

The Great Forest

This wood is the largest in Ytarria, larger than even the Blackwoods. Among Ytarrians it is said that, before the Banestorm, it and the Blackwoods were part of a single forest that covered central Ytarria. (This is true, but only the oldest beings know it for sure.) Some say that the Blackwoods' alarming growth is an attempt to reunite with the Great Forest and once more dominate the continent. The forest contains many kinds of life, both natural and fantastic. It consists primarily of pine, dark fir, and spruce trees, but there are stands of oak and elm as well. Bears, deer, elk, and boars are common, and gryphons (p. 221), wolves, and even unicorns (p. 225) dwell in its depths.

Many elves live in the Great Forest, and at least one community of dwarves is located in the mountains that

bisect it. A society of gnomes lives in the southern foothills, west of God's Fence, far from the nearest humans. Bands of hobgoblins prowl its edges, preying on hunters and human villages.

To most humans, the Great Forest is a place of mystery. The boldest hunters rarely venture more than 10 miles under its eaves, and it is over 200 miles wide by 600 miles long. Adventurers may seek gold in the mountains, the furs or hides of rare animals, or to establish a new trade route to al-Haz. It is also the only way to reach the Land of the Djinn without sailing through the Maelstrom, crossing the mana-dead Great Desert, or eluding Hazi guards and crossing hundreds of miles of mountains.

