

The Sylvan Woods

The forest has two sides, one in the material plane and one in the fey. Pathways labeled with pink are transitional: when players cross these, they will be led to the corresponding clearing on the other side, e.g., the pink path from 2M will lead to 5F, and the one from 5F will lead to 4M. A pink mist will surround the players while using these paths and will clear when they exit.

All writings are in the Sylvan language.

The Material side

1M: The players enter the forest from the path south of here. At the far side of the clearing, there is a tablet that reads: "Some paths are crossings. Look out for the pink mist".

2M: On the point where the path splits, there is a signpost, pointing to each way. On the left path, it says: "The Large Beehive"; while on the right the text has been scratched off and is illegible.

3M: This clearing is split in half by a rock outcropping. A pack of wolves rest here, nursing their young. They will get very aggressive toward anyone they perceive as a threat passing.

4M: A massive tree stands in the middle of this clearing. On it, the Large Beehive is located, taking up most of its branches. The honey produced here is said to have magical properties (most likely healing, however you may decide on a different effect).

5M: A small shack is built in this clearing which acts as the residence of a green Hag. The Hag seeks to kill the unicorn to harvest its blood. For that purpose, she poisoned the water of the unicorn spring, but that just made the unicorn stop appearing.

6M: A fountain with a unicorn statue on the top, is located here. The water is murky, green, and poisonous. Any attempts to purify the water fail, as it immediately reverts to its tainted form. On the fountain is a plaque that reads: "To those who seek to cross the planes, take this coin and meet me here on the other side". On the fountain's bottom is a golden coin, with a unicorn's head engraved on each side.

The Fey side

1F: An inscription that reads: "All who stray off the path are inevitably lost, unless they are guided by the guardian of the woods".

2F: A signpost points further down the path. On it is enchanted text that reads: "Fairy village", which explodes when read out loud. The signpost does not get damaged.

3F: An outcropping, like the one in 3M, is here. A pack of blink dogs lurks here, preying on passers-by.

4F: The branches of the massive tree on this side house the Fairy Village. Unless the players are hostile to them, they will explain that the guardian of this forest, a unicorn, has stopped appearing after the water of its spring was tainted by evil magic. Regardless of the players' stance, they will also reveal the magical properties of the honey from the Large Beehive but will give the players false instructions on how to get it safely.

5F: A shack, similar to the hag's, is here, but it is uninhabited. A cauldron full of pure, clear water lies inside.

6F: Tainted water springs from a rock outcropping here, forming a pool. The water can be purified by pouring some water from the shack in 5F, casting some restorative spell, driving the hag out of the woods, or killing her. Purifying the water here also purifies the water in 6M.

After tossing the coin from 6M in the pool and purifying the water, the unicorn will walk out from behind the short waterfall of springing water.

It will telepathically thank the players for cleaning its spring and will task them with ridding the forest of the hag (unless that has already happened).

Then it will ask them to meet it "in the area where they entered this forest, but on this side" (meaning 1F). When they meet there, it will instruct them to follow it, and it will dash south, off the path, leading the players out of the forest, and then disappear.