

# Hedge Maze



**45** Four adventurers are arguing by the entrance to a gigantic hedge maze. They each seem to have their own ideas about how to navigate this maze.

- **Talk to the wizard** → 46
- **Talk to the ranger** → 47
- **Talk to the warrior** → 48
- **Talk to the bard** → 49
- **Go southwest into the maze** → 57

**46** “I’m very good at spelling,” explains the wizard, “which is how I noticed that every section of this maze contains exactly one eleven-letter word. I think you should always choose the option with that word, and then write one of its letters in the blank marked with the wand:



Since there are eleven such words, the most natural way to do this is to use the first letter of the first word, the second letter of the second word, and so on.”

- **Neat, thanks!** → 45

**47** “As an expert navigator,” says the ranger, “I think you should always choose the option that contains a compass direction. At each section of the maze, you can combine the direction you *just* used with the direction you’re *about* to use to get a semaphore letter. Try entering that letter in the space with the compass.”



- **Cool idea!** → 45

**48** “This maze contains eleven choices,” says the warrior, “which is clearly a reference to the Warrior Creed: *A Proper Soldier Shall Take Whichever Action Allows For Behaving Aggressively*. “That means you should always pick the most aggressive choice. This will allow you to fill in the spaces marked with the sword:



Just write the initials of the words from the Creed in the sword spaces, in the order you visit them.”

- **Um, okay** → 45

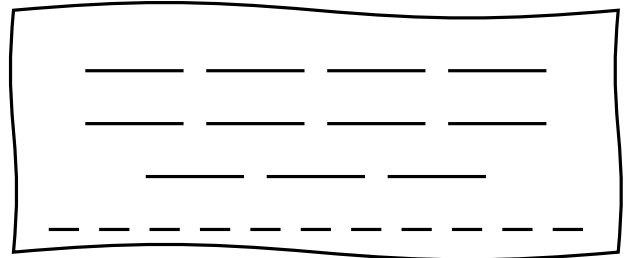
**49** “Those three are always squabbling! If only they could work together in harmony.”

The bard plucks a sad tune on their lute.

“In all their arguing, they’ve missed one of the options in each section. Follow those choices, and record their first letters in the spaces marked with the clef:



While you’re at it, you might as well keep track of all the words you’ve made so far as you pass them. I always find inspiration for my lyrics in the most unlikely places.”



- **Worth a shot!** → 45

**50** You find yourself... back at the maze entrance? Darn, guess that was the wrong way to go.

- **Try something else** → 45

**51** Sorry, there isn’t actually a dog here. That was just an example.

**52** This time, instead of revealing yet another intersection, the path leads to a gorgeous clearing with a glimmering sphere sitting at the top of a fountain.

You found the Adventurers’ Orb! A plaque reads:

*The Orb is here, but the answer to this puzzle lies somewhere else!  
The path you took to get here tells you where to look.*

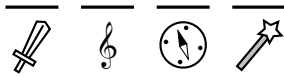
As you leave the maze, you pass the adventurers again, still bickering with each other. You explain that you couldn’t have made it through the maze without each of their ideas. Stunned, they sit in silence for a few seconds, and then they all begin to laugh. The bard strums a jaunty tune, and they all join in. Out of tune, of course.

- **Return to the tavern** → 1

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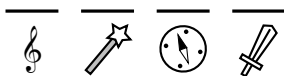


**53** There's a locked door here.



- **Bash it into smithereens** → 59
- **Open it with your mind** → 62
- **Use the key under the fake rock to the northwest** → 55

**54** A family of ladybugs appears.



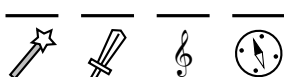
- **Carefully track them** → 52
- **Attack these challengers** → 53
- **Flee to the south** → 59

**55** A group of angry groundhogs surrounds you.



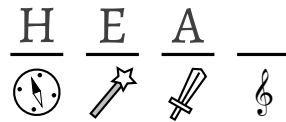
- **Negotiate with them** → 63
- **Attack the one to your west who looked at you funny** → 56
- **Follow them underground** → 54

**56** A girl in a red hood asks for your help.



- **Take her southwest to visit her grandmother** → 60
- **Scare her with wolf noises** → 63
- **Compliment her on her bold fashion choices** → 54

**57** You enter the maze.



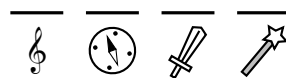
- **Dig in your bag for a map** → 55
- **Scan the environment** → 61
- **Charge towards the west** → 58

**58** There's a helpful map here.



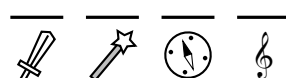
- **Write down the coordinates of the site to the east** → 63
- **Invert the map** → 53
- **Burn the map** → 60

**59** You find a bush with some berries.



- **Give these ingredients to the apothecary in the northeast** → 62
- **Shoot the bush** → 50
- **Replant the bush to maintain proper soil rotation** → 56

**60** A troll sits blocking the way.



- **Evade it** → 58
- **Throw sand in its eyes** → 62
- **Feed it some fruits you got from the East Archipelago** → 50

**61** This puzzle has stumped you.



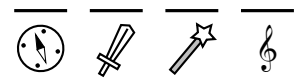
- **Ask for a hint** → 60
- **Try threatening the author** → 55
- **Just go north and hope** → 53

**62** An angry gnome complains that you trampled his flowers.



- **Beg for forgiveness** → 58
- **Trample the flowers to the northwest, too** → 61
- **Display your flower-trampling permit** → 59

**63** You come across a pile of trail markers, but all but one have been cut to pieces. Ominous.



- **Follow the one undestroyed marker** → 56
- **Stitch together the pieces** → 61
- **Destroy the remaining marker, then go northeast** → 54

**64** You interrupt the druid, revealing your collection. "You mean these Orbs?"

"You are meddling with forces far greater than you, *puzzler*," the druid warns. "You think you lead your own adventure, but you are mistaken—your destiny had been written long before you entered this tavern. The Decision Tree controls all who reside in this kingdom."

You don't like the sound of that. You resolve to destroy the Decision Tree.

- **Take fate into your own hands** → Show your answers to Game Control to get access to the meta puzzle