

# **Forest of Cursed Metal**

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# Description

**Forest of Cursed Metal** is a dense, cursed **forest** built over old **battleground** soil. Many trees have grown around **abandoned weapons** and armour, and parts of their trunks are fused with metal, creating sharp obstacles, hard-cover spots and reflective surfaces that affect visibility.

The grove shifts subtly with the wind, as if the terrain itself rearranged small paths and branches over time, but never enough to disorient completely. **Ghosts** and **Wraiths** linger around the infused metal, and some twisted growths hide Mimics disguised as fused stumps or broken gear.

Players must move carefully, reading shapes and sounds to understand what is safe and what is waiting to strike.

# Landmarks/POI

- A **big tree** in the middle of the forest, taller than the others, with many skeletons hanging from it, with metal elements among its roots and leaves.
- A **graveyard** of swords and shields, piled up and embedded in the ground close together, representing the center of the battle.
- A **swamp** with stagnant water, mud patches and twisted roots that slow movement and cut visibility.
- A **ruined outpost** built at one of the main entrances to the forest, acting as a control post with broken walls and simple elevated firing positions.

# POI

- A **well** with a chest inside
- An **altar** surrounded by lit candles
- A small **cabin**
- A simple **stone circle** with a single helmet or skull placed in the center, as a quiet ritual spot.

# Beats #1

## Entry – Tone Setting at One of the Three Gates

The player enters Forest of Cursed Metal through one of three main entrances: Swamp Gate, Cemetery Gate, or Outpost Gate. This first moment sets the tone of the cursed forest with light encounters, simple hazards and a clear first read of the environment.

## Exploration – Area Depends on Entry Point

After entering, the player explores the area linked to their entry gate:

- **Swamp Gate:** swamp section of the grove
- **Cemetery Gate:** sword graveyard area
- **Outpost Gate:** ruined forest outpost area

Here the focus is on reading the space, understanding layout, routes and local landmarks.

## Fight – Fight in the Entry Zone

Each area has its own dedicated combat encounter:

- **Swamp:** slower movement, visibility issues, cover on platforms and roots
- **Cemetery:** open glade, metal cover clusters, mid-range pressure
- **Outpost:** mixed verticality, broken structures, tighter LoS

This beat delivers a clear “identity fight” for the zone you entered from.

# Beats #2

## **Exploration** – Approaching the Forest Center

From each zone, the player finds a route that leads deeper into the grove toward the central area. Along the way, they traverse transitional spaces that blend their entry biome into the denser core forest, picking up small encounters or points of interest.

## **Boss Fight** – The Metal Tree Arena

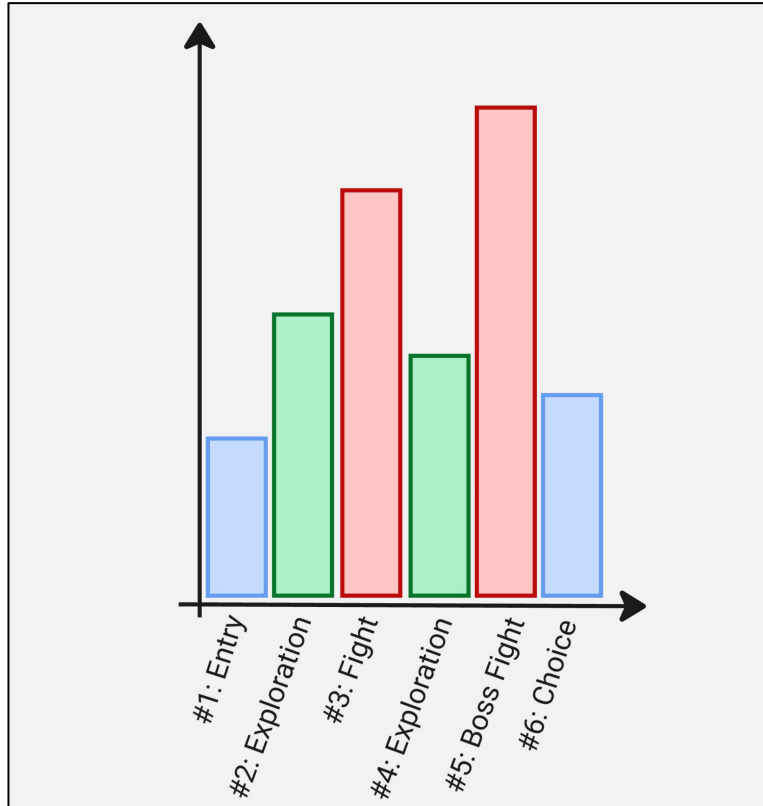
The player reaches the central metal-fused tree and its surrounding arena. This is the main boss fight of the grove, using the dense forest, metallic trunks and elevation around the tree to create a focused, high-intensity encounter.

