

Kingdom of Eusia

- [Geography](#)
- [Politics](#)
- [Eusaria \(Capital city\)](#)
- [Duchy of Vermillion](#)
- [Duchy of Summervale](#)
- [Duchy of Marvane](#)
- [Duchy of Ironwood](#)
- [Duchy of Greycliff](#)
- [Duchy of Broadwater](#)
- [County of Highmount](#)
- [Maps of the Kingdom and area](#)

Geography

The kingdom of Eusia is situated in the temperate zones of the Continent of Eusia. It's area is roughly 300 miles north to south and 150 miles east to west (which is coast to coast.)

It's northern border extends to the wild edge of the conifer forests that stretch across this portion of the continent. The area beyond the border is poorly mapped and even more poorly understood by the folk of the kingdom. There are only rumors about who or what may live within and beyond it's reaches. (See Wild North Hexcrawl for an adventure in this region.)

It's southern border extends to the untamed desert. It is a region resembling the American southwest, with rocky red earth, scrubland, mesas, as well as mountainous areas. It is home to many tribes, all of which resist the Kingdom's attempts at trade, settlement, and negotiation. Deep within the desert is a single settlement which finds itself allied with the Kingdom, and only through their ingenuity have they survived on their own in such hostile territory for so long (See Land of Enchantment Adventure for an adventure in this region.)

It's western border meets the Western Ocean and is riddled with steep cliffs. These are difficult waters to navigate, and there are no places to build large ports. As such, trade along the west coast still travels by ox-cart, and forays into the water are reserved for agile vessels which can maneuver away from and back to the treacherous shore.

It's eastern border meets the Eastern Ocean and is far more pleasant than it's western counterpart. Natural harbors, sandy beaches, and reliable climate mean that ocean faring trade is commonplace. There are several islands which can be reached from this coast, none of which technically belong to the Kingdom, though many are reliant on trade from it.

At the center of the kingdom is the capital city of Eusaria from which the King rules. Politically, it is it's own Duchy, though it's territory extends only perhaps 5 miles from the city's walls. Nevertheless, it is the seat of power for the whole kingdom, and a merciless political machine.

Politics

The Kingdom is currently ruled by King Alden XVI with his wife, Queen Catherine Valis beside him. It is a place of historic peace, though the rising tension of economic imbalance and political strife are becoming more common. Things are quietly falling apart, though the king has spared the central provinces at the expense of letting the northern border territories suffer.

Currently, the Kingdom is divided into 7 Duchies:

- The City of Eusaria, ruled by King Alden XVI
- Duchy of Ironwood, ruled by Duke Cedric Blackwood
- Duchy of Broadwater, ruled by Duchess Beatrice Marrow
- Duchy of Vermillion, ruled by Duke Ignis Vael-Khor
- Duchy of Marvane, ruled by Duke Alistair Sterling
- Duchy of Summervale, ruled by Duke Julian Thorne
- Duchy of Greycliff, ruled by Duke Cassian Blackwood

Eusaria (Capital city)

Eusaria is the capital of the Kingdom of Eusia. It is the Duchal seat of the King, King Alden XVI. It is the largest city in the region by far, and acts as the beating heart of the society of Eusia.

Duchy of Vermillion



This is a duchy within the Kingdom of Eusia. It is lead by Duke Ignis Vael-Khor. It is the largest duchy by area, and is situated to in the west. It's northeastern corner borders the capital, and it's land stretched from this midland all the way to the western sea. It's norther border is mostly shared

with the Duchy of Marvane, though there is a small portion on the northern tip which borders the Duchy of Greycliff. To it's east is the Duchy of Summervale with which it shares a strong alliance. It's southern border is a great desert, who's tribes resist all attempts at trade, diplomacy, and conquest.

The Duchy of Vermillion is powerful and militaristic, plying a roaring trade of worked metal goods and mercenaries. The ruling family are Dragonborn, a change which occurred less than a century ago. The majority human populace, ever pressed into military service, have a convenient scapegoat in this family, and rebellion is never far from breaking out. It has rich mineral deposits and skilled smiths.

Exports: Weapons and Armor, The Iron Legions, Copper and Tin

Imports: Warhorses, Grain

The Ducal capital is Obsidian Gate, named for it's massive black-stone walls.

