
The Enchanted Windmill

By
Bert van Dam
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Short Gamebook Fiction

In this adventure is set in the southern part of the Netherlands, in a distant time. You play the part of a lone traveler. You are on your way back home when your horse, scared by an unexpected snake, throws you off and disappears in the distance with pretty much all your belongings.

But first things first, let's find out who you are. Enter your name in the characters sheet below.

Character Sheet

Name		<input type="text"/>
Abilities	Strength (St)	<input type="text" value="3"/>
	Brains (Br)	<input type="text" value="3"/>
	Speed (sp)	<input type="text" value="3"/>
Possessions	Hand	<input type="text"/>
	Feet	<input type="text"/>
	Florins	<input type="text"/>
Rugsack		<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/> <input type="text" value="4"/>

You do have some possessions left, enter those on your character sheet: low shoes (on your feet), 3 florins, and a load of herbs (in your rugsack, counts as 1 item).

Your strength shows how strong you physically are. The higher the number the stronger you are. Strength is used in physical combat, using your fists or weapons. If you own weapons these will make you more powerful, adding to your strength score. Your starting strength is 3. If for example you find or buy a weapon with St+2 then your strength is $3+2=5$. A weapon only makes you stronger if you hold it in your hand. That means you can only use one weapon at a time.

Your brains show how smart you are. The higher the number the smarter you are. This applies to a battle of wits, or to problem solving. If you have a higher brains score than your opponent you may try to outsmart him. If you own books you have more knowledge, adding to your brains score. Books make you smarter, but only if you carry them with you. A book left at your house, assuming you own one, doesn't count. You can have multiple books in your rugsack, each book adding to your brain score. You if you have for example two books in your rugsack, one with Br+1 and one with Br+2 then your total brain score is $3+1+2=6$.

Your speed shows how fast you can move. The higher the number the faster you are. If you are faster than your opponent you may try to outrun him. If you own good shoes you may be able to run faster, if you carry particularly heavy stuff you may be slower. If for example you have running shoes with Sp+2 but at the same time carry something heavy with Sp-1 your total speed is $3+2-1=4$.

Battle

In most combat situations you have three choices. You can opt for a physical fight, with weapons or your bare hands if you don't have a weapon. You can also choose a mental fight, using your knowledge, supported by books, if you own any. And the last option is to run away. Which one you chose will depend on your abilities compared to those of your opponent. If you are for example much smarter than your opponent (so your Brain value is higher than his) you may opt for a mental fight. Running away doesn't mean you avoid the fight, for your attacker may be faster than you. It simply means you battle using your speed.

If you lose a battle you will in general not die. Your pride may be hurt but a fight stops once there is a clear winner. What happens next depends on the situation and is described in the text. No matter how you lose (physical, mental or not running fast enough) the effect of losing is always the same, and mentioned in the text.

Battle steps

1. Chose a battle option (physical, mental or running).
2. Correct your abilities for weapons, books or shoes.
3. Compare your score with the opponents score in the table below.
4. Roll one die. You win if you roll less than or equal to the number in the table.

Battle table

		You												
opponent		1	2	3	4	5	6	7	8	9	10	11	12	13
	1	3	4	5	6	7	7	7	7	7	7	7	7	7
	2	2	3	4	5	6	7	7	7	7	7	7	7	7
	3	1	2	3	4	5	6	7	7	7	7	7	7	7
	4	0	1	2	3	4	5	6	7	7	7	7	7	7
	5	0	0	1	2	3	4	5	6	7	7	7	7	7
	6	0	0	0	1	2	3	4	5	6	7	7	7	7
	7	0	0	0	0	1	2	3	4	5	6	7	7	7
	8	0	0	0	0	0	1	2	3	4	5	6	7	7
	9	0	0	0	0	0	0	1	2	3	4	5	6	7
	10	0	0	0	0	0	0	0	1	2	3	4	5	6

An example

	St.	Br.	Sp.
You	4	5	3
Opponent	3	2	6

Let's say you opt for a physical fight. The top row of the table shows your characteristic: find the 4. Now go down until the left column shows the characteristic of your opponent: in this case a 3. The intersection between your characteristic and that of your opponent shows a 4. That means you need to throw a 4 or less to win. So you have a 67% chance of winning.

You could also opt for a mental fight instead. At the top row of the table find the 5. Now go down until the left column shows a 2. The intersection between your characteristic and that of your

opponent shows a 6. That means you need to throw a 6 or less to win, so you have a 100% chance of winning.

