

Koldenvaste

Pronunciation: Cull-den-vah-stuh

Main Race: Dwarves

Secondary: Mana Elves, Wylde Elves, K'ojin, Human

Biomes: [Tundra](#), [Taiga](#)

Industrial and City expansion level	Plant and animal farming	Deep Magic
High	Low	Medium

Location: Northernmost part of the continent, with a huge, frozen coastline.



What was it like?: This vast arctic area had snow all year round. Here were found glaciers, tall, nearly impassable mountains, and icy ocean coasts, with some tundra-like forests and frozen lakes dotting the landscape.

- The realm of Koldenvaste contained the ancestral land of the Dwarves. For centuries, they made their homes in mountain ranges that were extremely difficult to access by the overland races. This made their cities seem hidden, though nearly every one displayed ornate city entrances that welcomed trade and some tourism.
- Even though non-Dwarves were generally discouraged from living year-round within Dwarven cities, some nomadic peoples managed to live on the lands of Koldenvaste most of the year.
- Throughout history, features and ruins on the land of Koldenvaste were known to appear and disappear as the land shifted over time, due to volcanic activity - though it had significantly subsided in the last few hundred years. There were rumored to be hot springs, which allowed for

year-round living above ground, though these were either extremely rare, or kept as close, guarded secrets.

Did you know?: Frost trolls are known to live here, and Dwarves actively used their bones and fur for crafts and clothing. Some Orc clans fled here after the Third War, relentlessly hunted by Dwarf battle parties and kept in check by the frigid winters.

PLACES OF INTEREST	
Grid Location	Description
3-I	Throne City Argulinos - Capital city of the Holy Kingdom of Argulin. Made to look cathedral-like in its overall design, with a strong gothic aesthetic to everything, including iconography to I'nil, the Kingdom's patron deity.
2-I	Crystal rock formation called "Dawn Mother's Lance" - A tall quartz formation, almost shaped like a spear, about the size of a two-story building. Seemed to catch light and glow at all times during the day.
3-H	V'rathys - a region of Kuulu K'ojin settlements. The settlements themselves were ringed by small holdfasts.
2-H	Frostmarrow Wood - Forest filled with hearty, gigantic trees, which formed a large canopy where giant stalactites of ice hung down from their boughs. The wood was best used for shipbuilding. Harvest of these trees was a great feat and people looked forward to these excursions.
4-M	Mount Stormhill - A tall snowy mountain known for its fierce storms that would often have magical properties. Stormhill Keep - A tower keep that was built into the side of Mount Stormhill. Sages of many races came here to practice magic in relative isolation, which they believed to strengthen one's magical abilities.
2-O	Great Sage Kingdom - An ancient city, built high in the Koldenvaste mountains. This area was considered by many as sacred grounds. A respected sage lived here, known as the Great Sage, whom some followed as their spiritual leader.
3-J	I'nil's Glory - A large mountain that rose high above the desolate plains of southeastern Koldenvaste. Crown of I'nil - The peak of I'nil's Glory would shine bright gold every sunset, and could be seen for hundreds of miles. It was used to navigate across the vast tundra during intense snowstorms and cloudy days.
4-K	Ville Etoile - This was a typical halfling village, with 2-3 larger buildings for ritual work. Etoile Grove - Within Ville Etoile was a Bellena tree, nestled inside a grove of cultivated trees that would not usually grow naturally in this area of Koldenvaste.
2-J	The Black Mountain - The tallest mountain in western Koldenvaste. Named for how its

	slopes appeared black due to various natural, and possibly unnatural, phenomena. Baglordin - This large, multi-tiered city was built inside the Black Mountain.
3-Q	Shimmerstone City - A large, dwarven trade city carved into the side of the mountains. It was notably accessible by sea in the east just a few days of the year. There was significant trade with Veyveux, exchanging Koldenvaste ores and metalworked goods for food, spices, and spirits.

Lands of Exile