

The Adventurer's Guide to
THE YOL'NAJJ FOREST



The Adventurer's Guide to **THE YOL'NAJJ FOREST**

Created by Zeshio
Edited by Nicholas Johnson (Draconick)



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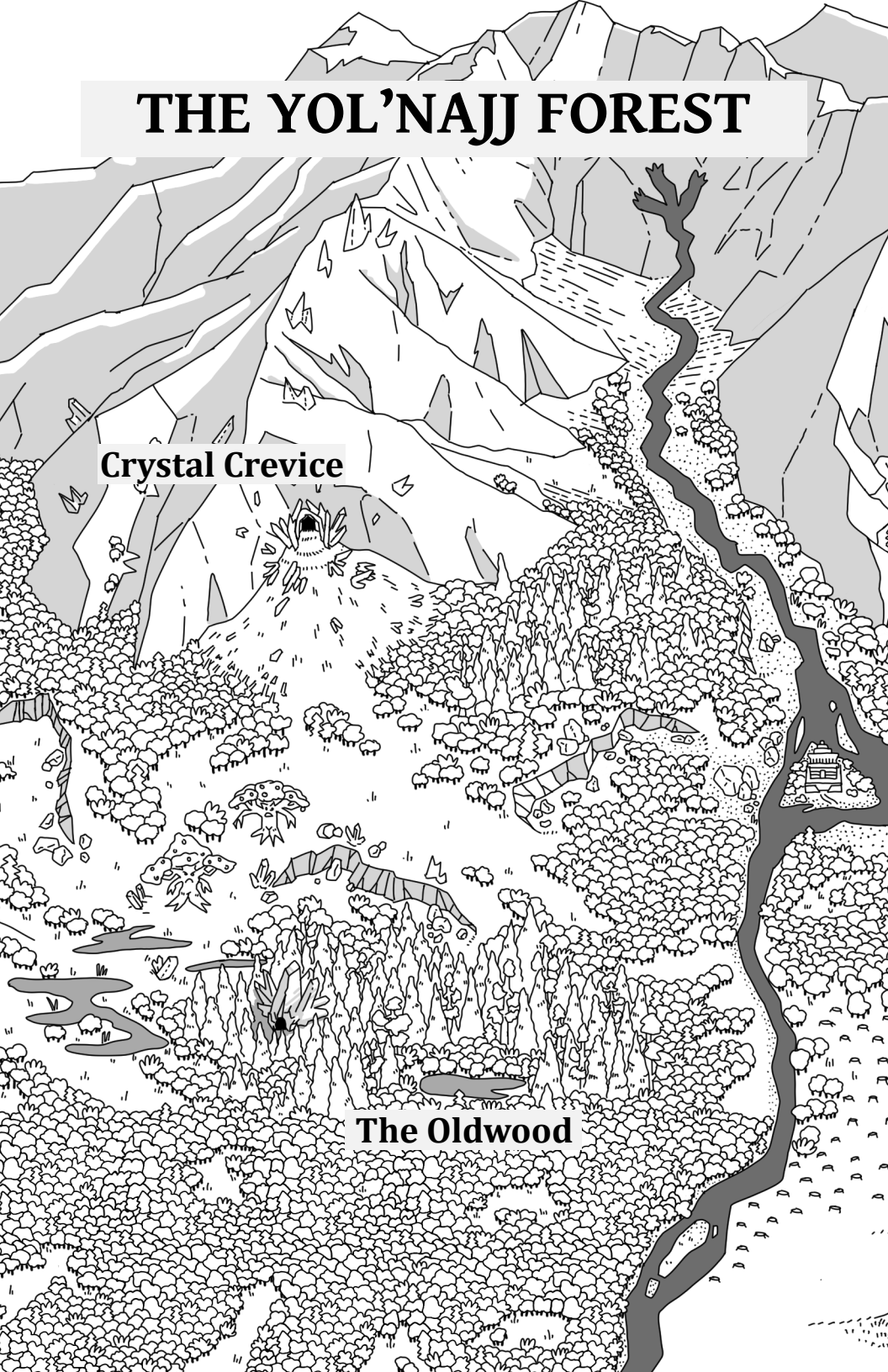
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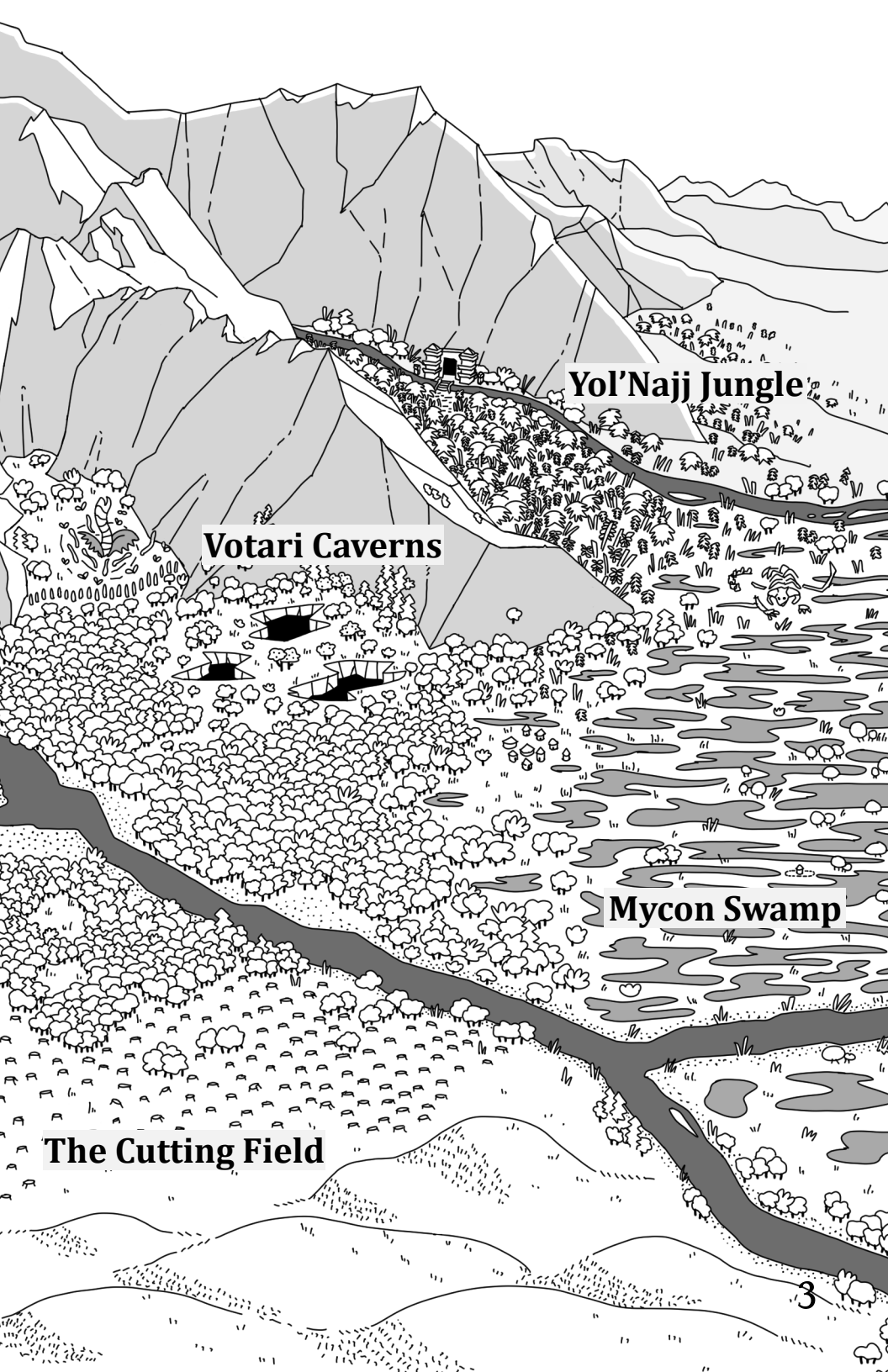
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THE YOL'NAJJ FOREST

Crystal Crevise

The Oldwood





Yol'Najj Jungle

Votari Caverns

Mycon Swamp

The Cutting Field

ABOUT THE SETTING

The Yol'Najj Forest is a table top role playing game setting that Game Masters may use as part of their fantasy campaigns. The setting includes a variety of areas for adventurers to explore and quest in, and is currently embroiled in conflict.

The Yol'Najj Forest is an ancient and powerful forest that draws its essence from a magical leyline that runs beneath the surface. Due to unexplained circumstances, something has corrupted the leyline, causing magical energy to explode up through the Yol'Najj Mountain range and shower the forest with corrupted crystal shards. These shards have caused a sickness that infects the forest, called the **crystal disease**. The crystal disease infects wildlife, causing them to act erratically. The trees and plants look like they're slowly starting to crystallize. Strange crystalline monsters called Crystallids climb out of the wound in the mountain range, killing everything they see. To make matters worse, new settlements from the Dolari Federation have slowly removed large portions of the Forest, weakening it further. As adventurers interact with the setting, their actions will impact what ultimately happens to the forest.

I hope this setting brings you and your players a lot of fun and excitement!

Thank you,

Zeshio