Duchy of Summervale

This Duchy is one of several which comprise the Kingdom of Eusia. It is led by Duke Julian Thorne. It is a medium-sized duchy in the south-east of the Kingdom, whose southern border meets with the desert and eastern border meets the Eastern Ocean. To the north, it shares a border with the Duchy of Broadwater and slightly west of that, the Capital City. Its western border is shared with the Duchy of Vermillion, with whom they share an alliance.

Sprawling tracts of great farmland, beautiful ocean scenes on its east coast, warm and agreeable climate. Summervale is the breadbasket of the Kingdom, and it's highly desirable real estate. If not for their strong alliance with house Kaelthor, they may well have been absorbed into the other Duchy ages ago. The alliance has been strained by the recent switch of rulership in their neighbour's court, but Summervale can't afford to break ties with Kaelthor, regardless of their ruler.

Exports: Grain (Wheat and Barley), Ale and Wine, Livestock (Cattle, Sheep, Horses)

Imports: Tools, Stone

The Ducal capital is Sol-Astra and it's frankly delightful.

Duchy of Marvane

This Duchy is one of several which comprise the Kingdom of Eusia. It is led by Duke Alistair Sterling. It is a small duchy located centrally, just north of the capital. Its land is riddled with rivers and lakes. It shares a border with the Duchy of Greycliff to the northwest, the Duchy of Broadwater to the east, the Capital City on its southern most point (which is heavily invested into as a waterway and highway), and finally the Duchy of Vermillion lies beyond its southwestern border.

Exports: Silver, Fine Linens, Luxury Crafts

Imports: Lumber and Iron, Guards

The Duchal capital is Silvershore, which rests on the banks of an artificial lake made on the river which leads to Eusaria.

Duchy of Ironwood

This Duchy is one of several which comprise the Kingdom of Eusia. It is lead by Duke Cedric Blackwood. It is a small duchy in the far north of the kingdom. It borders wild country on its north, Duchy Greycliff to its west, Duchy Broadwater to its south, and the Eastern ocean to its east. The Duke holds little sway in the grander politics of the kingdom. Despite being poorly represented in the King's council, they are taxed quite heavily. The Wild North is seen by the king as rich and ripe for the harvest, but in reality it is too dangerous to reliably produce wealth from.

Exports: Iron ore, Charcoal, Lumber

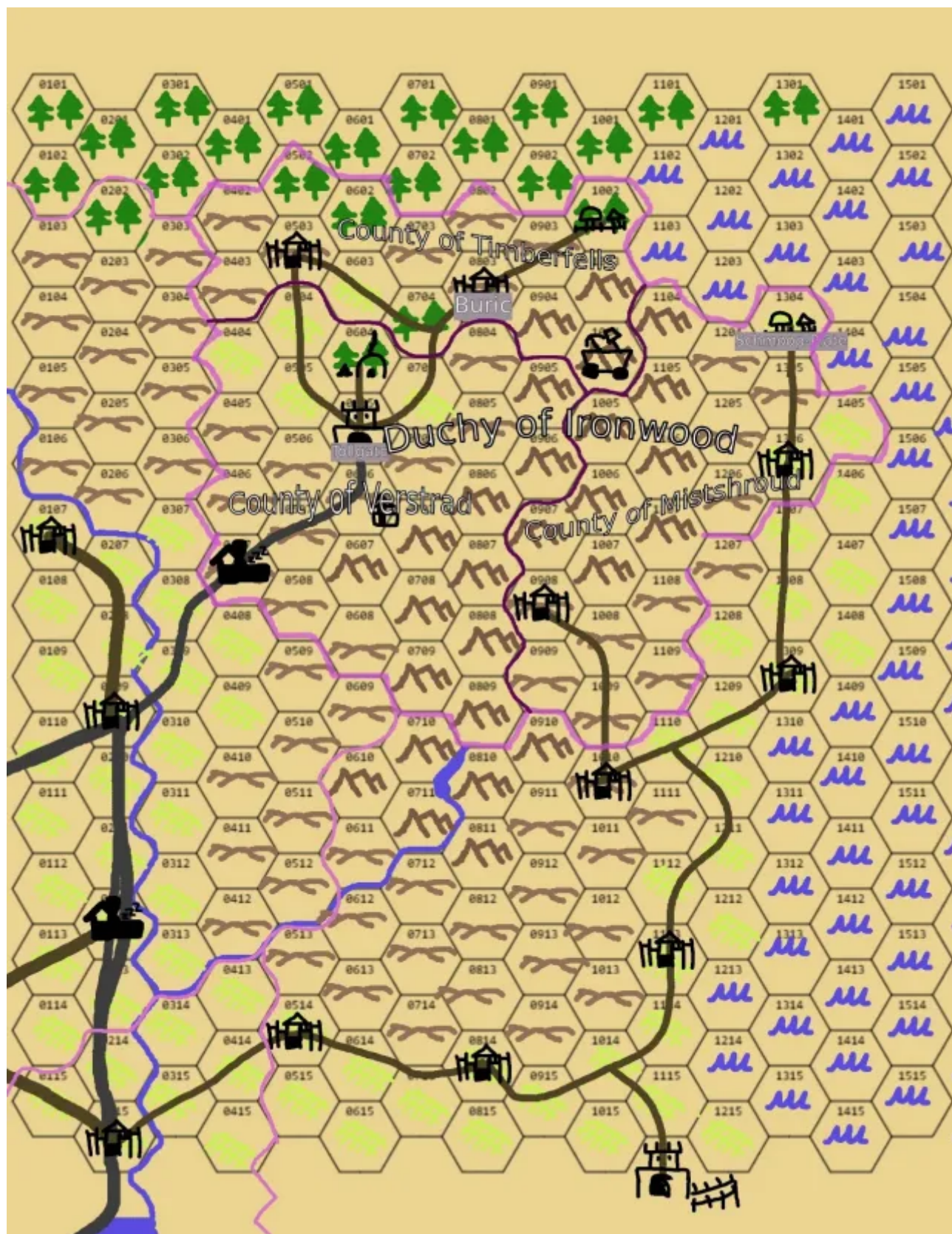
Imports: Grain and Food, Mercenaries and Steel