Your last option would be to run away instead. In the table you find the number 0. That means you will always lose because you cannot throw a zero or less with a die.

Structure of the game

This game has a sandbox structure, meaning you can roam around freely, and visit the same places multiple times. You can trade, rob people, eat and drink. There is a problem to be solved however, and there are three possible solutions. The best possible solution will yield you 4 points, the worst one will yield 1 point. So if you end up with less than four points you may consider trying again.

The story so far

You are on your way back home when your horse, scared by an unexpected snake, throws you off and disappears in the distance with pretty much all your belongings. You can't blame the horse for being scared because snakes are quite rare in this part of the world. In fact it's not even a poisonous snake. But it would have been nice if the horse would have known that, and would've come back to you when you called it. But he doesn't, so you continue on foot, and head of to the nearest village. Apparently that would be Heerle, a small village in the southern part of the Netherlands. Turn to 22.

1

Inside the inn "The Iron Cross" it is cozy and warm. The huge fireplace is lit and a few old town folk sit on wooden chairs close to the fire and softly chat. When you enter they turn around, look at you, and then continue chatting. Near the bar herbs and some garlic is hanging from the ceiling, perhaps for a nice smell, or maybe against vampires. For your ease of mind it is probably best to assume that these herbs are purely decorative. You can:

Buy a drink for 1 florin	63
Talk to an old woman	16
Order some food for 2 florins	43
Leave the inn	22

2

Even though the bandit is a trained fighter you still manage to win this fight. While the bandit is unconscious on the floor the though appears to you that it would be a nice touch to rob him, instead of him robbing you, so you search the bandit's pockets. Apparently he is not a very successful bandit for he only has the contents of the box below, if anything. You may take one of these items and add them to your adventure sheet, if you still have room. If you take anything you need to remove it from the box below.



Go to Heerle	22
Go to Roosendaal	8

3

The food is brought to you by the pretty innkeeper's daughter. You try to chat with her but she's too busy to pay much attention to you. The meal is very tasty, and it's quite a lot. The cook definitely knows what he is doing, perhaps you should consider eating here more often because at this price it is cheaper to eat out than to prepare it yourself. Now turn to 53

4

The inn, called The Three Chandeliers, is quite large. In the middle is a large horse shoe shaped bar, with tables and chairs all around it. A fire is burning in a huge fireplace, and the warmth can be felt even near the door. A young woman is sitting at a table in the back, staring out of the windows with a sad and lonely look on her face. On the other side of the bar an obviously rather intoxicated farmer is having a frenzy conversation with a few of his friends. You can:

Order some food for 2 florins	45
Have a drink with the farmer for 1 florin	58
Talk to the young woman	13
Leave the inn	11

5

You are on a country road through a beautiful landscape. An almost flat more with occasional trees. In the distance you spot the long ears of a hare, hopping around happily. Next to the road is a tilted signpost with two arrows on it. Apparently you can choose between Wouwse Plantage (turn to 8) or Schijf (turn to 11).

6

You carefully climb the ladder. It sways and creaks but much to your surprise it doesn't fall apart. Never the less you are glad that you made it to the second floor. There is a faint smell of ground wheat in the air. Dusty spider webs cover the roof beams, the large beams and gears overhead and the window. From the top floor window you can barely see over the trees. Would you like to go down again (turn to 89) or lean out of the window (turn to 54).

7

The market of Heerle is not very big but it is quite busy with a lot of trading. You're careful to keep your hand on your money pouch at all times, for there may be pickpockets about. You can buy and sell anything that is listed in the table below. If you possess items that aren't listed, you might try a market in another village. When you are done trading (or if you do not want to trade at all) turn to 22.

	Buy (What you pay if you buy this)	Sell (What you get when you sell this)
Herbs	3	2
Copper	3	2
Wheat	5	4
Sword (St+1)	5	2
Big Sword (St+2, Sp-1)	8	5
Boots (Sp+2)	4	1
Book (Br+1)	5	2

Some items have an effect on your abilities. If you buy the book for example you Br score is increased by one, as long as you carry the book with you. Note that when you leave stuff at your house, assuming that you own one, it means you don't carry it with you. That means that they do not affect your abilities.

