Eshana

Welcome to the Kingdom of Eshana, a medieval realm steeped in tradition and renowned for its rich cultural heritage. Eshana was founded in the standard year 556. 1n **3556** they are celebrating 3000 years. They claim to be the oldest kingdom in the known world.

Eshana is a kingdom of knights and nobles, where honor and duty guide the actions of its people and the realm's rich history is celebrated with pride. As the kingdom looks to the future, it remains steadfast in its commitment to prosperity, justice, and the preservation of its cherished traditions.

## Geography

Eshana covers 81,939 square miles at the extreme Southwest corner of Grarera.

It is a land of diverse landscapes, encompassing rolling hills, fertile plains, dense forests, and rugged mountains. The kingdom is crisscrossed by meandering rivers and dotted with picturesque lakes, providing sustenance to its people and wildlife alike. The capital city of Besanmart is a bustling metropolis that serves as the political, economic, and cultural center of the realm.

There are 34,347 square miles of cultivated farmland. Farming uses the three-field system. in the three-field system, one third of the land lay fallow. In the autumn one third is planted to wheat, barley, or rye, and in the spring another third of the land is planted to oats, barley, and legumes to be harvested in late summer.

It is bordered by Gestaisal and Ustesh to the north. The Thurgamau Mountains extend from the Kingdom to the north and east deeper into the content.

## Climate

Eshana lies around the 36th parallel. This gives it a moderate temperate climate. The annual average temperature is 60°. The average annual rainfall is around 38” There are roughly 200 days of sunshine a year.

## The History of Eshana: The Eternal Peninsula Kingdom

**Origins and the Age of Founding (3000–2500 years ago) Sol 556 - 1056**

Eshana’s roots trace back to the **Age of Founding**, when the peninsula was a fragmented land of warring tribes and coastal settlements. The tribes were united under **High King Esheon the Uniter**, a warrior-king said to have been blessed by the sea god **Klonor**.

Esheon built the capital city, **Thaloria**, atop a natural harbor, solidifying control over the peninsula’s trade routes. The early kingdom thrived on fishing, salt trade, and maritime commerce, developing a naval tradition that became the cornerstone of its power.

**The Age of Expansion (2500–1500 years ago) Sol 1056 - 2056**

Eshana’s golden age began with the rise of the **First Eshanite Empire**. The kingdom’s navy became unmatched, allowing it to conquer nearby coastal territories. This era saw the construction of **Thalorion’s Beacon**, a massive lighthouse said to house a fragment of a Heartstone.

The empire’s wealth grew through control of vital sea trade routes, particularly in spices, silks, and rare gems. However, this expansion brought Eshana into conflict with other rising powers, including the **Kingdom of Tarethorn** across the sea.

At its height, the Empire controlled what is now Ustesh and Gesaisal. It also ruled deep into the Thurgamau Mountains.

**The Shadowed Millennium (1500–500 years ago) Sol 2056 - 3056**

This period was marked by internal strife and external threats.

* **The Sundering of Houses**: Eshana’s noble families fractured into feuding factions, leading to a **100-year civil war** known as the **War of the Splintered Crown**. The once-great navy was divided among rival lords.
* **The Tide Plague**: A devastating magical illness swept through Eshana’s coastal cities, decimating the population and leaving entire towns abandoned.
* **The Corsair Invasions**: Taking advantage of Eshana’s weakened state, pirate fleets ravaged its coasts, forcing the kingdom to retreat inland.

Despite these challenges, Eshana endured, held together by the spiritual influence of **The Great Father,** in what became known as**The Trial of the Fractured Crown**.

**The Era of Restoration (500–200 years ago) Sol 3056 - 3356**

Under **Queen Caelira the Rebuilder**, Eshana experienced a remarkable recovery.

* The navy was rebuilt with ships crafted from **Stormwood**; a rare timber infused with magic. It is believed that Klonor blessed the seeds from a sacred oak, and they sprang up as Stormwood.
* Coastal cities were fortified with **Sea Walls**, powered by ancient runes to repel invaders and rising tides.
* Trade alliances were reestablished, and Eshana regained its position as a maritime hub.

