

MEETINGS UNDER THE FAIRY TREES

Here are some people and places to add to your fairyland random encounter table.

1. A **white stag**. White stags are common in the fey woods, and are commonly the steeds of fey nobles.

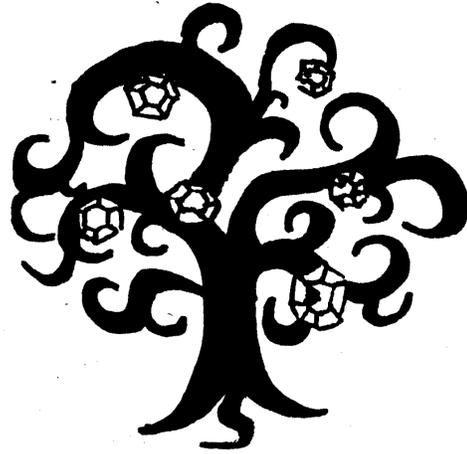
2. A **lounging fellow** with human legs and a porcupine body, playing a tune on a strange bagpipe (and stopping frequently to repair punctures). He knows the wilds well and can provide directions that increase or decrease travel time, depending on how much he likes the PCs.

3. A **Glass Mountain**. Rising from the forest, this mountain turns to dazzling glass right above the treeline. It's extremely difficult to climb, but if PCs brave the ascent and the griffin guardians, they will find a lush plateau at the top. At the center of the plateau is a single silverleaf tree. PCs can harvest 1-4 silver acorns, as well as enough leaves to create a single mithral weapon.

4. A herd of **Diamond Folk**. They appear as handsome humans with diamonds in their foreheads. The diamonds increase in value until their hosts are 20 or 30 years old, then begin to accumulate imperfections. The Diamond Folk are herded and culled by a dangerous master.

5. A farming family with **broom handle hands and feet**. The mother and daughter welcome visiting PCs, offering them a dinner of firewood on a plate. "You don't eat flesh, right? that would be cannibalism?" asks the daughter. When the father and son come home, they empty a game bag onto the table. It contains two hands and two feet. The family jumps up and down in manic joy, chanting "Hands and feet! Hands and feet!"

6. A **hostile treant forest**. The local villagers travel with staffs carved from the heartwood of a treant. Treants who end their turn within 10 feet of a staff take 1d12 damage. Although the treants avoid the villagers, the staffs anger them and they hate the bearers.



7. A tribe of **wompits**, 2 foot tall lemur-like creatures, timid but curious, who overcome their fear to warn the PCs of any approaching danger. They may also give food or aid to struggling PCs. They are prey to beings they know as the Terrors, whose fear attacks are strong enough to make the wompits' hearts explode.

8. The **Gemstone Cliffs**. At the foot of cliffs round a bay of perpetual sunset, beaches are covered with gem dust. A few day's labor will allow a work party to collect 50,000 GP of gem dust - but remember that fairy treasure decays.

9. Laughing **Madeleines**. The local villages may have warned the PCs of what they call "madeleines", who are the fey forest goblins. The name is an old corruption of "madlings." Madeleines delight in chaos, destruction, and grotesque practical jokes, even on other madeleines. They track their victims and attack in hordes: in both cases, the PCs are nearly deafened by their giggles and hoots. Madeleines have the stats of goblins, except that they can each cast Burning Hands once a day, which they do with total lack of regard for friendly fire. Any madeleine who takes fire damage catches on fire. A flaming madeleine has double HP and does double damage but dies after ten minutes.

10. **Crossed trees**. Sometimes fey tree trunks grow in an X pattern, their trunks touching. A path under such an archway leads to a different crossed-tree junction in the fairy realm or in the natural world. Such travel points may be mapped, as much as anything may be mapped in fairyland.