

ROCKWEED FOREST

Is located west from the Hautiel peaks in the white hills. The forest grows in rocky hilly terrain with white rocks. These rocks are sponge like and great for various mosses, molds and vines that have many health benefits. Its moist air and frequent rains also make for a great place to grow moss. It is not a thick forest and many clearings, some with with elven rock monoliths can be found throughout the territory of the forest.

-Wood elves of Rockweed / Agrise tribe

These elves live in small settlements within the forest. They build these settlements out of the white rock and wood of the forest. Some houses are even built within the white rocks themselves. These settlements are spacious, houses have a lot of space between them.

-Moss farmers

Agrise tribe trades mosses, molds, herbs and medicine made out of them, with the humans further west. They are known for their healing potions and medicinal ointments. Many are saved by their medicine. The secret on how to grow and make these potions is highly guarded.

-Nature worshipers

Agrise tribe members worship nature and small nature deities like river, tree, rock and sky deities. These smaller gods and nature spirits are all seen as aspects, children or workers of the goddess Zaulea (goddess of nature, cycles in nature, birth and death, night and day and stuff like that). They practise their worship in village temples usually carved into big stones. They also have yearly spring festival called The Newbirth. All the elves in the forest come together to their stone monoliths and have a great celebration with alcohol, food, music and dancing, they celebrate the coming of spring. The rebirth of nature and the start of the farming season. Young people are encouraged to find a partner during this event.

Druids perform rituals where they ask the spirits for the villages protection, for good harvest for guidance or for health. Village elders sometimes also ask the village druid to talk to the spirits about future. All the druids from all the villages come together every 3 months in a druid cycle to perform some secret rituals in the night. Normal villagers are forbidden to see these rituals. To become a druid you have to be recommended by a member of the druid cycle and then accepted by the majority of the druid cycle. After that you start your training for 4 to 8 years.

-The Gravleguts giant tribe

Hill giants. Mostly living on the edges of the rockweed forest where the trees meet the mountains. Not much is known about them.

They travel alone or in groups from two to three members. They gather every few months to have celebrations.

They take care for sheep which they eat and milk to make cheese. They also hunt in the rockweed forest and commonly raid elven villages. They are fond of elven meat and eat elves when they can. Some even take elven slaves to serve them in their caves and houses carved into the mountainside.

Some of them, believed to be chosen warriors or shamans of their religion, carry rocks found in the forest with carved giant runes. These runes are said to help the giants hit what they want and to cause greater destruction to the things they hit. It is not known if this is true or not. But some claim that they have seen it happen.

Gravleguts giants trade their livestock, animal pelts, stolen elven medicine and cheeses with the dwarves of the Hautiel peaks for tools, weapons and materials. For this reason many elves of the Agrise tribe hate the dwarfs and the tribe as a whole doesn't trade their medicine, potions and food crops with the dwarfs.