



Into the Woods...

INTO the Woods...

A game by Nathan Mehlhorn
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OVERVIEW

You've lived in these woods for many years. It's treated you well all this time. The passing of each season has brought with it great beauty, but it has also presented unique hardships. Still, you managed to always make do and survive. Lately, you've noticed the forest has begun to change as less people dare to venture into this serene, magical place. Now only the Hunters rarely cross your path. This doesn't bother you though, you'll always do as you have and survive.

Into the Woods... is a solo tabletop role-playing experience that tasks you with surviving a full year in an ever-evolving forest. There will be magic, whimsy... and of course, danger! As the year progresses, the challenges you face will grow but you'll have to overcome that adversity in order to survive.

What YOU'LL Need

To play *Into the Woods...* you'll need a standard deck of 52 playing cards, a pencil and some paper, a journal or recording medium of preference, at least one six-sided die (two would probably be better, ideally in different colors if possible), and these rules.

HOW TO READ THIS BOOK

As you read through this book you will note some special notation and references to certain **Keywords**. A note about charts and tables will also be included here. This section is here to tell you how to read each.

The only special notation you will see in this book refers to **Skill Checks**. Often you will see something written out as $XD6 + \text{Stat}$, where X equals the number of dice you roll, 6 representing a six-sided die, and the Stat referring to any **modifiers** you apply to the result.

Keywords are always written in **bold**. These words are ones that occur often in the text and refer to a specific element of play. This is largely done for your convenience.

Finally, you will see reference to several charts and tables. If you are unclear about what something is or does, a corresponding index can be found in the back of the book for **equipment**, **traits**, and a **bestiary**. Each section will tell you how to read things and provide further explanation.

The text is setup so that clicking on any of these elements will send you to the corresponding entry in the appropriate sections automatically. Again, this is for your convenience, but you can always look things up manually if desired.

SETTING UP the Game

To set up the game you'll need to do the following:

1. Create a basic character sheet with these elements:
 - a) At the top, name your character and give them 10/10 starting health.
 - b) Nearby, label an area "Food" and give yourself a starting amount of 3.
 - c) Directly below this, create a 12 boxes divided up into 4 categories of 3 each. Label them: Spring, Summer, Fall, and Winter in that order.
 - d) On the left-hand side of the paper, create space for 4 stats. These are:
 - i. **Strength - Physical Acts (running, attacking, climbing, etc...)**
 - ii. **Spirit - Referring to both verbal and spiritual ability (persuasion, resolve, magical affinity, etc...)**
 - iii. **Survival - Skills associated with survival (disarming traps, hunting, perception, etc...)**
 - iv. **Stealth - Avoidance and deception based skills. (sneaking, hiding, stealing, etc...)**
 - e) Below this, make a small section for equipment and traits.
 - f) The rest will be taken care of in the next section: **Creating a Character.**
2. Shuffle the deck of cards and deal yourself two cards.
3. Consult the **Starting Bonuses** table by referencing the corresponding sections based on the two cards you just dealt yourself.
 - a) You should note this information on the character sheet you just made.
4. Return the cards used to determine bonuses to the deck. Then take the cards and sort them into four piles, one for each suit.
5. Shuffle each of the four decks and place them face-down next to each other in the following order: Hearts, Clubs, Diamonds, Spades. Then, without looking, permanently remove 1 card from the top of each deck (this should leave you with 4 piles of 12 cards each). Ensure that these cards are still on hand (you may need them in some scenarios) but keep them separate from the **discard pile**. This comprises the **Year Deck**.
6. Have this book handy or print out the tables needed. That's it for setup!

CREATING A CHARACTER

When creating a character you should first determine your starting statistics. You may assign a -1,0,1, and 2 to each stat: **Strength, Spirit, Survival, and Stealth**. Your starting bonuses may grant you an increase to one of these stats, if that's the case, add that number and the assigned number together to form the final value. Note that a stat can **NOT** exceed 3 at any time. Example, an axe gives you a +1 to **Strength**, and you decide to assign a 1 to that category. This gives you a final value of 2.

Next, determine **starting bonuses**. These will give you a small advantage to the start of the game and allow for increased ability to replay the game in unique ways. You do this by looking at two cards from the deck prior to preparing the **Year Deck**.

Next, you need to determine your starting statistics. You may assign a -1,0,1, and 2 to each stat: **Strength, Spirit, Survival, and Stealth**. Your starting bonuses may grant you an increase to one of these stats, if that's the case, add that number and the assigned number together to form the final value. Note that a stat can **NOT** exceed 3 at any time. Example, an axe gives you a +1 to **Strength**, and you decide to assign a 1 to that category. This gives you a final value of 2.

