Several races inhabit the mountainous range of the Elfwall. Mostly composed of Aetharites of Earth and Ice, small enclaves of Shar’vin have been found within the mountains, and on occasional Stoneborn has been found seeking solitude within the depths of the mountains far away from anyone else. This is not extensive, by any means, and there are still isolated regions of the mountain range that remain unknown, as do their inhabitants.

Many Aetherite villages dot the plateaus and peaks of these mountain ranges, usually containing two dozen or fewer inhabitants. Frequent contact with other villages is common, though contact with other people outside of the mountain range has been much rarer, which is why the races of man, dwarf, and elf know little about this region. Weather conditions in the mountains can be harsh at times for those of the flesh, ranging from cool and windy to moderate snows.

Aetherite villages in this region are composed exclusively of a mixture of earth and ice/water types, as they are best able to survive in this climate, and because of ancient pacts that have kept out those of air. Intermingling is common, with offspring usually, but not always, taking on the elemental form of the mother.

Village life is close knit. Children are raised by the entire clan, and all do their parts to ensure survival. Usually, the eldest and wisest remaining Aetherite is declared the First of the clan, and takes responsibility of ensuring that everyone is doing their part and that no harm is brought to the village, those that live there, and to the other villages of the peaks. Usually, a very wise and learned member of the clan will take up the role of Great Mother or Great Father. They are tasked with not only teaching the children the proper ways of the clan and their ancestry, but transmitting the history and customs of the clan to all inhabitants and visitors.

Though harsh, the mountains provide what is needed. Aetherites, though able to eat the food of man, dwarf, and elf, do not need it to survive, being able to subsist on their given element alone. Medicinal herbs and alchemical components are collected from the lower mountain regions as well as from the plains bordering on the mountains. These are turned into healing concoctions, which make up the majority of the healing in this region. Clerics are not unheard of, though are rather rare. Druids are a bit more common, and are a boon to any village that possesses one.

By their base natures, being more serene, stable, and hardy elements, Aetherites in this region are often more emotionally detached, seeming more logical and cold. Though able to feel emotions, the stronger passions tend to be those embodied by fire or the flightiness of air, and are thus shunned. Dedication, hard work, tradition, and protection of the clan are revered traits above all others. This is for the good of all, as all in a village are expected to look after each other and help out to ensure the safety and prosperity of everyone. Laws are more of a developed tradition and a way of living that promotes this ideology, and so many in this region favor neither good nor evil and embody a balance between the two.

Many Aetherites in this region develop some means of protecting themselves and their clan, lest they become lax and their ancient foes wage war on them again. Most try to find an attunement with their base element, often following the paths of Magic or Nature. Some lack the connection needed to harness their base element, and thus default to the path of Steel. Much of the mountain is composed of rock, but iron deposits have been found and mined for the creation of weapons and armor. Often simple elemental aspects are melded into the weapons without the greater magical powers of the elements. It may be just as common to see a steel sword as a wooden club, a stone mace, or an ice axe.