

# The Song of the Faeries

Once upon a time, a woodcutter so poor had to take his children into the woods and leave them there to fend for themselves. But the children guessed his scheme and laid a trail of pebbles.

They knew the forest quite well and drew a map, noting the various landmarks during the walk. Soon, as they started to go deeper into the woods, they felt a sudden weakness.

Now they have to survive into the forest, to return to the hut, to understand why that illness is growing stronger, and finally to confront their father. And maybe during the return, to understand who they truly are.

## Characters

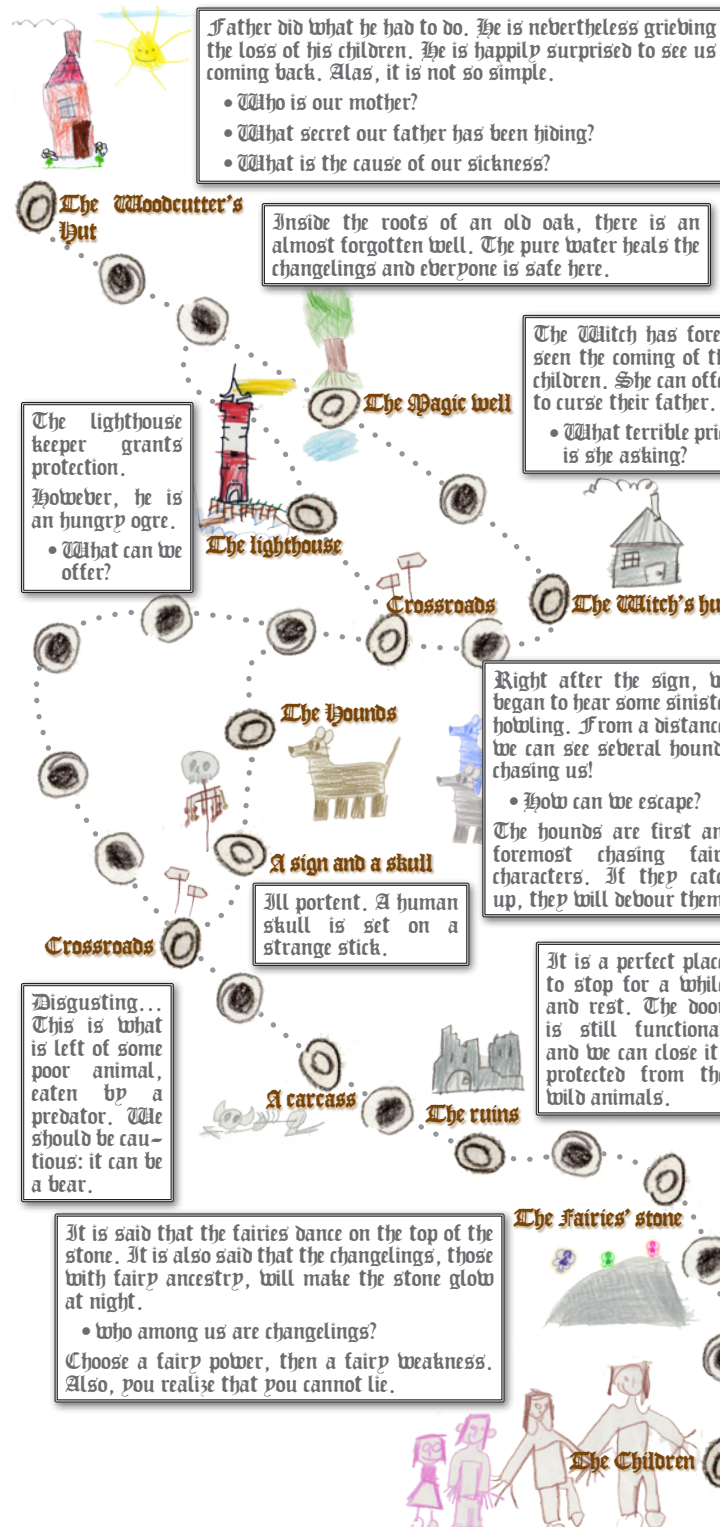
- The Witch wants the power of the changelings. But giving her this power cures the children of their sickness and prevents them from dying. She is a master of curses and can pursue the children with her ravens and owls.
- The Master of the Hunt desires nothing except tracking and hunting the children. He lurks in the savage parts of the woods but cannot enter any house, even abandoned.
- The Woodcutter, alone in the woods, had children with several Faeries. He promised them to do what he did. He knows that promises must be kept when someone deals with any Faerie Court.

## Fairy power

- Able to scent from a long distance
- Able to hear from a long distance
- Able to see through illusions and detect magic
- Incredibly lucky
- Can see in the dark

## Fairy weakness

- Cannot cross streams of water
- Cannot climb trees
- Have to agree to any kind of deal
- Cannot enter a house without being invited by its true owner



# Rules

- We begin our journey all the way from the bottom, where we currently are ("The Children").
- Each time we advance to a black dot, we roll on the "On the road, we find" table. If it is daytime, we roll 1d6; if it is nighttime, we roll 3d6. Some dots add a modifying value.
- When an entry is rolled, we cross it; it is not available anymore. If we roll the same entry, we take the subsequent available entry instead.
- If we advance to a white dot, we simply read what happens on that spot.
- If it is a crossroad, we choose which way to go. Some are shorter, but also more dangerous.
- Advancing to the next spot takes about one hour.
- In three hours, darkness will fall. The cold of the night will be upon us: we have to find a safe spot to rest. And we also need to eat something.

## On the road, we find...

- a huntsman's hut where we can find torches, an old bow and some arrows
- an abandoned house with a hearth where we can still lit a fire and where we can be protected from the wild animals.
- some edible berries, enough to calm everyone's hunger
- a stream where we can wash, drink and rest a little
- a bundle of twigs that we can burn
- some edible mushrooms, enough for everybody but one of us
- a rabbit has been successfully trapped; it can be eaten if cooked
- a deer eats peacefully under an oak; it can be killed by bow and arrows
- a glade with fragrant wildflowers
- a tree can be easily climbed and then offers protection
- a serene pool of water; a dead animal lies inside
- some mushrooms, edible if cooked, poisonous otherwise
- a boar is digging the roots of a tree; if we are very silent, we can pass without problem
- a cave offers some protection; if we have torches, we could explore it
- wolves can be heard in the distance
- a nearby bear growls; we have to climb trees to avoid it or else it will attack us!
- the Witch sends ravens and owls to capture the changelings
- the Master of the Hunt leads the chase to capture the changelings

## Credits

The Song of the Faeries by Khetren (<https://www.tipeee.com/khetren>) and some graphical assistance of his 6-year-old daughter for the "child drawings" special rendering. Inspired by the Irish movie "Song of the Sea" (2014) and "Hansel and Gretel".

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