This era also saw the rise of the **Thalorian Compact**, an agreement between the monarchy, the nobles, and the merchant guilds, which stabilized the kingdom’s political structure.

**Modern Eshana (200 years ago - Present) Sol 3356 - 3556**

Today, Eshana is a kingdom steeped in tradition and resilience.

* **Culture**: Eshanites revere the sea, celebrating festivals like the **Tide’s Renewal**, where offerings are cast into the waves. Eshana is a society shaped by its long and storied history, with customs and traditions passed down through generations. Honor and chivalry are highly valued, with knights and noble warriors upholding codes of conduct and defending the realm from external threats. The arts flourish in Eshana, with poets, musicians, and artisans celebrated for their contributions to the kingdom's cultural tapestry.
* **Economy**: The kingdom thrives on trade, shipbuilding, and magical artifacts recovered from ancient shipwrecks. Fields of wheat, barley, and other crops stretch as far as the eye can see, tended by diligent farmers and laborers. Trade flourishes along well-established routes, with merchants traveling to distant lands to exchange goods and foster diplomatic relations.

# Politics:

Eshana is led by Gerrard the 14th,

**King Gerrard XIV:**

He ascended the throne after the long reign of his father, King Aldric XIII. Under Gerrard XIV's leadership, Eshana has seen both prosperity and political struggles, as he faces the challenges of maintaining control over his vast kingdom while ensuring stability in the face of frequent border skirmishes with neighbors and the threat of orc invasions.

Gerrard XIV is known for being a shrewd diplomat and strategist, often working behind the scenes to secure his kingdom's interests. He maintains strong relations with powerful noble houses, especially House Vaelmont and House Varric, and is respected for his ability to navigate the complexities of Eshana's feudal system. However, his reign has not been without controversy, particularly regarding his handling of military matters and the management of his royal army.

A man of measured temperament, King Gerrard XIV is more inclined toward negotiation and compromise than outright conflict, though he is not afraid to use force when necessary to protect Eshana's borders. His relationship with the clergy and the noble houses has been crucial in securing his power, as he seeks to maintain the delicate balance between church influence and the autonomy of the regional lords.

Gerrard XIV is married to Queen Lysandra of the Vaelmont family, which has strengthened his political alliances. His children are being groomed to continue the royal legacy, with his eldest son, Prince Benedict, being the heir apparent.

Despite his focus on the throne and governance, Gerrard XIV is also known to spend time hunting and indulging in martial training, showcasing his commitment to the kingdom's defense. He is deeply invested in the future of Eshana, and his reign is seen as pivotal in ensuring the kingdom's survival and prosperity through these turbulent times.

He balances power between the Four noble houses, the merchant guilds, and a group of priests and oracles. The Noble Houses each hold sway over their own territories and are sworn to uphold the kingdom's laws and traditions.

The Noble Houses are ruled over by Dukes. The seat of power for each Noble house rests in one of the cities.

**The four noble houses:**

**1. House Vaelmont – "The Falcon Soars Above All"**

**Duchy:** Vaelmont  
**Sigil:** A silver falcon clutching a sword on a blue field  
**Motto:** *"Honor, Flight, Victory."*  
**Seat:** **Castle Aelthorne**, a massive hilltop fortress overseeing key trade routes

**City:** Westerlingen  
**Current Duke:** **Duke Alric Vaelmont**, a seasoned war commander and statesman

**Domains & Influence**

* Controls the most **prestigious knights** and cavalry forces in Eshana.
* **Rich from trade**—owns major markets and roads connecting the kingdom.
* Fiercely loyal to the crown but **rivals House Dainhurst** over influence at court.

**Military Strength**

* 2,000 knights, known as the **Silver Lances**.
* 6,000 men-at-arms, primarily cavalry and well-trained infantry.
* Controls **five strategic castles** along Eshana's northern border.

**Notable History & Myths**

* **The Falcon’s Charge** (200 years ago): When Eshana faced invasion, Vaelmont knights rode day and night to break an enemy siege.
* **The Oath of the Five Dukes:** Duke Vaelmont once brokered an alliance that saved Eshana from a civil war.

