

## INTO THE *ENCHANTED* WOODS...

### d12 Interesting Location: You find...

1. A cavern behind a waterfall.
2. A house under a large tree.
3. A large burrow with a door.
4. A small cave in the bank of a creek.
5. A peculiar cottage.
6. A house up in a tree.
7. A well-maintained cottage.
8. A ring of mushrooms.
9. An entrance to a rocky cave.
10. Ancient ruins.
11. A reflecting pool between colonnades.
12. The statue of a goddess on a beautiful marble fountain.

### d20 Distinguishing Landmark: You see...

1. A lush fruit tree.
2. A large, hollow tree.
3. A pair of trees from the same root.
4. A tree growing over a boulder.
5. A clearing with wildflowers.
6. A grassy clearing.
7. A moss-covered boulder.
8. A thicket of flowering bushes.
9. A babbling brook.
10. A brook in a deep ravine.
11. A brook, with gentle rapids.
12. A creek with flowers on its bank.
13. A small pool at a creek's bend.
14. A patch of mushrooms.
15. An enormous mushroom.
16. A large, hollow log.
17. A large, rotting log.
18. A tree felled by lightning.
19. An old gnarled tree.
20. The stump of an enormous tree.

### d20 Feature: You notice...

1. A flock of birds scatter.
2. A hawk cries.
3. A woodpecker drumming.
4. An owl hoots.
5. Birds chirping.
6. A chipmunk scurrying.
7. A deer dashes away.
8. A deer watches curiously.
9. A squirrel leaps from one tree to another.
10. A wolf howls.
11. Butterflies fluttering about.
12. Squirrels chattering.
13. Distant music from a harp.
14. Distant music from a flute.
15. A warm breeze blows.
16. A twig snaps.
17. Brightly, colored berries.
18. Leaves rustling.
19. The scent of flowers.
20. Pixies dancing in the distance.

### d12 What's in the cave/cavern?

1. A bear's lair.
2. Lots of bats.
3. Many spider webs.
4. A troll's stash.
5. An ogre's lair.
6. Some goblins' hideout.
7. Fragrant mushrooms.
8. A lingering ghost.
9. Some lizardfolk's lair.
10. The remnant's of a satyr's feasting.
11. A mysterious chest.
12. A reflecting pool between a pair of beautiful stone colonnades.

### d20 Encounters: You come upon...

1. A large bear.
2. A bear wearing a collar.
3. A giant spider.
4. A talking spider.
5. An enormous anthill.
6. A pack of wolves.
7. A talking wolf.
8. A displacer beast.
9. A moaning ghost.
10. A mischievous ghost.
11. A pair of goblin scouts.
12. A hobgoblin beasthunter.
13. Several tiny faeries.
14. A dozen or more pixies.
15. A protective sprite.
16. A dancing satyr.
17. An old witch.
18. A lost child.
19. A high elf sage.
20. A wood elf wanderer.

### d6 Who lives in the burrow/under the tree?

1. Intelligent rabbits.
2. A giant talking spider.
3. A talking badger.
4. A gnomish illusionist.
5. A gnomish prankster.
6. A satyr sprite.

### d8 Who lives up in the tree?

1. A giant owl.
2. A talking raven.
3. A wood elf ranger.
4. A high elf sentinel.
5. A band of friendly pixies.
6. Several nervous sprites.
7. A swarm of sentient butterflies.
8. It's not a tree; it's a treat.

### d6 Who lives in the peculiar/well-maintained cottage?

1. A lonely old gnome.
2. A reclusive shapeshifter.
3. A gnomish healer.
4. A beautiful witch.
5. A horrible witch.
6. An outcast dwarf.

### d10 Who built the ancient ruins?

1. A great goblin king.
2. A wood elf king.
3. A high elf prince.
4. A dragon cult.
5. The god of wine himself.
6. A lizardfolk tribe.
7. A long-dead emperor.
8. A forgotten king.
9. An evil queen.
10. A dark sorcerer.

### d10 Who lives in the ancient ruins now?

1. A high elf guardian.
2. A wood elf druid.
3. A pack of blink dogs.
4. Giant spiders.
5. Restless ghosts.
6. A wicked satyr.
7. Hundreds of pixies.
8. Some wary centaurs.
9. A cloistered dryad.
10. A displacer beast.
11. A pair of manticores.
12. A dragon.

## FAERIEFOLK

### d8 The faerie is...

1. A capricious nymph.
2. An apprehensive nymph.
3. A nervous pixie.
4. A cheerful pixie.
5. A wrathful sprite.
6. A curious sprite.
7. A drunken satyr.
8. A satyr bully.

### d4 The faerie is looking for...

1. An unnatural creature that has taken up residence in the forest.
2. Ways to cause mischief for travelers.
3. Worthy visitors of a secret grove.
4. Someone to listen to a new song.
5. A dance partner.
6. A drinking partner.

### d8 The faerie carries...

1. An delicate wreath of flowers.
2. A gem glowing with moonlight or starlight.
3. A finely-crafted bow or knife.
4. A vial containing a potent potion.
5. Several magical mushrooms.
6. A message from a faerie king or queen.
7. A musical instrument (d4): 1. flute; 2. harp; 3. horn; 4. pipes.
8. A jug of wine.

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## HIGH ELF

### d4 The high elf is...

1. A powerful enchanter/enchantress.
2. A patient and wise sage.
3. A dedicated knight.
4. A capable scout.

### d4 The high elf is looking to...

1. Track an unnatural beast or invader.
2. Lead any travelers out of the forest.
3. Find some knowledge about an ancient event or place.
4. Share a drink a tale of woe.

### d4 The high elf carries...

1. An ancient blade.
2. A unique gem or piece of jewelry.
3. A finely-crafted longsword or bow.
4. A tome of mystic lore.

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## TREEFOLK

### d6 The treeperson is...

1. A flowering dryad enchantress.
2. A soft-spoken dryad protector.
3. A thorny dryad witch.
4. A green treant loreseeker.
5. A sturdy treant guardian.
6. A withered treant lorekeeper.

### d4 The treeperson is looking to...

1. Drive away intruders.
2. Warn intruders of dangers ahead.
3. Find a spot where a rare flower grows.
4. Talk after centuries of silence.

### d4 The treeperson carries...

1. A magic acorn, nut, or other seed.
2. A clipping of ancient wood.
3. A rare moss with healing properties.
4. A deadly poison mushroom.