8

The village square in Wouwse Plantage is quite small, with the houses close together as if huddling together near a warm fire. In the middle of the square an old oak tree leans dangerously far over. Just to make sure you avoid standing directly underneath it, even though the locals don't seem to see any danger. You can:

Visit the market	17
Visit your house (if you bought one)	29
Visit the inn	10
Go to the docks	23
Take the main road to Heerle	9
Take a small road to Heerle	73
Take the road to Schijf	25

If you wish to buy a house you can do so at the market.

9

The road is twisting and turning along the landscape. If this is the main road it makes you wonder what the other road looks like. The other road was supposedly used by smugglers in the old days, but it looks like they might as well have used this road. You have passed other travelers on a regular basis but at this point the road is completely quiet. Roll one die.

If you roll a 1 or a 2 turn to 81.

Otherwise you can go to Heerle (turn to 22) or to Wouwse Plantage (turn to 8).

10

The Swine and Crown inn is tiny, in fact it looks more like somebody's living room, opened to the public. There is just a small bar, without room for some chairs and tables. There is nobody else in the inn so the barkeeper is quite happy to see you: a customer at last. He points to a barstool "Please have a seat Sir". You can:

Buy some food for 2 florins	50
Order a drink for 1 florin	44
Chat with the innkeeper	72
Leave the inn	8

11

The village square of Schijf is extremely large, and looks a bit like a meadow. There are in fact a couple of cows grazing on it. It is probably used for large celebrations, particularly carnival. You imagine that lots of people from the surrounding villages come to Schijf for a good time during carnival. Too bad it isn't carnival season right now. You can:

Visit the market	20
Go to the inn	4
Take the road to Roosendaal	27
Take the road to Wouwse Plantage	25

12

It's not obvious right off the bat what kind of action you could possibly take, but it is clear that something needs to be done, and quick. It might be your imagination but you have the definite feeling that you are being watched and you are beginning to get quite nervous. Would you like to:

Attack it with a sword	79
Throw a book at it	65
First try to extinguish the fire with some water off the floor	71
Try something else instead	85

Note that you can only use a sword or a book if you carry one with you.

13

As you approach the young woman she turns her head towards you. She is gorgeous, with large hazel brown eyes and long golden hair. You smile at her but as you get near she immediately gets up from her chair, walks straight past you without as much as a single glance in your direction and leaves the inn. All that remains is a faint smell of spring flowers. Now turn to 69.

14

The road runs between beautiful green meadows with lots of cows. In the distance you can see a shepherd with his herd. You can go to Heerle (turn to 22) or to Roosendaal (turn to 26).

15

The boat is rather small and it is a bit chilly. Would you like to go straight to the cabin (turn to 52) or visit the wheelhouse first (turn to 46).

16 []

If the box is ticked turn to 51, otherwise tick the box and continue reading. You sit down next to the old woman. She looks at you with a strange look in her eyes, then starts telling you a story about her late husband who is now a ghost. While she is talking a barely visible man materializes over her head. At first you think it is just your imagination, but then you realize that this is an actual ghost, who appears to be hiding from the woman. The ghost ignores you but when you point him out to the old lady, and she turns to look at him, he gets angry and attacks you.

GHOST St 3 Br 2 Sp 6.

If you win turn to 67, otherwise turn to 41.

17

The market of Wouwse Plantage is bigger than you expected, and it is quite busy with a lot of trading. You can buy and sell anything that is listed in the table below. If you possess items that aren't listed you might try a market in another village. When you are done trading (or if you do not want to trade at all) turn to 8.

	Buy (What you pay if you buy this)	Sell (What you get when you sell this)
Herbs	5	4
Copper	3	2
Wheat	3	2
Sword (St+1)	5	2
House	15	10
Shovel	3	1
Book (Br+1)	5	2

Some items have an effect on your properties. If you buy the book for example your Br score is increased by one, as long as you carry the book with you. Note that when you leave stuff at your house, assuming that you own one, means you don't carry it with you. That means that they do not affect your abilities.

If you buy the shovel you can attempt to use it at any location that seems suitable by adding 28 to your current reference. If that new reference makes sense (e.g. it starts with "You use your shovel to..." or something similar, you can continue reading there. Otherwise you cannot use your shovel and must continue at the original reference.

If you buy a house it is located in Wouwse Plantage and can be reached from the village square. Note that houses can be burgled so your possessions may be lost because you leave them unattended.

18

The Roosendaalse docks are quite busy. There's a row of warehouses at the waterfront, and workers are loading and unloading cargo ships. You can buy a ticket for the ferry to Wouwse Plantage. Since there is only one shipping company the ticket is quite expensive: 5 florins. You are appalled at this price but there is not much you can do about it.