**2. House Dainhurst – "The Lion Guards the Gate"**

**Duchy:** Dainhurst  
**Sigil:** A black lion on a golden shield  
**Motto:** *"Steadfast and Strong."*  
**Seat:** **Blackstone Keep**, a fortress guarding the western mountain passes

**City:** Misteldorf  
**Current Duke:** **Duke Osric Dainhurst**, a hardened warrior known for defending against orc raids

**Domains & Influence**

* Controls **iron mines** and forges, supplying weapons and armor to the army.
* Masters of **siege warfare**—known for expert fortifications and defensive tactics.
* **Distrusts House Vaelmont**, seeing them as too ambitious.

**Military Strength**

* 1,500 knights, heavily armored and skilled in siege defense.
* 7,500 infantry, including **elite pike formations** and crossbowmen.
* Controls **eight mountain castles** securing the western frontier.

**Notable History & Myths**

* **The Siege of Blackstone Keep** (150 years ago): House Dainhurst held against a massive orc horde for **six months**, inspiring legends of their resilience.
* **The Forge-King’s Pact:** A myth states that an ancient Dainhurst ancestor struck a deal with a fire spirit, ensuring their forges never go cold.

**3. House Maranthor – "The Tide Shall Rise"**

**Duchy:** Maranthor  
**Sigil:** A silver kraken wrapped around a trident on a deep blue field  
**Motto:** *"The Sea is Our Strength."*  
**Seat:** **Stormwatch Keep**, a naval fortress overseeing the largest port in Eshana.

**City:** Feldhofen  
**Current Duke:** **Duke Roderic Maranthor**, a cunning naval strategist and merchant lord

**Domains & Influence**

* Dominates **Eshana’s navy** and coastal trade.
* **Wealthiest ducal house** due to control of shipping, fishing, and shipbuilding.
* Often **neutral in court politics** but subtly manipulates trade agreements to gain power.

**Military Strength**

* 1,200 knights, mostly serving as **marines** or ship captains.
* 5,500 soldiers, skilled in **naval warfare** and coastal defense.
* Commands **Eshana’s largest dockyards** and 40% of the kingdom’s navy.

**Notable History & Myths**

* **The Great Naval Victory** (100 years ago): Duke Maranthor crushed a pirate fleet, securing Eshana’s dominance over the seas.
* **The Kraken’s Curse:** Legends claim a Maranthor ancestor angered a sea god, and every century, a great storm threatens their lands.

**4. House Eldermere – "The Root Runs Deep"**

**Duchy:** Eldermere  
**Sigil:** A great oak tree with golden leaves on a green field  
**Motto:** *"By Wisdom and Strength."*  
**Seat:** **Greenheart Hold**, a castle surrounded by ancient forests

**City:** Besanmart  
**Current Duke:** **Duke Luthar Eldermere**, a wise ruler known for balancing war and diplomacy

**Domains & Influence**

* Controls **vast farmland and lumberyards**, supplying grain and timber to the kingdom.
* Deep ties to **druidic traditions**, with many scholars and healers in their ranks.
* Acts as a **mediator** between rival noble houses, often preventing civil wars.

**Military Strength**

* 900 knights, skilled in **mounted archery** and forest combat.
* 5,000 soldiers, including longbowmen and light infantry.
* Controls **dense woodland forts**, making them expert in **guerrilla warfare**.

**Notable History & Myths**

* **The Greenheart Pact:** Legends say House Eldermere’s founder made a sacred oath with the forest spirits to protect the land.
* **The Silent Hunt:** Stories tell of an elite unit of Eldermere archers who wiped out an invading force **without making a sound**.

