaem were defeated and a unified state was established.

With the coup of Halzunthram mere days after end of the establishing of a unified state the Thyatians back at war again with the Flaem. However, in 788 the Thyatians (along with the Kerendians) switched sides and joined the Flaem against the Alphatian/Hattian coalition. In retaliation Halzunthram invaded the Thyatians lands north of the Red River and left Castle Glantri in ruins thus many of the Thyatians fled north to the lands just south of the Isoile River. With the final defeat of Halzunthram in 828 the Republic of the Highlands was created and a lasting peace between the multiple ethnicities was finally achieved. With the Alexander Glantri being given lands and title of Archduke to the north the former lands of the Glantri family were given to a leading Flaemish general and a Duchy named Hightower was created upon the former lands of the Glantri family. Flaemish rulers dominated the Duchy of Hightower during much of its first century and half of existence and drew many Flaems south of their traditional lands.

Relative peace and prosperity for the next century and half combined to make Hightower not just a prestigious noble title but a profitable one as well. However, that ended in 1004 with the onset of the Great War with Alphatia in 1005. Situated close to the Glantrian Alps many monsters, summoned, and cajoled/bribed, descended from the mountains into the hills between the mountains and Vesubian River. However bad the monster attacks were, they were nothing compared to the devastation wrought by the invasion of Thar in 1007. Unlike the lands immediately to the south, the Duke of Hightower, Fernando de Casanegra, had some advance warning of the size and scope of the invasion and the dire and mortal threat Thar was to southern Glantri. The Duke was able to help get some of his people safely to the north ahead of Thar's legions but often the speed and audacity of Thar (later discovered to have been assisted by a cadre of Alphatian wizards) caught the overconfident Glantrians by surprise. The rapid advancing humanoid with 5 hordes of Trolls, some 500 in total in Thar's vanguard alone, rapidly overtook many evacuating from southern Hightower. There were uncounted instances of great heroism and personal sacrifice of militia units protecting their families and neighbors but, in most cases, eventually ending in terrible slaughter at the hands of the humanoids. The only effective resistance to Thar was provided by de Casanegra himself who saved a large group of refugees taking shelter at his estate on the south bank of Lago di Orso. While Thar's main force shot across Hightower from the south and west to the north and east on his way to rich lands of the Vesubian valley a horde of 1000 Yellow Orcs was detached to sack and plunder the estate of the Duke. Fernando de Casanegra himself met this force south of his estate and unleashed a series of destructive spells, the type of spells completely unknown to Thar's Alphatian advisors, that vaporized a large part of the horde and scared the survivors so badly they fled the battlefield in a panic. The Duke was able to retire safely to the west leading a group of some 500 refugees, eventually finding refuge in Caurenze.

Hightower was plundered savagely; first by the passing hordes of Thar and over the next year by the occupying humanoids and by the time the Grand Army chased Thar back south late in 1008 there was little left to the Duchy of Hightower but lines on a map. All its people were either dead or had fled, its vast herds of livestock consumed by the humanoids, and its villages and households looted and burned.

Even though de Casanegra returned, at the head of the Glantrian Army, and soon took control of his Duchy, Hightower was left in such a state that some five years after its reconquest the population has barely reached a quarter of its pre-invasion levels and those that have either returned or settled anew have no designs on prosperity but a steely intent on merely surviving and starting the long road to rebuilding the shattered dominion.

Notable sites:

The Ducal Plains are a large area of nearly a half square mile south of the Duke's tower where he alone met a large invading force of humanoids and forced them to flee. While the spells were of a type and destructive to a degree not seen by any wizard, what made the spells used by Fernando de Casanegra so noteworthy came to light later as any plant life, even grass, withered and died over the course of several weeks after the battle and still years later nothing grows. The area today is a dead zone that would have been shunned by the local population even if not for the proclamation by the Duke that the area was unsafe and off limits to anyone. Few have been inclined to disregard the official edict of the Duke but de Casanegra has been forced several times to confront and confine several scholars and ambitious wizards hoping to glean clues as to the type of magic used in defense of the Duke's estate and the refugees in 1007.



The most famous site previously in Hightower were the ruins on L'isola di Glantri of Castel Glantri, the former home of the father of Glantri Alexander Glantri. Out of reverence to Glantri the site has

remained exactly as Halzunthram left it when he sacked and razed it. While nothing more than piles of jumbled stone 200 years later the scope and outline of the vast castle can still be determined. Every year a service was held by the Temple of Rad in Origiato at the ruins honoring Alexander Glantri on his birthday and is an unofficial holiday for many of Thyatian descent. The day is filled with feasts and a great deal of drinking.

The village of Fiume Rosso lays at the southern tip of Hightower on the bank of the Red River opposite the Southern Hills Free Province village of Mylissis. The village was the first in Hightower to be rebuilt and significantly resettled as part of the rebuilding of Hightower. New settlers from the lands of the Belcadiz to the east have driven this regrowth and brought several large herds of cattle that now roam the hills around the village. The village contains the main barracks of the Leoni d'Oro and after several bloody incidents last year it has been made clear in stark terms to the new Prince of New Kolland that regardless of whether his subjects are citizens of Glantri or not, the first step any humanoid makes into Hightower will likely be the last they take. No one has ever been punished for any of the murders as the Sheriffs of Hightower could find no witnesses to such acts and no effort has been made by the Duke to investigate further.

Coat of Arms:

Four yellow lilies on a field of white

Useful Links:

The Economy of Glantri by Aleksei Andrievski

History of House Glantri by Harri Mäki

History of the Great War 1004-1009, and Duke Fernando de Casanegra by Michael Berry