

# HIGH FOREST

**Capital:** unknown

**Population:** Elves 50%, Fae 30%, other 20%

**Government:** unknown

**Religions:** Elven Pantheon, Gaea, Ishtar

**Imports:** metal, glass, luxury articles

**Exports:** furs, rare woods, jewelry

The High Forest proper is located north of the River Arden and south of the Valencian caldera. It borders the Sea of Dusk to the west and the Goblin Marsh to the east.

Wandering below the towering redwoods and ancient oak groves of the High Forest reveals this as a leftover of an age before the rise of man. Home to elves and all their woodland allies in a forgotten age, the Forest still gives the impression that it is cared and nurtured by uncountable invisible hands.

This subtle control and care covers the entire forest and it is said that no mouse moves through the High Forest without the knowledge of the elves and their allies.

## LIFE AND SOCIETY

Not much is really known of the society inside the forest, as most non elven visitors are discouraged to enter the forest. It is known that the elves live a semi nomadic lifestyle, switching between settlements during the passes of the seasons. A circle of elders meets in regular intervals and decides about problems that have occurred since their last meeting.

This decentralized society has allowed the elves to evade military attacks for centuries, fading away into the forest, only to lead a guerrilla war against their attackers.

## MAJOR GEOGRAPHICAL FEATURES

**Trader's Dale:** Located in the south of the High Forest the Trader's Dale is the largest settlement of non-elves in the forest. Consisting of only a few stone buildings and a smattering of wooden huts and tents, traders and diplomats use the dale to meet with their elven counterparts. A druid ring in the northern part is a center of worship, while the imperial trading post is located in the south along the path to the River Arden.

**Burnt Forest:** Set on the eastern border of the High Forest this part of it is often attacked by raiding parties from the Goblin Marsh. Over countless centuries generations of goblins and their allies have

tried to burn down the High Forest, and it has always ended here. Protected by the Fire Watch, an elite force of water mages, rangers and mist raiders any fire is quickly contained and the arsonists are harshly dealt with.

The Burnt Forest is also dotted with small forts and hidden caches of weapons and supplies that allow its defenders to meet even large numbers of foes and bleed them to death under the tree's canopy.



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## IMPORTANT SITES

**The Great Oak:** Somewhere deep within the High Forest an ancient oak tree has taken root. Only pure blooded elves and high dignitaries of their allied races ever see it, and even then stern security measures are taken to keep its exact location a secret. Protected by a circle of powerful druids, this tree is whispered to be the living embodiment of the forest, and it is said that as long as it lives the High Forest will endure as a haven for elvenkind and their allies.

**The Ring of the Moon:** This druid ring is truly ancient, the once mighty menhirs that were set up here, are weathered and crumbling today.

Still during the rituals of the equinox and solstice powerful magic flows through them, and they glow like mother of pearl, while druids, rangers and mist raiders revel around them.

## REGIONAL HISTORY

Once located at the southern border of the Elder Forest, the High Forest was separated by the Burning, an event that describes the raising of the volcanic caldera that would become today's Valencia. Isolated and almost immediately attacked by goblins from the nearby Goblin Marsh, the surviving elves and their allies were barely able to survive the catastrophe.

During this time a second unknown event destroyed the elven realms inside the Elder Forest, and the High Forest became the last known elven retreat at the western coast of the continent. 5000 years ago the elves set up a nonaggression treaty with the then rising empire and its province of Ilfirinor that covered most of what today is the Empire. Keeping to themselves they survived the downfall, and today they are still there, again in a non formal alliance to the New Ilfirinorian Empire.

The ruling circle of the High Forest has agreed to protect imperial shipping on

the River Thalís on the stretch south of the forest up to the river delta and Thalís Port, they also send scouting groups into the Goblin marsh to gather information and share it the Empire. In return the Empire respects their wishes to be left alone.