If you want to take the ferry pay the five florins and turn to 80.

Otherwise watch the ferry leave and then turn to 26.

19

The fight is terrible but in the end you loose and die. The warlock is still alive, and the curse is not lifted from the windmill. And it never will be, unless another brave adventurer comes along. Still you did manage to find the source of the magic and fight the Warlock. For that reason you get 1 out of 4 points. Your adventure ends here.

20

Schijf is a very small village so the market is small too. You can buy and sell anything that is listed in the table below (note that you can only sell boots, not buy them). If you possess items that aren't listed you might try a market in another village. When you are done trading (or if you do not want to trade at all) turn to 11.

	Buy (What you pay if you buy this)	Sell (What you get when you sell this)
Herbs	3	2
Copper	5	4
Wheat	3	2
Boots	-	3

21

The windmill is located in the middle of a forest, which is rather silly because the high trees prevent it from getting much wind. Or any wind at all for that matter. You enter the windmill. There is nobody there. Above your head you see the thick wooden axels and gears that drive the grinding stones. You could go up a rickety old ladder (turn to 6), leave the windmill (turn to 91), or if you have a book that describes the construction of this windmill you can add 40 to the chapter number and turn to that reference number.

22

You are at the village square in Heerle. It is a very small village, and it shows. There are only a few houses, an inn and a marketplace. The houses are leaning over and look very old. The wood is unpainted and the windows dirty. Some houses look distinctly derelict. Oddly enough there are quite a few people about.

Visit the market	7
Visit the inn	1
Take the main road to Wouwse Plantage	9
Take a small road to Wouwse Plantage	73
Take the road to Roosendaal	24

23

There is a small warehouse at the waterfront, and a few barges in the water, but not much activity. You can buy a ticket for the ferry to Roosendaal. Since there is only one shipping company the ticket is quite expensive: 5 florins. You are appalled at this price but there is not much you can do about it. Besides it sure beats walking all the way.

If you want to take the ferry pay the five florins and turn to 15.

Otherwise you hang about, watch the ferry leave and then turn to 8.

24

You are on the road between Heerle and Roosendaal. The road looks quite peaceful with green meadows on both sides. The road makes a sharp turn through some trees when you feel a strange sensation in the air. Something is about to happen, and it doesn't feel good. Roll 1 die.

You roll a 1 or 2 turn to	48
You roll a 3 or 4 turn to	75
You roll a 5 or 6 turn to	14

25

You are about halfway when you spot a beggar next to the road. Will you pretend not to notice him (turn to 5) or give the poor man a florin (turn to 64).

26

You are at the village square of Roosendaal. Roosendaal is a large village, so the square is large as well. The houses appear well kept, though most seem very old. Some houses are quite extensively covered in beautiful ornaments. They probably belong to wealthy merchants. In the middle of the square a large oak towers over a few wooden benches where the old folk like to sit and chat, though at the moment they are empty. They might all be at the inn, having a drink.

Visit the market	60
Go to the docks	18
Visit the inn	53
Go to the windmill	21
Take the road to Heerle	24
Take the road to Schijf	91

27

There is something odd about the landscape. So far it has been more or less level, with only small hills and valleys, hardly worth mentioning. But now you are looking at a mayor depression at least a mile by a mile, and maybe 15 feet deep. It looks as if a giant has scooped up a part of the landscape. In the depression there are no trees, just grass and small plants.

You can go to Schijf	11
In the direction of Roosendaal	76
Or you can leave the road and wander into the grassy landscape	40

28

It is a fierce fight and you defend yourself as best as you can, but to no avail. You end up with your back against a tree and a knife on your throat. "Your money or your life" the bandit repeats. You have no choice but to obey. If you have any possessions then select one, and cross it off your list of possessions for it is taken by the bandit. Add your lost possession to the box at 39.

Fortunately the bandit is too inexperienced to search you, so if you have other possessions as well he doesn't notice it and you get to keep them. The bandit removes his knife and shoves you to the side so you stumble and fall. When you get back up the bandit is nowhere to be seen. Now turn to 14.

29

You can only go to your house if you have bought one at the market. If you do indeed own a house then throw one die. If the result is 1 then your house has been burgled while you were away and you need to remove one item from the stuff you left in your house. Pick a random item, cross it off, and add it to the box at 2. If your house was empty you are lucky, and the burglars had a bad day. Either way turn to 35.