The Duchal capital, Tollgate, is found in the County of Verstrad.

Counties:

- County of Timberfells
- County of Verstrad
- County of Mistshroud

Map:



Duchy of Greycliff

This Duchy is one of several which comprise the [Kingdom of Eusia](#). It is led by Duke Cassian Blackwood. This duchy rests in the north of the Kingdom, its western border is what gives it its name; relentless, brooding cliffs overlooking the violent waters of the Western Ocean. Its north border meets the [Wild North](#), much the same as their eastern neighbour, the [Duchy of Ironwood](#). Though most of the southeastern border is shared with the [Duchy of Marvane](#), there are small portions in the east and south shared with [Broadwater](#) and [Vermillion](#), respectively.

The rainy lands, riddled with ancient ruins brimming with magic to be exploited and exported. Sometimes the rain is cursed, but the proliferation of abjuration mages from the college on the coast keeps the supply lines running and the gold flowing. Folks from Greycliff have a reputation for being odd, but their tenacity is respectable.

Exports: Magical Artifacts, Alchemical reagents, Goats cheese and Sheep wool, Cold-Weather crops
Imports: Salt, Processed flour, Tools, Woven cloth

The Duchal capital is Stormwatch, built atop great cliffs looking over the choppy western ocean.

Counties:

- County of Sunbarrow
- County of Highmount
- County of Miskaton

Map:



Duchy of Broadwater



This Duchy is one of several which comprise the [[Kingdom of Eusia]]. It is led by [[Duchess Beatrice Marrow]]. It is a moderately sized duchy located on the east coast of the kingdom. It's

southwest corner borders the Capital City.

Finding itself on a broad coast with plenty of natural harbors and calm seas, it is a hub of economic activity, as well as the home of the Kingdom's fledgling navy.

Exports: Processed Wool, Salt, Salted Fish Imports: Wine, Spices, Exotic Goods

The Duchal capital is [[Meridia]], a city dominated by it's harbor district and trade offices.

It's three counties are: [[County of Seaworth]], where Meridia is located. [[County of Ravenscrag]], the northern reaches with inhospitable hills and frequent wars with Ironwood's baronies. [[County of Larkvale]], the southern county that borders both Eusaira and the Duchy of Summervale.