**Influence of the churches**

In Eshana, several religious institutions and churches wield significant influence over both the people and the political structure of the kingdom. The churches’ reach is deeply entwined with the nobility, governance, and cultural identity of the realm, and they often act as powerful agents in shaping the kingdom’s direction. The faiths have both shared beliefs and diverging doctrines, with rivalries sometimes emerging between them, especially in a kingdom as old as Eshana. Here's an overview of the key churches and their influence:

**1. The Church of the Great Father (The Old Church)**

* **Influence**: Historically, this was the primary faith of the monarchy, and the high clergy have often served as advisors to kings. While it is still respected, especially among the aristocracy, the faith's decline is palpable due to the rise of newer, more flexible religious movements. The clergy often serve as mediators between the crown and the nobility.
* **Key Influence on Governance**: The church’s moral and legal authority has shaped the kingdom’s legal system. The monarch often seeks the blessing of the High Priest of the Great Father before making major decisions. The clergy also have extensive land holdings and considerable wealth, though their power has waned in recent decades.

**2. The church of Klonor, Master of Storms**

* **Influence**: With history of interventions, and the reliance on maritime trade, The church influence is felt throughout the kingdom. Eshana’s power is the power of the sea, and the other faiths are secondary.
* **Key Influence on Governance**: On matters of importance, the king relies heavily on the oracles and advice of the church of Klonor. King Gerrard tries to maintain balance but Klonor’s advisors have the loudest voice at the table.

**3. The Church of Nimoal, Master of Magic**

* **Influence**: The Church of Nimoal has growing influence, especially in the courts of nobility where magic is used for both practical and ceremonial purposes. While they do not directly control political power, many of Eshana’s most powerful mages are priests or high-ranking clergy of this faith. As magic becomes increasingly important in warfare and diplomacy, the church’s sway over the political landscape grows.
* **Key Influence on Governance**: Nimoal's clergy have a strong voice in the military and the royal court, often serving as magical advisors to the crown. Their influence has grown as magic’s role in warfare and governance has become more prominent.

**4. The Church of Gelwin, Mistress of the Arts**

* **Influence**: The church has a major influence in the cultural sector and often sponsors grand projects in the kingdom, from building new castles to organizing massive festivals. Though their direct political influence is less than that of the Church of the Great Father, they are essential in shaping the cultural and intellectual landscape of Eshana.
* **Key Influence on Governance**: Members of the clergy are often found in the courts of nobles, advising on the planning and execution of monumental artistic and cultural works. They are also highly influential in military matters, as Gelwin’s church promotes the use of strategy and the art of war.

**5. The Church of Bessel, Lord of War**

* **Influence**: The Church of Bessel has great influence over the military and martial societies in Eshana. Their priests often serve as battle commanders or war advisors to the crown and nobility, and their monasteries train soldiers in both martial combat and spiritual discipline.
* **Key Influence on Governance**: The church has a strong presence in the royal court, and the King often consults with the High Priest of Bessel before engaging in any military campaigns. Bessel’s followers also play a key role in the kingdom's military reforms, particularly in the recruitment and training of soldiers.

**6. The Church of Alana, Mistress of Curses**

* **Influence**: Alana’s church has limited but potent influence, particularly among the more marginalized factions of society or among those who desire power through darker means. House Vaelmontsecretly follow Alana’s tenets.
* **Key Influence on Governance**: While not openly influential at court, the church has an undercurrent of power, House Vaelmontoccasionally relies on its dark powers for their own purposes. The church’s clandestine influence is also evident in matters of espionage and assassination.

**Conclusion:**

The churches of Eshana, though not all equally powerful, exert influence over different aspects of society and governance. The Church of the Great Father still holds sway in legal and moral matters, while newer faiths, particularly the Church of Nimoal and the Church of Gelwin, are growing in influence due to their association with magic and the arts. Each church holds a unique role in shaping the kingdom's culture, military, and politics, and their interaction with the crown and nobility reflects the kingdom's complex relationship between religion, power, and society.

There are 27 towns. Each town and its surrounding townships are the responsibility of a Baron. Each village has a Headsman that is responsible for the tribute and wellbeing of the village and surrounding farms.

Most of the urban population are Freemen. Most of the rural population are peasants. Serfs are the responsibility of the Baronies but there are strict laws governing treatment and rights.