30

The bartender tells you that strange events have taken place a long time ago. He sighs and then continues wiping the bar with a dirty cloth. Do you want to buy him a drink for 1 florin and hopefully hear more (turn to 38) or ignore his old wives tales and leave (turn to 22).

31

You examine the ground and dig a bit with your hands but that is rather futile. When you're done turn to 40.

33

You refuse to pay for the farmers drinks. After all he started the fight for no reason, so why should you pay? That upsets him again and he lifts you up from the ground and throws you out of the inn. In the process you lose one object from your possessions, so cross one off and add it to the box at 2. Then turn to 11.

34

A few feet next to the road is a rather suspicious looking small mound, overgrown with grass. The mound looks rather unnatural, and you wonder who made it, and why.

You can go in the direction of Roosendaal 91
Or in the direction of Schijf 76

35

You can use your house to store possessions that you do not want to carry with you. Note these possessions in the space below, and remove them from your adventure sheet. If you want to retrieve items, remove them from the box below and add them to your adventure sheet. Note that you cannot use items that are in your house, without actually going to your house and getting them first. Items in your house do not affect your abilities for you are not carrying them with you.

36

It is a fierce fight and you defend yourself as best as you can, but to no avail. The bandit is a trained and experienced fighter and you lose the fight. The bandit searches you and takes one of your possessions. Select one, cross it off, and add it to the box at 2, for it is now owned by the bandit.

Then go to Heerle	22
Or Wouwse Plantage	8

37

You win the fight. You search the traveler's possessions and find three florins. If the traveler has taken one or more items from you in the past you may take one item back from the box at 82. Choose wisely. Then turn to 14.

38

You buy the bartender a drink. Thanks mate, the bartender says. He pours himself a drink, leans closer to you and tells you the story of the haunted windmill of Roosendaal. A long time ago an evil warlock got into an argument with the miller of Roosendaal. At some point he got so mad that he waved his arms about and suddenly a whole section of forest surrounded the windmill. As a result the windmill doesn't catch any wind anymore and is therefore useless. The mill has been in disuse since. Wouldn't it be great if the forest was moved back and the warlock killed? But nobody knows how to achieve that. The bartender finishes his drink and then starts to clean glasses at the other end of the bar.

You can stay in the inn	1
Or go back to the village square	22

39

Much to the bandits surprise, and maybe yours too, you win this fight. You search his belongings and find a knife, a florin, a bag of herbs, a candle and the contents of the box below, if any. You may pick one of these items and add them to your adventure sheet, if you still have room. Then turn to 14.

40

You wander through the grassy landscape. The ground is soft, and at one point you step into a rabbit hole and almost sprain your ankle, so you proceed with a bit more care. There is not much to see other than some herbs.

Do you want to pick some of the herbs	66
Examine the ground	31
Go back to the road	27

41

The ghost finds the situation very amusing, and he laughs out loud. What kind of men are you if you can't even win from a ghost! Turn to 67.

42

You use the notes in the book and discover a hidden trapdoor in the floor. You open the trapdoor and carefully descend into the cellar using a creaking wooden ladder. It is chilly and damp, and there is a very faint burning smell. The cellar is completely empty, but in one of the walls you find a very well hidden, but still visible, secret door. Of course it is locked. If you think you have a key for the door add 80 to the number on that key and turn to that reference number. Otherwise you can leave the cellar and turn to 21.

43

The food, wild boar with fried potatoes and a selection of cooked vegetables in a tasty garlic sauce, is delicious. You need to remember this place so you can eat here more often.

You can order a drink for 1 florin	63
Or talk to an old lady	16

44

There is not much choice. No choice at all in fact because the inn keeper only sells a local beer. You buy one, and it actually tastes surprisingly good. Once you finish your drink, turn to 10

45

The food is excellent, and the quantity is amazing. It was a bit expensive but well worth the money. You feel refreshed, and perhaps a bit full. Turn to 4

46

You walk into the wheelhouse. From up here you have a nice view of the area. "What are you doing in the wheelhouse, this is a restricted area. Now buzz off and go to the cabin!" says the captain in a loud and rather stern voice. If you have a note pertaining a key then add the note number to the current reference, otherwise go to the cabin (turn to 52).

47

You chat with the traveler about the weather, and about the possibilities of making money. He tells you that the different markets have different price levels, so you can make a lot of money trading items. In fact you can get quite rich, he smiles. Then you each go your own way. Turn to 14.