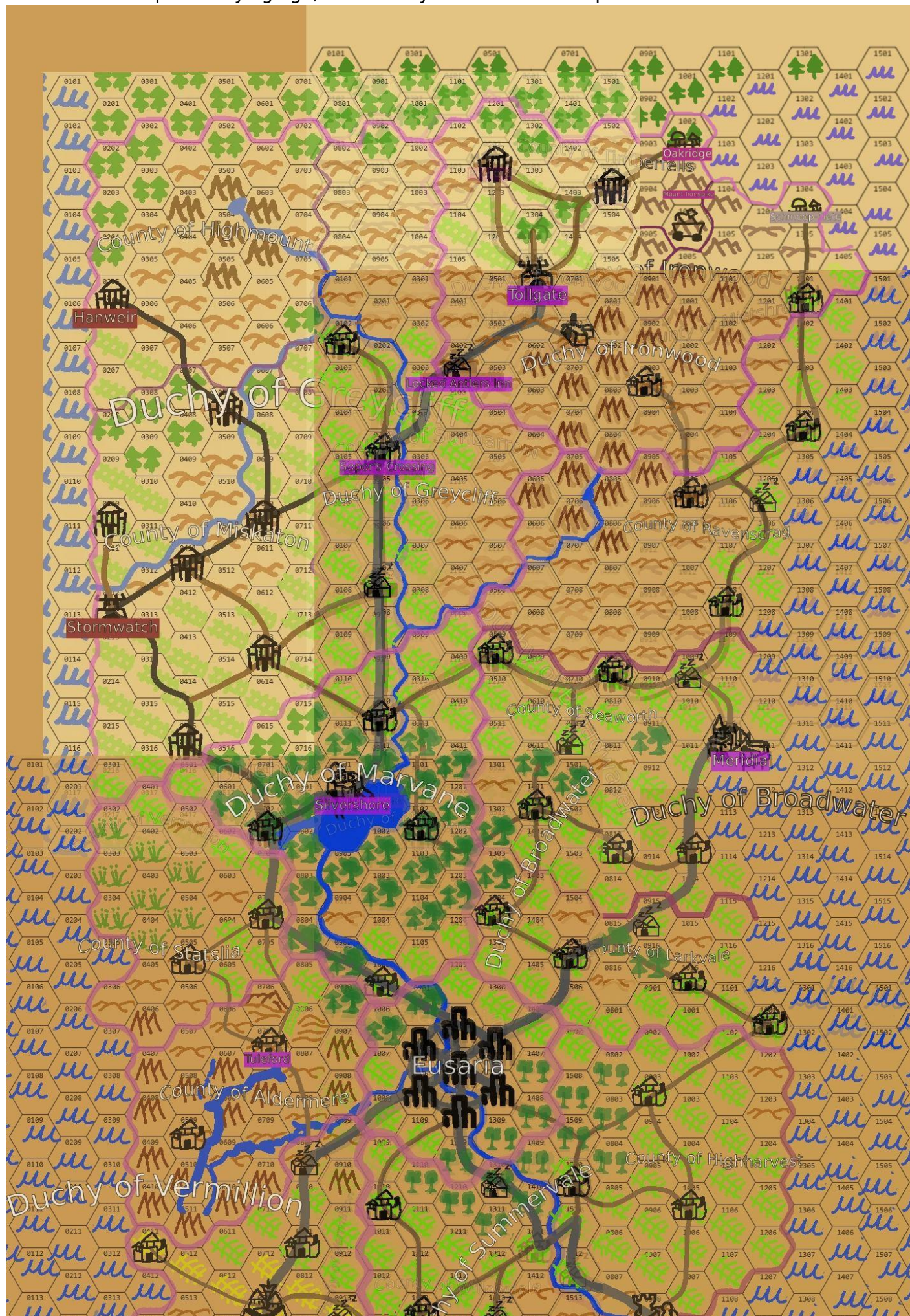
County of Highmount

A county in located in the north of the Duchy of Greycliff. It's the largest county, but it's terrain is poor for farming. It is very rugged country with a cluster of tall mountains in their center. The poor land and remoteness means that there is only one town, Hanweir. Those who live in the hills fend largely for themselves and do not care for outsiders.

Maps of the Kingdom and area

Kingdom of Eusia Draft

Each hex is 8 miles from one side to another (or center to center). This image is stitched together from several maps of varying age, and so may have some discrepancies.



First Draft of Large Scale

