

# Drakkar

In what was once the calmest and most inviting climate of Novus, now there is a glacial environment that few people would dare to travel across. It is for that reason that its Southernmost city, Danesk, is home to the most selfish and vile people in the world.

Reaching Danesk involves crossing the Ice River, which is prone to intense gusts of bone freezing winds and skin tearing arctic sleet. This makes travel extremely difficult to manage, while still being wary of the creatures that have already adapted to the harsh conditions.

The Ghostly Coast is a coastal area littered by hundreds, if not thousands, of ship of ships that crashed there during the Maelstrom, never to be recovered or reused.

Also on the coast is the magically protected Keep of the Lich Lord, Kzmatic. The magic binds the powerful undead wizard to the keep, but the living have no problem travelling in and out of it freely.

The Crystal Caverns hold immense amounts of treasure that entices people to attempt forays to their depths, however an ancient insectoid behemoth hunts voraciously for survival on a daily basis. Lastly there is a series of massive glaciers that float off the Southwestern area of Drakkar, a home to the Ice Giant Kroenig. That giant occasionally travels to the mainland, and when he does it causes frustration, and often death, to the people in his way.