48

When you pass under the trees a dark shadow falls over you when suddenly a man jumps from the trees and lands right in front of you. He is waving a knife about and yells "Your money or your life" but before you even get a chance to respond he immediately attacks you.

BANDIT St 4 Br 3 Sp 5

If you win turn to 39, if you lose turn to 28.

49

You apologize to the captain and turn around in order to move out of the wheelhouse. While doing so you snatch a rusty key off a small hook on the wall and slip it in your pocket. Once outside you look at the key. It is rusted metal but you can still see an engraved number: 5. Make a note of the key and its number and then go to the cabin (turn to 52).

50

The food is not very good to be honest, but it is nutritious so it will have to do. You make a mental note to yourself not to eat here again unless you absolutely have to. Now turn to 10

51

As you approach the old lady she seems to fade away and by the time you reach the table, the chair is empty.

You can stay in the inn	1
Or go back to the village square	22

52

The cabin is nice and warm, and you enjoy the view and the nice boat ride. The ride is over all too quickly, turn to 18.

53

The Blazing Dragon is a rather large inn with along bar, and many expensive looking paintings on the wall. There are many people eating and drinking. The innkeeper's daughter is carrying a tray of beer to customers at a table near the window. At the bar you spot a very wealthy looking man, probably a merchant. You can:

Buy a drink for 1 florin for a merchant at the bar	86
Buy food for 2 florins	3
Or go back outside	26

54

Of course you should never lean out of a windmill window because the wings might hit you and simply chop your head off. In this case however you should be safe because the windmill isn't turning. But as soon as you lean out of the window the wings suddenly start moving. One wing hits you and knocks you right out of the window. In a reflex you grab the wing and hold on for dear life until you're close to the ground. There you down let go and jump away. As suddenly as the wings started moving they stop again. You are very lucky to have escaped alive. Your heart is beating like crazy, and there is an aerie silence in the air. Something isn't right here. Do you want:

To enter the windmill again	21
Or run to a safer location	91

55

The fight is terrible but in the end you win and the warlock falls to the floor, dead. As soon as his body touches the layer of water it vanishes in a mighty cloud of orange smoke. Then everything is quiet. You have killed the warlock but you failed to set the windmill free of the curse. And with the warlock dead, this can never be corrected. Still you did kill the warlock so at least the villagers can now move the windmill to a better location should they want to. Your score is therefore 2 out of 4. Your adventure is finished.

57

The fight is terrible and you do the best you can, but unfortunately you loose and die. Your adventure is over. But you did set the windmill free of the curse, so you get 3 points out of 4. You are dead, but the villagers will always remember you as a hero. Your adventure is finished.

58

You sit down next to the farmer, who immediately starts a very complicated story about his daughter. He claims his daughter is dead because of some evil warlock, and that he never the less always sees her sitting at her regular table in this inn. That is why he is here, and why he is drinking so much. At some point he puts his arm around you and says right or wrong, huh? You have no idea what the correct answer is so you say right. "What?!" The farmer jumps up screaming angrily and attacks you. If you win turn to 83 if you lose turn to 68.

ANGRY FARMER Sp 4 Br 2 Sp 1

59 []

You use your shovel to dig a hole in the ground. If the box is ticked you find nothing, turn to 90. Otherwise tick the box now and continue reading. You keep digging and find a large sword. You can take the sword if you want. The sword is powerful but if you use it you lose a bit of speed because of its weight. You can have multiple weapons but only one in your hand, other(s) must be in your backpack. Now turn to 40.

Large Sword St+2 Sp-1

60

How unfortunate, the market is closed today. The area is completely empty apart from some debris from the previous market day and a pile of dirt. The previous market day must have been quite an event because the pile is surprisingly large. Turn to 26.

61

Suddenly the glowing sphere disappears with a whoosh and in a bluish smoke cloud a warlock appears. It is an impressive creature, and the air sizzles with magic lightning bolts whenever he moves. "Why are you meddling with my windmill" he yells and he points both his hands at you. You better do something, and quick, for in a few seconds you are about to find out if he's any good at magic.

WARLOCK St 5 Br 8 Sp 3

If you win turn to 55, if you lose turn to 19

62

You use your shovel to dig into the suspicious mound, and soon you discover bones. Human bones. Better close the hole quickly and get out of here before you end up in the mound too. Nervously glancing about you fill the hole back up, and turn to 34.