# Military

* **Professional Soldiers (44%):** 15,000
  + Includes heavy infantry, archers, and cavalry.
  + These are full-time troops paid by the crown.
    - Each 100 men is led by a knight.
* **Specialist Units (17%):** 6,000
  + Engineers, siege specialists, sappers, and pa unit of magicians.
    - Each 100 men lead by a knight
* **Cavalry (17%):** 6,000
  + Both heavy knights and light cavalry for scouting and skirmishing.
    - Therea are a unit of 300 knights, and the reset are led by one knight for each 100 men.
* **Garrisons (20%):** 6750
  + Soldiers stationed in key fortresses, border posts, and cities.

**Castles and Fortifications**

Castles and forts are the responsibility of the crown, but the garrisons are collectively staffed by the Noble houses, except for the knights.

There are 15 castles

* Each city has a castle.
* The largest towns also have a castle
* Average of 200 men, lead by one knight for each 100 men.

75 medium castles and forts.

* All coastal cities and towns have a fort to watch the seas.
* The average garrison is 30 with a knight leading.

150 watchtowers

* The average 5 men

There is one castle staffed by a chartered company of 150 led by the paladin Sir Ronald the Just. His past is murky, but he is ruthless in pursuit of the monsters in the mountains.

**Approximate Navy Size**

* **75 warships**, split between:
  + **Galleys** or smaller, maneuverable ships for coastal defense and rapid response.
  + **Carracks** or **cogs** for ocean-going defense, transport, and trade escort.
  + A few larger **flagships** for naval dominance or to carry prestige.
* **Support ships** for logistics, supply, and troop transport (37 additional vessels).

**Distribution of Roles**

* **Coastal defense:** 33 smaller ships like galleys to patrol and protect key ports.
* **Trade route protection:** 25 larger ships capable of defending merchant fleets or engaging in maritime skirmishes.
* **Inland waterways or rivers:** 12 smaller vessels for internal security and fast deployment along major rivers.

**Crew Requirements**

* Each ship could require **30–200 crew members**, depending on size and role.
* Total naval personnel might range from **21,000**, including sailors, marines, shipbuilders, and dockworkers.

**Strategic Considerations**

* **Trade:** If the kingdom's economy relies on sea trade, the navy would focus on escorting merchant fleets and securing key trade routes.
* **Defense:** Coastal cities and fishing villages would require protection from pirates or hostile neighbors.
* **Orcs in the mountains:** If orcs occasionally descend to coastal areas, the navy might also have a role in transporting troops or intercepting amphibious threats.

Eshana is on good terms with Ustesh.

Eshana has a tense relationship with Gestaisal. There have not been open skirmishes for a few years, but neither side fully trusts the other.

There are 27 abandoned fortifications in various states of decay

The royal court, situated in Besanmart, serves as the seat of power and the hub of political intrigue and diplomacy.

## Legacy

Eshana is famed for its myths, such as the tale of **The Heartstone Shard**, a magical artifact said to ensure the kingdom’s prosperity as long as it remains within Thaloria’s Beacon. However, rumors persist that the pearl has been stolen, threatening Eshana’s future.

Though its days of empire are long gone, Eshana remains a vibrant and enduring power, a kingdom where the sea shapes life and history in equal measure.

## Religion:

There are 5 major Gods worshiped in the kingdom.

**Bessel, Lord of war.** Worshiped primarily in the capital, and among the soldiers.

**Gelwin, Mistress of the arts:** Recognized throughout the land. Many great works of art and literature are dedicated to her.

**Nimoal, Master of magic:** Respected among scholars, but also more widely in the cities. Peasants tend to be superstitious and worship it to protect against evil magic.

**Bharon, Master of the deal****:** Primarily worshiped by merchants and sailors, but there is a following in Feldhofen and the northeast parts of the land.

**Klonor: Master of Storms:** Klonor’s influence is extensive. He has taken Eshana under his wing and has directly intended to aid the kingdom throughout its history.

.

## Demographics

There are 6,285,579 people within the kingdom.

**Cities:** There are Three Big cities and one smaller city within the kingdom:

**Besanmart:** The Capital

**Feldhofen:** The main port. Also, the home port for the Navy.

**Westerlingen**: The Central city.

**Misteldorf**: A walled port on the Gestaisal border

All four cities are detailed separately.

**Towns and villages:** There are 27 towns spread throughout the realm and in the settled lands there are 15,353 villages.

