

# Kalzendil

<b>settlement</b>	
<b>Touchstones</b>	Stormwind
<b>Great City</b>	
<b>Leader</b>	<a href="#">The Princess</a>
<b>Government</b>	Ceremonial Monarchy led by The Princess
<b>Primary Demographic</b>	Humans
<b>Area</b>	<a href="#">Aestilon Fields</a>
<b>Aliases</b>	The Lighthouse City, Center of the world, Meeting place of the Sages
<b>Touchstones</b>	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
<a href="#">Kalzendil Adventurer's Guild</a>	The Kalzendil Adventurer's guild made it easy for everyone in the city to post quests.	

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