## **Post-Boss Choice** – Deeper Exploration or Exit

After defeating the boss, the player chooses how to continue:

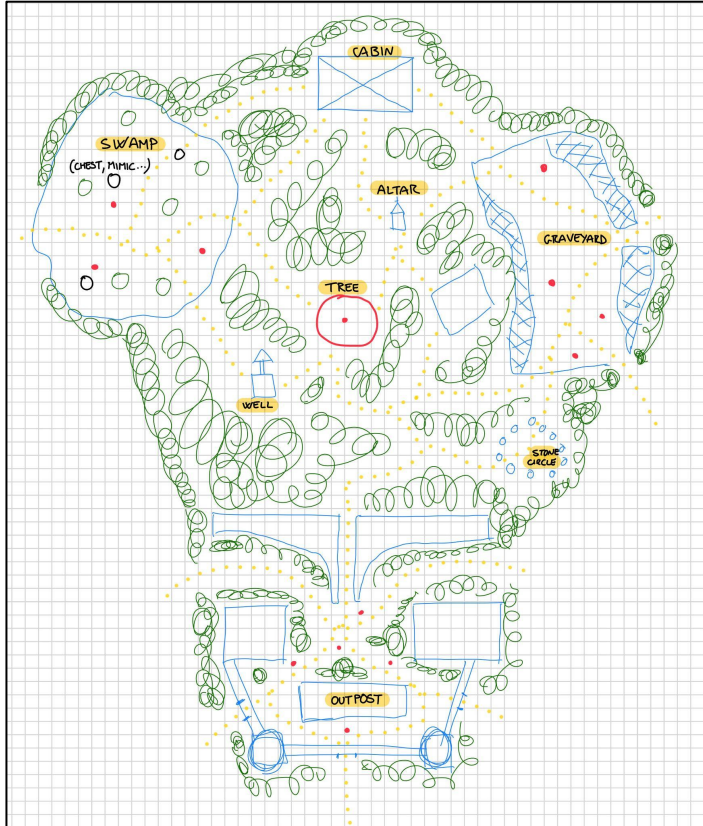
- **Explore** the remaining zones they did not enter from (swamp, cemetery, outpost) for extra encounters and rewards.
- Follow one of the **exit** routes that lead out of Ironroot Grove into the world.

# Beats Diagram



The **beat structure** is meant to keep **players free**, not locked into one path. They start by exploring the forest at a slow pace, then hit a first combat encounter. From there, they explore further until they reach the boss fight at the center. After defeating the boss, they can either keep exploring the other parts of the Forest of Cursed Metal or leave the area.

# Layout



The main idea for the layout is to have the whole forest **rise upward** from the outpost's viewpoint, creating a clear sense of direction and elevation. The ground is full of uneven slopes, tangled roots and patches of mud that naturally guide movement toward the central area. Small ridges, shallow trenches and scattered metal debris help break up sightlines while giving players multiple routes to climb deeper into the Forest of Cursed Metal.

# Moodboard



The **mood** inside the forest aims to be scary and mysterious, filled with subtle sounds that invite the player to explore the environment in search of secrets and treasures.