63

The bartender hands you a drink, and starts wiping the bar with a cloth. The bar doesn't look like it needs cleaning so perhaps he is in the mood to talk, but doesn't want to start the conversation.

You can finish your drink and leave	22
Or talk to him	30

64 []

If the box is ticked turn to 70, otherwise tick the box now and continue reading. The beggar introduces himself as Prestor John, and thanks you kindly. He is very sorry that he cannot give you anything in return. He did have a piece of paper with some valuable information on it but he was robbed by a bandit on the main road from Wouwse Plantage to Heerle. Perhaps a strong man such as yourself might be able to defeat the bandit but for a poor beggar like him this was impossible. You ponder on his remark while you turn to 5.

65

You throw the book at the sphere, and with sheer luck manage to actually hit it. The sphere sways wildly back and forth but the tree is still burning. The book falls to the floor into the water, rendering it useless. Since you don't have the book anymore remove it from your possessions and correct your Br score accordingly. Turn to 61.

66

When you take a closer look at the herbs you notice that these may be worth some money at the market, so you pick as much as you can. Make a note of 1 load of herbs on your adventure sheet in your backpack. If your backpack is full you can leave the current content behind, but you can't go back later to pick it up for it will undoubtedly be stolen while you're gone. When you're done turn to 40.

67

Without a sound the ghost suddenly disappears, and so does the old lady. Panting heavily, sweat covering your body, you are alone at the table. Did this actually happen or are you so tired that you are imagining things. You look around you but none of the other people present appear to have noticed what happened. Does that mean it wasn't real, or are they used to ghosts appearing in inns?

You can stay in the inn	1
Or go back to the village square	22

68

The fight seems to sober up the farmer somewhat, and when he wins the fight he says not to worry: you just pay for his drinks and he won't hold it against you. The bill amounts to 3 florins. Will you pay and turn to 4, or not pay and turn to 33

69 []

If the box is ticked turn to 77, otherwise tick the box now and continue reading. Why did she leave? Did she suddenly remember an errand she had to get before the market closes, or did your looks scare her? Pondering you sit down at the table where the young woman sat. You immediately get up again because you sit on something. It turns out to be a book that the young woman apparently forgot to take with her in her haste. A bookmark is at chapter 2 and it describes the construction of the mill in Roosendaal. Make a note of this on your adventure sheet. You take the book with you so add it to your adventure sheet, the book has Br+1. Now turn to 4

70

The beggar thanks you kindly for your florin. Turn to 5.

71

You scoop water from the floor with both hands and throw it from a safe distance at the burning little tree. You miss a couple of times but then you hit the fire, and it is immediately extinguished. Outside you can hear a roaring noise, and the entire windmill shivers. When the noise has vanished you hear wind blowing around the windmill and the wings slowly start to turn. You have lifted the curse of the Warlock from the windmill and moved the forest back to where it belongs! You feel on top of the world and super strong, so strong that your St increases by 1. But then the glowing sphere disappears with a whoosh and in a bluish smoke cloud a warlock appears. It is an impressive creature, and the air sizzles with magic lightning bolts whenever he moves. "Why are you meddling with my windmill" he yells at you and he points both his hands at you. You better do something, and quick, for in a few seconds you are about to find out if he's any good at magic.

WARLOCK St 5 Br 8 Sp 3

If you win turn to 84, if you lose turn to 57

72

You chat with the innkeeper. He knows some very funny jokes, so you have a great time. Turn to 10.

73

You are on a small path that seems to be more or less parallel to the main road, even though you can't see it from here. The locals call this the smugglers road because in the old days the road was used for smuggling contraband in from abroad. Lately it has fallen in disuse so there is nobody else about.

You can go to Heerle 22
Or to Wouwse Plantage 8

74 []

If the box is ticked turn to 2 else tick the box now and continue reading.

The bandit is a very skilled fighter, and doesn't give up easily. But eventually you win. You search the bandit's pockets and find a scrap of paper with the text

Note 3: the key is moving back and forth over water next to the skipper

You put the note in your pocket, while you ponder over its meaning. It must be important, but how can a key be moving over water? And the key to what exactly? You may also take the bandit's boots, they gave St+1, Sp+1. Alternatively you may take one item from the box at 2 instead of the bandit's boots.

