

# d100 Feywild Encounters



The Feywild is a magical storybook land where nothing is ever as it seems. Use this list to generate one hundred different mystical encounters your players will experience while exploring the Feywild.

1	A vicious continent-spanning flock of starlings, nightingales, and whippoorwills with razor sharp beaks, claws, and booming calls. Those who hear the birds know to seek shelter quickly. The fools who stay out in such a flight are quickly doomed and likely never seen again!
2	A veritable mountainous bower of house sized flower petals covers the ground, forming a pile literally the size of a small mountain, and reeking of lovely perfume fragrance. At the center of the pile, seemingly placed lovingly, is the corpse of a gargantuan bumblebee mount, with fine saddle and tackle, barding, etc. sized for a humanoid or possibly even a large creature to ride. It is covered in "giant" (small sized) fire-ants, literally ants that burn with flame, and surrounded by towering tree-sized poles of smoking incense. It is difficult to tell if the ants are devouring the corpse, or guarding it; perhaps it is both.
3	A belch loud enough to be heard by the entire party comes from one of the party's bags. Inside is a portly sprite snoozing atop a half-eaten ration. The sprite has been traveling with the party for a while, eating their food, and fell asleep after a hearty meal. They happily provide information about the area, but despite any efforts to stop the sprite, they somehow manage to always be munching on a morsel of the party's supplies.
4	A group of friendly bogles are about to start a game with water balloons, and invite the players to participate. Participants mustn't leave a magically marked area of the forest, and the winner is the last person standing who hasn't been hit by a balloon. Bogles can and will use their special ability to warp around the place at opportune times.
5	A school of floating airborne goldfish whose scales are literally gold pieces. Catching and killing the fish causes it to revert to a regular fish. Capturing the fish and selling it alive is worth 10 gp each.
6	A flock of half-sized miniature black kenku, a too tall fey with several extra joints, and a clockwork wagon piled high with fine trade goods. The kenku are skilled crafters, and on the wagon are portable workshops of many kinds, including a miniature blacksmith forge, a wind-up loom, potter's wheel, kiln, and apothecary. The skinny fey is dressed as an undertaker, all in black, their lips and eyes have been sewn closed, and their long fingers end in sewing needles a foot long. They have a set of extra joints in between each joint a normal humanoid possesses, and appear to be double-jointed, at that. The fey offers tailoring of outfits, and sells everything from silken robes woven by spiders, to transparent gowns made of only large dragonfly wings.
7	An innocent woodchuck stands and stares at the party while eating from a vegetable garden from the local witch. The local witch finally catches them in the act and punishes the woodchuck with a curse.
8	A Faun is sitting in the ruins of an old manor house with a few sprites near him. He's drawing patterns on the ground with chalk.
9	A disguised hag invites the party to dinner. The food continuously refills and if they succeed on a DC15 wisdom saving throw they will realize that it continually feels like the start of the meal. Trying to get up will reveal their feet stuck to the legs of the chairs.
10	The players come across a beautiful clearing in the woods that the denizens refer to as 'The Dancing Grove'. A massive tree sits in the middle of the clearing, with musical instruments made of sticks, twigs, and reeds dangling from its branches. Every full moon, the massive tree comes alive and begins playing all of the instruments at once, creating some of the most beautiful music the players have ever heard. Creatures from all around come to the Dancing Grove to hear the enchanting music.
11	A solitary willow sister can be seen dancing around her willow tree, attempting to revive it. The tree is covered in a bright red fungus, and looks to be heavily infected. The willow sister pleads with the party for aid.
12	A rain cloud begins to follow the party as they travel.
13	A large river blocks the party's path. A dryad nearby has a boat, but it's taken root and she's struggling to convince it to go back out onto the water. A loud snap and the sudden disappearance of a moose that was drinking on the other bank prove swimming a dangerous course of action.
14	A giant caterpillar offers a toke from their bubble pipe. Creatures that imbibe, and are not firmly attached to the ground, begin to float away.
15	Fey prisoners cruelly collared with cold-iron, toiling as slaves in the Fey Queen's vineyards of Celestial grapes (the only such fields remaining since the sinking of Atlantis).
16	Was that a rabbit wearing a waistband and looking at a pocket watch that just hopped by?