

FOREST OF THE DAMNED

A SCENARIO FOR *You Are Alone*.

Surrounding you on all sides are trees bearing hard, black bark. Their canopy blots out the sky until thin strands of moonlight are all that illuminate the forest floor. As you walk, stones and roots seem to slither up from the ground to halt your advance, as though the earth itself plots your doom. Wherever you go, you see trees marked by claws, tusks, and horns, patches of ground stained red where blood has been spilled, and what little remains of those who challenged the will of the forest before you.

The Great Bear.

Deep within the Forest lies the emissary and avatar of the Forest's will: a great bear, eyes glinting like hateful stars in the darkness of her cave, jaws slaked with the blood of her prey. Should you find her cave, your options are three. First, you may walk away; your feeble soul cannot stand the sight of one so great. Second, you may offer her a gift, and she will grant you her spirit; leaving any amount of meat will grant you +1 **Pow** for 3 days. Finally, you may spit in the face of her divinity and attempt to cut her down. If you succeed, you may plunder the contents of her cave: 2 **gifts of the Forest**. You may also devour her still-beating heart, granting you permanent **darkvision** and +1 **Pow** as long as you remain in the Forest. You can only choose one course of action.

The Night Surrounds You.

The forest is cursed by a shroud of perpetual night. Suffer -1 to **scavenge** and **hunt** attempts whenever you are without a light source.

The torch on the core rules item table has the same effects as the torch in the Gifts of the Forest table while you are in the Forest.

Hunt.

The forest offers many gifts to those with the strength to accept them. **d8-delirium**, **difficulty 3**.

Failure (d8)	
1	You suffer the wrath of the Forest .
2-6	Your wits fail you. You find nothing.
7-8	You hear a monster skulking in the brush.

Success (d4)	
1	The beast sees you first!
2-4	You silently approach your quarry.

Scavenge.

Strain your eyes against the dark. **d10-delirium**, **difficulty 5**.

Failure (d10)	
1-5	You wander blindly through the brush.
6-7	You suffer the wrath of the Forest .
8	A monster appears from the shadows!
9-10	You hear a monster skulking in the brush.

Success (d12)	
1-2	You uncover a gift of the Forest .
3-5	You find a modest trickle of clear water. Take any number of drinks .
6	You find a dirty puddle. Take 2 drinks and lose 1 HP .
7-10	You make a meager meal of wild roots and grubs. Take 1 meal and 1 drink .
11	You find a d4+2 weapon .
12	The forest provides. Take 1 meal and 1 drink and you may scavenge again.

Travel.

Try to make it through the night with your life. **d10-weakness**, **difficulty 5**.

Failure (d6)	
1	You suffer the wrath of the Forest .
2-5	You are too weak to travel onward.
6	You collapse. Roll as though you were resting .

Success (d8)	
1	A monster appears from the shadows!
2	You hear a monster skulking in the brush.
3-6	You travel without incident.
7	As you walk, you pass a landmark .
8	You make good time. You may attempt to travel again.

Rest.

Succumb to the night. **d20-delirium**, **difficulty 8**.

Failure (d4)	
1-3	The whispers of the forest will not cease. Lose 2 hours of rest .
4	Your paranoia refuses to let you close your eyes. You get no rest .

Success (d8)	
1	A monster ambushes you while you rest! Lose 1 hour of rest . Heal 1 HP .
2	You are awoken by the distant sound of a roving monster. Lose 1 hour of rest . Heal 1 HP .
3-7	A brief respite from the horrors of the forest. Heal 2 HP .
8	You savour a moment of relief from your suffering. Heal 3 HP .

The Wrath of the Forest.

(d6)	
1	You stumble on an unseen root. Nurse your wounds or lose 1 HP and reroll your action .
2	You come upon an infected corpse. Succeed d4-delirium , difficulty 4 or vomit and suffer +1 hunger .
3	You fall into a ravine. Lose d2 HP and spend your next action crawling out.
4	A jagged rock stabs through your boot. Suffer -1 to travel attempts for 7 days .
5	A spider crawls out of your ear. +1 delirium for 1 day .
6	A fungus begins to grow inside your boot. +1 weakness for d4 days .

Strange Berries.

If you choose to eat the strange berries, use this table to determine the outcome.

(Gil-delirium)	
1	You feel like you are rotting from the inside out. Suffer +1 hunger and lose 2 HP .
2-5	They are hard as rocks. You swallow them whole. Take 1 meal .
6-9	They are overripe and gelatinous. Take 1 meal and heal 1 HP .
10	They are sickeningly sweet. Take 1 meal and heal 3 HP .

Gifts of the Forest.

(d20)	
1	A skull with no jaw. A good companion, but alas, quite silent. He offers you -1 delirium as long as you are in his company.
2-3	A gnarled walking stick. It grants +1 to all travel attempts.
6-7	A somewhat edible carcass. Offers d2 meals . Cannot be carried.
8-9	A firefly the size of your fist. Acts as a light source . d2 Dur .
10	A shield of treebark. +1 Pow when attacking.
11-13	A handful of strange berries. See table .
14-16	A torch. Acts as a light source . d4 Dur .
17	Blood-red sap from an Ironhide tree. Heals 3 HP once.
18-19	A totem of the Great Bear. Grants +1 to hunt attempts.
20	A hooded lantern. Acts as a light source . d6 Dur .

Landmarks.

When you find one, cross it off the list. If you roll a landmark you have already seen, reroll.

(1d6)	
1	The grim remains of an ill-fated wanderer. He had d4+1 weapon and a gift of the forest when he passed.
2	A still pond. You cannot drink without confronting your reflection. Take any number of drinks and gain an equal degree of delirium for d2 days , or steal yourself and continue without drinking.
3	A decrepit cabin. If you rest before you next travel , you cannot be surprised by monsters.
4	A fairy circle. If you leave them an offering, they will grant you good fortune (reroll any 1 die .)
5	The cave of the Great Bear .
6	Animal droppings. If you hunt before you travel again it is guaranteed to succeed.

Monsters.

(d12)	Name	HP	Pow	Gil	Spd	Dam	Description
1-4	Cursed Skeleton	6	3	2	3	Weapon	Carries a d4+1 weapon .
5-8	Shambling Corpse	8	2	3	2	Weapon	Uses a d2 weapon . Carries a d10 gift of the Forest .
9	Mournful Wraith	-	-	5	3	d4+1 Fatigue	The wraith cannot be hurt by mortal arms. Your only hope is to flee.
10	Young Ent	10	6	2	2	d6	Can be damaged by a torch for d8 Dam .
11	A Lonesome Skull	3	2	-	1	d2	Will never initiate combat. Guards a sharpened bone fragment .
12	A d12 beast	-	-	-	-	-	-

Beasts.

(d20)	Name	HP	Pow	Gil	Spd	Dam	Description
1-3	Wild Boar	10	4	2	6	d6-1	Predator.
4-7	Coyote	3	3	3	3	3	Predator.
8-9	A Pack of Wolves	3x4	3	6	5	3d4-3	Predator. For every 4 Dam it takes, 1 wolf is killed. After its first casualty, it will try to flee .
10	Moose	12	6	3	6	2d6-1	Predator. Can be outwitted and escaped with a contest of Gil .
11-12	Hawk	1	4	5	4	d2	Predator. Guards a nest of eggs worth 1 meal .
13-14	Jackalope	2	2	5	6	d4-2	Will attempt to flee once; will attack on subsequent rounds.
15-17	Hare	2	-	3	5	-	Prey.
18-20	Deer	4	-	5	4	-	Prey.
-	The Great Bear	14	6	-	4	d8+2	Will never initiate combat.