



CURSED ARE THE WOODS

FOR CENTURIES, THE GREAT WINDMILL BLEW THE DARKNESS FROM THESE WOODS, WORKING AS A FILTER TO SWEEP THE LAND OF WICKED SPIRITS. EVER SINCE THE MAGICAL ORB THAT POWERS THE WINDMILL WENT MISSING, EVIL HAS REIGNED OVER THE ONCE PEACEFUL HOLLOW. CAN YOU FIND THE ORB AND REPAIR THE WINDMILL? OR WILL YOU FALL VICTIM TO THE CURSED FOREST AND THE FIENDS THAT LIE WITHIN?

LOCATIONS

- ① THE OLD BRIDGE: START OF THE JOURNEY. REQUIRES SAVING THROW TO CROSS. DAMAGE IF FAILED. LOG NEARBY CAN BE USED BUT ALSO SKETCHY.
- ② WINDMILL: TRIPLE LOCKED. RELOCKS IF CLOSED. GET THE ORB INSIDE AND THE MAGIC WILL DO THE REST. CONTAINS LETTER FROM THE MILLER SAYING, "DO NOT TRUST ME!"
- ③ GRAVEYARD: GRAVESTONES TELL THE CODE TO BREAK THE WITCHES SPELL ON THE ORB.
- ④ STAIRCASE: LOCATION OF SKULL #1. AT THE TOP OF THE STAIRS IS THE TREASURE ALOFT. ROLL D8 TO FIND OUT WHAT HAPPENS WHEN YOU CLIMB THE STAIRS.
- ⑤ QUICKSAND PIT: ESAU IS TRAPPED IN THE MUD. HE SAYS HE KNOWS HOW TO BREAK THE CURSE IF HE IS RESCUED.
- ⑥ THE CAVE: LOCATION OF SKULL #2. HOME OF BIGFOOT.
- ⑦ WITCHES HUT: CONTAINS THE ORB, LOCKED BY THE WITCHES CURSE. FIND THE CODE (Z-E-D) TO BREAK THE CURSE AND TAKE THE ORB. CONTAINS POTIONS & HERBS.

ENCOUNTERS

ESAU THE MILLER?: IF RESCUED FROM THE QUICKSAND PIT, ESAU SAYS EATING THE MUSHROOMS WILL BREAK THE CURSE. BUT IT'S NOT REALLY HIM, IT'S HIS EVIL TWIN.

THE SKULLS: THE SKULLS TELL WHICH RUNES TO SPEAK AND THE ORDER TO SPEAK THEM IN TO BREAK THE WITCHES CURSE.

SKULL #1: "IN THE GRAVEYARD 1, 2, 3!"
SKULL #2: "TO THE RIGHT OF THE CROSS THE CODE WILL BE."

BIGFOOT: 1D4 HIBERNATING BIGFOOT. ENRAGED IF AWOKEN, PRONE TO SLEEP ATTACKS. USUALLY IN OR AROUND THE CAVE.

MUD MONSTERS: 1D6 NASTY MUCK COVERED CREATURES OUT TO PULL YOU INTO THE EARTH.

MUSHROOMS: WHEN CONSUMED, THESE DELICIOUS PARASITES MAKE A CRUDE CLONE THAT GROWS OFF OF THE HOST. IF THE CYCLE COMPLETES, THE EVIL TWIN WILL STOP AT NOTHING TO DESTROY HIS HOST.

THE WITCH: THE CAUSE OF ALL THE EVIL WILL ATTACK ONLY AFTER YOU BREAK HER CURSE ON THE ORB. SHE RIDES HER BROOM, ATTACKING WITH ADVANTAGE FROM ABOVE. BLOW HER OFF HER STICK BY GETTING THE ORB IN THE WINDMILL.

TREASURES

THE ORB: ENCHANTED ORB MAGICALLY ENGINEERED TO POWER THE WINDMILL FOR ETERNITY, SO LONG AS IT STAYS IN PLACE.

THE AMULET: A CURSED STONE THAT HAS THE POWER TO ALLOW THE OWNER TO TRANSFER BODIES BUT ONLY ON A ONE WAY TRIP.

WALKERS STICK: A POWERFUL TOOL GIVING ITS OWNER THE ABILITY TO TELEPORT ANYWHERE WITHIN THE WOODS. ONLY WORKS ONCE PER DAY.

TREASURE ALOFT: LOCATED AT THE TOP OF THE STAIRCASE, BUT IT AINT EASY. 500 GOLD AWAITS THOSE WHO MAKE IT TO THE TOP. ROLL D8 TO SEE YOUR FATE.

- ① AN UNSEEN FORCE BLASTS YOU AWAY FROM THE STAIRS. TAKE 5 DAMAGE.
- ② 10 STEPS UP THE STAIRS FLATTEN AND BECOME AN UNSCALABLE SLIDE.
- ③ YOU ARE JUST ABOUT TO THE TOP WHEN YOU TAKE YOUR NEXT STEP AND TELEPORT TO A RANDOM MAP LOCATION.
- ④ YOU WALK ABOUT HALFWAY UP THE STAIRCASE AND REALIZE YOU ARE WALKING BACK DOWN THE STAIRS.
- ⑤ HALFWAY UP THE STAIRS YOU SEE A FREAKY BOG BEAST BOOKING IT BACK DOWN. ROLL TO SEE WHO GOES AND WHO STAYS. HIGHEST ROLL WINS, LOSER FALLS.
- ⑥ YOU MAKE IT HALFWAY UP AND SEE THAT THERE IS A CRUMBLING GAP IN THE STAIRS, MAKE A SAVING THROW TO JUMP IT.
- ⑦ YOU NEAR THE TOP AND BEGIN TO FEEL WEIRD. SUDDENLY A TAIL GROWS FROM YOUR REAR. GROWS BACK IF SEVERED.
- ⑧ YOU MAKE IT TO THE TOP OF THE STAIRS BUT NOW YOU HAVE TITS OR A BEARD!