

Kalzendil

settlement	
Touchstones	Stormwind
Great City	
Leader	The Princess
Government	Ceremonial Monarchy led by The Princess
Primary Demographic	Humans
Area	Aestilon Fields
Aliases	The Lighthouse City, Center of the world, Meeting place of the Sages
Touchstones	Stormwind

Kalzendil is located on a hill at the geographical center of the world. It is ruled over by a sage that is said to be a descendant of [The Princess](#).

Background

Stormwind is a gleaming capital of stone and light. Its massive light grey walls rise in tiers, each crowned with blue-roofed towers and fluttering banners that ripple in the winds coming in from the [Aestilon Fields](#). Within those walls, cobbled streets wind upward toward the heart of the city — a citadel of marble and gold where the princess governs, and where sunlight spills through stained glass onto polished floors.

The [Order of the Sages](#) and [Triumvirate](#) both have powerful showings here, constantly competing over control of the day to day of the city.

Notable Features

Page	Blurb	Tags
Kalzendil Adventurer's Guild	The Kalzendil Adventurer's guild made it easy for everyone in the city to post quests.	

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