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# 10 weird things found in a forest clearing

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Magical, fairy, or plain weird things that can be chanced upon in a forest clearing. Suit especially for a dark fairytale-esque setting.

1. **A cart wheel** made of marble, with a very tall candle at its center. While the candle is unlit it serves as a solar and lunar clock. If the candle is lit, the clock acts as a compass: its shadow points to a specific place (as suiting the DM's needs). For as long as the candle is lit, and 24 hours after it is snuffed, the person that lit it is unable to rest and sleep.
2. **A black flower** that always moves away from the hand that tries to pick it. If somehow picked, a portal to the Underworld opens.
3. **Three** unbreakable, untearable yet quite flexible **giant leaves** (1 metre wide each). There appears to be no matching tree around. If taken out of the forest they try to constrict and suffocate whoever carries them.
4. **A boar tusk**, roughly the size of an open hand, with a serpent-like symbol engraved on it. If shaken, something can be heard inside it. It is resistant to any normal damage. Can be broken only by a charging boar, at which point the spine of a small snake is revealed.
5. **The journal of a ranger's shadow**. It is made of the shadows of big leaves, bound with silver hair. The book can be grasped normally (it feels like touching cold dandelions). It is full of bitter entries: the shadow is bound to follow its owner around, never able to do what it wants.
6. **Three little holes recently dug**, as if someone wanted to plant something but then left in a hurry. The holes only accept teeth - anything other put in is ejected. If teeth are planted the next night a full-grown double of the tooth's owner sprouts. Tusks also work.
7. **A saw made entirely out of wood**. Useless against wood, cuts stone easily. Will not let its owner rest in any settlement larger than a small village.
8. **A rope ladder** tied on a large tree branch. Cannot be separated from it. However, each person can cut and take one and only one step out of it. The step can be used to reach a safe place once - then it disappears forever.
9. **A full helm** (its closed visor is sculpted in the realistic likeness of a human face) half buried in the vegetation. If opened there emerges a small plant head on a very long, branch-like neck, waiting to be fed.
10. **A dead baby** hanging from a tree branch. Stillborn, it was left in the air so as the soul would be reclaimed by birds (it has already been taken).

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## 8 weird beings found in a forest clearing

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1. *(Only at night)* **An old man who despises the sun.** He will pay handsomely for a piece of the sun or anything that is related to the star of day; he will then proceed to ritually destroy the object. If somehow tricked into staying with the characters until morning, he is bound to the nearest tree for a year.
2. **The ghost of a long-dry stream.** Appears as a pond of silvery water and will communicate with anyone that drinks from it (its water tastes like gaseous honey, its voice is like water dripping from a corpse's lips). Will reveal the location of a magical dowsing rod (that leads to lost memories) to anyone carrying some of its water to a large city well. Only a special container will do the trick, which can be crafted from the hoof of a legendary forest boar.
3. **A single cow moving backwards,** part a god's stolen herd. If slain its meat will restore any wounds and heal all fatigue, but if its bones are not buried afterwards, the god-owner of the herd will know of the deed.
4. **Three acorn spirits in the guise of children.** They will ask to be guided out of the forest, and will try to climb on the three stronger characters, mentioning that they are very tired. If they are allowed to, they slowly and almost imperceptibly immerse themselves in their carriers' bodies (8 hours). If completely immersed, they turn the carriers' bodies to earth within 3 days, and a little tree sprouts from each.
5. **A heavy-backed mother of three,** her head always covered with a thick woolen kerchief. She will lead the characters to a destination within the forest, if they help her with a mundane chore. However, if the PCs refuse to help her with the chore, she removes the kerchief. *If the acorn spirits are on the characters she will immediately chase them away, saving the characters.*
6. **Large crows dining on a long table,** upon golden goblets and silver plates. They are ancients of their species, and can cover huge distances very quickly; they can even fly up to the sun and bring a piece of it back. If they are disturbed while eating, or they are not addressed in a polite way, they trap half of the PCs in the other half's shadows.
7. **A peddler of hair, fur and wigs** has spread his merchandise all around the clearing. Is currently looking for customers, as well as providers of exotic hair. For a sample of his merchandise roll on attached table.
8. **A noble old man trying to make a compact with a spirit of darkness.** He needs the blood of a special animal to craft the ink for the contract. If the PCs aid him he will reward them handsomely with his new powers. If they refuse and try to stop him, nightmares will haunt them, while in the forest, making rest impossible.

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## Table - Hair-peddler's merchandise

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1	A wig made of scarecrows' straw hair. Any kind of bird is unable to harm, or even approach the wearer, who however becomes slow in his movements and reactions.
2	Hair of a corpse, still growing (one centimeter per night). They are unbreakable, but will try to subtly arrange for the hanging of anyone who uses them.
3	Patches of boar fur boiled in liquid shadow. They can be used to walk on quicksand and pit traps without danger.
4	A whip made from the gold-coloured ponytail of a long dead acrobat, renowned for her skill, notorious for her cruelty. It can be used to make a horse jump impossible distances, even walk on walls; however, as soon as the horse stops it falls dead. Horses will not willingly go near anyone carrying the whip.
5	The complete (280cm long) fur of a winter snake, a species long thought to be extinct. A scabbard covered with this will break any faulty weapon inserted in it, no matter how tiny its flaw. Thus it is prized by weaponsmiths.
6	A shoulder-length wig made of silver hair; the whole thing is extremely polished, so as to act as a flowing mirror when under moonlight. Any animal reflected in the wig can verbally communicate with the wearer.