

Northern parts of the continent

Regions to the north of the Kingdom of Eusia

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Stormcrown Mountains

Located north of the great forests of the Wild North, the Stormcrown Mountains are an imposing physical boundary between the warm lands of the south and the open tundra of the north. They are known to be a place of mystery and increased magical activity.

This mountain range is a formidable obstacle to any traveler due to the lack of safe passes most of the year. There is a small window in high summer where the conditions become reasonably safe for prepared parties to move between north and south or vice-versa. In any conditions, straying from the path will find you in shifting glaciers, unpredictable avalanche conditions, extremely high winds, vicious snow storms, and the ever present brutal cold.

Found within the range is Skallheim Hall, a fabled place of Thor worship which is known of by the populace of the northern Kingdom of Eusia.

Frostmarch Pass

Frostmarch Pass is one of the few reliable passes through the Stormcrown Mountains. It is used by merchants travelling between the Wild North and the Tundra. It has a reputation for being deceptively calm, only to trap travelers in surprise blizzards, whiteouts, avalanches, and the rare yet terrifying lightning snowstorm.

Cosmic Mire

Located within the southern reaches of the Stormcrown Mountains, this is a holy place for the Circle of the Hrímspegill. The druids come here to stargaze and study the nature of the cosmos, and it acts for them like a temple.

Located behind a glacier which has ground the down the earth in its wake, the great ice flow has left this place behind. For a time, a lake sat between the mountains and the face of the ice, but the forward march of the glacier has since released the water, allowing many pools to form and freeze in the naturally levelled ground. Surrounded on all sides by mountains (except for the glacier to the south), the Cosmic Mire is remote and pristine. Winds sweep through this place constantly, keeping the snow pristine and erasing all trace of those who come to reflect and meditate by gazing into the mirror-like ice sheets that dot the place.

The Wild North

This region of untamed wilderness exists in northern hemisphere of the Continent of Eusia. It is the primary setting for Wild North Hexcrawl. It refers to the unclaimed pine forests to the north of the kingdom of Eusia all the way to the base of the Stormcrown Mountains. Despite this, common parlance in the kingdom is that everything beyond the northern borders of Duchy of Ironwood and Duchy of Greycliff is 'The Wild North.'