Task 1 : Rescue the Miller's daughter.

The Miller says, "Before you find her, it would be best if you had

something of hers so that she would know you mean her no harm.

Go ses and get doll.

You get a torn doll.

You feel a connection between this doll and Jessica.

Go to the cabin in the woods.

Rabkni, the Devil Swine says, "Greetings Emilee, I have heard that you had entered my domain. If you are in search of a little girl, by any chance, I have not seen any."

You hear a faint 'Help Me! Someone!' and a thump on one of the floorboards.

Rabkni, the Devil Swine says, "Oh, ignore the rats, they get bigger every year."

Rabkni, the Devil Swine grins evilly.

Rabkni, the Devil Swine says, "Now if you would not mind, I would like to finish my meal alone. Good Day."

Kill Rabkni for key and open down.

jessica runs up to you and hugs you!

Jessica exclaims, "Ohhh, thank you Emilee. That evil man was going to eat me I think. He had a big hairy monster grab me from my home. Can you please take me back to the entrance of the forest? My parents will meet us there. Thank you so much!"

Jessica starts to follow you.

Go back to the miller.

Jessica arrives from the south.

As you leave the forest you see the Miller rush to greet you.

He sweeps little Jessica into his arms, crying.

The Miller thanks you for your help in returning his daughter.

He gives you a vaccine that will prevent the lycanthropic condition.

You quickly inject it.

\*\* Task Done : Bring Jessica home.

\*\* Goal Completed: Rescue the Miller's daughter.

INFO: \_\_\_\_\_\_\_ has braved the terrors of the Were Wood.

Jessica stops following you.

The Miller says, "Thank you again. I can never repay you."