Then go to Heerle 22
Or Roosendaal 8

75[]

If the box is ticked turn to 92 else continue reading. Hidden from view by the trees was a traveler, coming your way. It is an older man who seems to know his way around this area. He looks well fed so he may even be rich. Would you like to:

Chat with him	47
Attempt to rob him	tick the box and turn to 87

76

You are now at the edge of the forest. It is now clear that the forest is on a hill, and the next to the forest is a large depression about a mile by a mile. It looks as if a giant has scooped up a part of the landscape. In the depression there are no trees, just grass and small plants. You can go in the direction of Schijf (turn to 27) or to Roosendaal (turn to 34).

77

You run after the woman but she beats you to the door and when you leave the inn yourself you see no trace of her. You are even beginning to wonder if you actually did see her. Perhaps you imaged the whole thing. You have a feeling that somehow she will always be at that table when you enter the inn. Turn to 11

79

You hack and slash at the sphere with your sword with all your might. It sways badly back and forth but otherwise nothing appears to happen. Turn to 61.

80

The boat is rather small but the river is very nice. You pass meadows with cattle and the occasional house. In the garden of one of those houses a woman is feeding chicken. You wave at her but she doesn't see you. Before you can consider going to the cabin the boat has already arrived and it's time to get off. A shame because you would really have liked to see the very nice cabin on the inside. Ah well, maybe on the return trip. Turn to 23.

81

It turns out you are not alone after all. You hear a noise in the bushes, and a man appears, pulling his pants up. At first he is startled when he lays his eyes upon you for he didn't expect to see anyone here, but he recovers quickly. "Well, well, well, all alone in the forest. Perhaps not one of your wisest decisions." There is no need to ask what he means by this because he immediately attacks you.

BANDIT St 4 Br 3 Sp 5

If you win turn to 74, else turn to 36.

82

The traveler is not amused and takes one of your possessions. If you have more than one item pick a random one. Make a note of the item that the traveler took in the box below, which is now in his possession. Then turn to 14.

83

The fight seems to sober up the farmer. When he loses his anger is gone and he even offers to pay your drink for you (add 1 florin to your money), then turn to 4

84

The fight is terrible but in the end you win and the warlock falls to the floor, dead. As soon as his body touches the layer of water it vanishes in a mighty cloud of orange smoke. Then everything is quiet. You have killed the warlock and set the windmill free of the curse as well. You couldn't have done a better job, congratulations! You get 4 points out of 4. Your adventure is finished.

85

The rusted key makes a horrible noise in the lock but it does work. You open the door and carefully enter the next cellar. The floor is a few steps down, and covered in about an inch of water. You feel the cold water entering your boots. Hovering in the middle of the cellar is a two inch tall tiny tree. The tiny tree is on fire, and appears to be surrounded by a sphere of light. There is a strange silence in the cellar, the only thing you can hear is the occasional drop of water from the ceiling into the water that is covering the floor. It is probably not a good idea to linger here too long, for the cellar has a definite spooky feel to it. Would you like to:

Touch the sphere	61
Take a quick action	12
Escape out of the mill while you still can	21

86

The merchant thanks you kindly. He is in love but the woman he loves has turned him down. So he swallows his drink to extinguish the fire inside him. Then he turns to you and says "This is always important: extinguish fires immediately". You have no idea what he is referring to, but you decide to make a note of it anyway. Turn to 53

87

You greet the man kindly and bow your head. When he bows his head in return you suddenly attack him. Because he doesn't expect your attack you may reduce his Sp score by 1.

TRAVELLER St 3 Br 5 Sp 6

If you win turn to 37. If even though the fight was unfair and in your advantage you still manage to lose turn to 82.

88 []

You use your shovel to check out the pile of dirt. If the box is ticked you find nothing. Otherwise you find just a single florin which you put in your pocket (tick the box). Turn to 26.

89

You are at the ground floor of the windmill. There is nobody there. High above your head you see the thick wooden axles and gears that drive the grinding stones. You can:

Go up a rickety old ladder	6
Leave the windmill	91

90

You dig for quite some time with the shovel but you cannot find anything valuable. Turn to 40.

91

You are on the road between Roosendaal and Schijf. A small road leads into the direction of a windmill. You can hear the wind rustling through the treetops, but the windmill isn't running because the trees are blocking the wind.

You can go to Roosendaal	26
Take a small side road to the windmill	21
Or in the direction of Schijf	34

92

Hidden from view by the trees was a traveler, coming your way, who looks vaguely familiar. Apparently his memory is better than yours because he immediately recognizes you. Before you can do anything he attacks you.

TRAVELLER St 3 Br 5 Sp 6

If you win turn to 37 else turn to 82.