There are stats provided for a sample large town, Lawah, a smaller town, Donelee, and a typical village Magedrift.

**Humans:** There are 5.9 million humans in the realm. The population is mostly ethnic Armondi, there is a little bit of Thurmond mix in the north, but it is very limited. In the coastal port towns, there are pockets of Thurmoni sailors. The contrasts between the races is nowhere else as clearly defined. There are small bands of Dr’hi in the Whispering Woods.

**Demi-Humans:** There are 30,000 elves. Roughly half live in the Whispering Woods. The rest are in small villages spread through the other forests.

There are 20,000 Dwarves. Most of them live and mine the Thurgamau Mountains, but there are scattered settlements in the hills.

There are 2,000 Halflings mostly in the Whispering Woods, and the hills.

**Non-Human:** There are relatively few monsters in the kingdom. There are about 4000 orcs in the Thurgamau Mountains and the Snow Fox Wild Woods, to the north of the kingdom. There are maybe 1000 goblins in the hills. There are 200 Ogres, and a small clan of Hill giants. There is one known Dragon in the mountains. There are old wives tales in the north of a second one living somewhere in the Snow Fox Woods.

**Itinerants:** Ther**e** are 11,500 itinerants, mostly Sailors, and caravans. There is some traffic, by road and sea between Eshana and Ustesh. but there are highwaymen, travelling clerics, and assorted travelers from other lands. There is less traffic with Gestaisal.

A**dventurers:** About 16,000 p eopleare or have been adventurers. Roughly 2000 are still active. Another 10% are employed professionally. The remainder are retired to more mundane professions. There are 3 Paladins. Two of the Paladins are Sir Clement McDaniel, and his daughter Roseana.

Sir Clemet is captain of the Kings guard. Roseana is a captain among the Kings soldiers.

Sir Ronald the Just leads a chartered company of men at arms from castle Blandish in the Thurgamau Mountains. His past is murky, but he is ruthless in pursuit of the monsters within the mountains.

**Livestock:** There are domesticated cattle, sheep, pigs, goats, chickens and geese.

Cattle are used for plowing and heavy load pulling. Cows are also a source of milk. – 100,000

Sheep produce wool and a certain amount of meat; they are usually in flocks of 120 or so. – 800,000

Pigs are the main source of animal meat, as well as manure for the fields each planting. Pigsties are all over the place in villages, towns and farmland. They are found all over surrounding cities- 4 million.

Goats provide meat and milk. – 900,000

Fowl are a source of meat, and of course eggs. They are everywhere except loose in the cities. Even in the cities there may be the occasional loose hen, or goose. Mixed 9 million

## Notable Locations

**Besanmart:** The grand capital city of Eshana, a bustling metropolis where the royal court holds sway and the kingdom's nobility gather to discuss matters of state. Built on the ruins of Thaloria, following the Trial of the Fractured Crown

**The White Citadel:** A majestic fortress overlooking the city of Besanmart, home to the royal family and a symbol of Eshana's strength and resilience.

**The Whispering Woods:** A mystical forest shrouded in legend and mystery, said to be inhabited by ancient spirits and mythical creatures.

**The Plains of Eshana:** Vast expanses of fertile farmland that stretch across the plains of Eshana, providing sustenance to the kingdom's people and livestock.

**The Sapphire Lakes:** Pristine bodies of water nestled amidst the Thurgamau Mountains, their azure waters reflecting the beauty of the surrounding landscape

## Adventure opportunities

**low-level:**

There are haunted places, dangerous animal packs from time to time, and many ruins to explore. In the north there are occasional issues with small bands of Orcs. In the Whispering Woods there are all sorts of wild rumors and old wives’ tales, about what can be found there. And there is always tension with Gestaisal.

**Mid-level:**

There are ruins that lead to the underdark. There might be higher level threats in the Whispering Woods. And in the north the Ogres might be a challenge. City life can pose its own challenges as the guilds constantly clash to increase their standing and power.

**High-level**

Beyond the Dragon, and hostilities with Gestaisal, there is not a lot to attract higher level adventurers.