Finally, write a short 1-3 paragraphs about your character and why they have the abilities they do. You'll find that this will enhance your experience and make the role-playing more engaging. **If you need assistance coming up with an interesting character, give the character generator on pg. 7 a try!** You'll do this in a similar way you assigned starting bonuses.

STARTING BONUSES table

This table will tell you what starting bonuses you receive at the start of the game. A more detailed description of each bonus on the table can be found on pages 31-35.

STARTING BONUSES				
	Hearts	Clubs	Diamonds	Spades
Ace	<u>Strong</u>	<u>Field Guide</u>	<u>Optimistic</u>	<u>Raincoat</u>
2	<u>Leather Armor</u>	<u>Sweater</u>	<u>Fairy Favor</u>	Extra Rations (+1 food)
3	<u>Fortunate</u>	<u>Poison Immunity</u>	Extra Rations (+1 food)	<u>Cunning</u>
4	Extra Rations (+1 food)	<u>Night Vision</u>	<u>Robust</u>	<u>Bow</u>
5	<u>Blessed</u>	<u>Camouflage</u>	<u>Sleeping Bag</u>	<u>Destined</u>
6	<u>Axe</u>	Extra Rations (+1 food)	<u>Bandages</u>	<u>Alert</u>
7	Extra Rations (+1 food)	<u>Rage</u>	<u>Beast Master</u>	<u>Stealthy</u>
8	<u>Protection Charm</u>	<u>Healing Potion</u>	<u>Calm</u>	<u>Healthy</u>
9	<u>Efficient</u>	<u>Aura</u>	<u>Adapt</u>	<u>Cheat</u>
10	<u>Indifferent</u>	<u>Hat</u>	<u>Apothecary</u>	<u>Passionate</u>
Jack	<u>Kinship</u>	<u>Jack of All Trades</u>	Extra Rations (+1 food)	<u>Minor Healing Potion</u>
Queen	<u>Enchanted Compass</u>	<u>Skilled</u>	<u>Fey Expert</u>	Extra Rations (+1 food)
King	Extra Rations (+1 food)	<u>Trapper</u>	<u>Sacrifice</u>	<u>Plant Expert</u>

CHARACTER GENERATOR

If you are having trouble making a character use these charts to make one by drawing 1 card for each element you'd like randomized.

STARTING STATS				
Modifiers	Strength	Spirit	Survival	Stealth
Heart	0	2	1	-1
Club	0	-1	2	1
Diamond	1	0	-1	2
Spade	2	1	0	-1

NAME GENERATOR	
Ace	Wilderness Pete
2	Adri the Changeling
3	(Just) Jon
4	Beatrix
5	Fenberos
6	Lethrefri Moonbelly
7	Trelbor Bluestone
8	Lorabella
9	Arwan the Small
10	Alil Reeve
J	Fosco Rowich
Q	Laura Blackwood
K	Kendric Kendrik

Continued on next page.

BACKGROUND GENERATOR

Ace	Grumpy old Person
2	Survival Enthusiast
3	Loner
4	Criminal in Hiding
5	Herbalist
6	Priest
7	Doomsayer
8	Moved from the City
9	Shaman
10	Moonshiner
J	Retired Hunter
Q	Miner
K	Draw twice and combine (don't count additional Kings)



HOW TO PLAY

Into the Woods... is broken up into 12 rounds of play that take place across 4 phases, one for each **season**. At the start of a round you will do the following in order:

1. Pay one **Food**. If you cannot, suffer 1 wound and lower your current **Health** by 1.
2. Reveal the top card of each of the four decks you assembled earlier that comprise the **Year Deck**. This represents the type of encounter(s) you will have.
3. Consult the appropriate **Season Chart** for each card turned. Each game begins in **Spring**.
 - a) Note, some cards may tell you to ignore the effect of other cards, so be sure to see what each card does before proceeding.
4. Follow all instructions for each turned card. This will usually require you to make a **Skill Check** to determine a **reward** or **setback**.
5. Make said check as appropriate.
6. Determine a success or failure and follow the instructions for the outcome you received.
7. Discard the revealed cards from the **Year Deck** and advance the **season** by one. You do this by checking the next box in the appropriate **season**.
8. Determine whether or not you have entered a new season.
9. Repeat steps 1-8 until you have no more cards in the **Year Deck**.

In the next sections, you will find additional information regarding each step in the order that they appear here. *Into the Woods...* is not a complex game, but be sure to review these sections to avoid mistakes.

Into the Woods... doubles as a journal exercise. It is strongly recommended that you record your journey as you play, noting how your character feels and reacts to situations. This is a role-playing game after all! While this is *technically* not required, it will enhance your experience.

food and health

The primary resources in this game are **Food** and **Health**. Each turn you need to spend 1 **Food** to represent your continued survival throughout the month. In the event that you cannot pay the required food cost, you suffer 1 wound, decreasing your current **Health** by 1. If your **Health** ever reaches zero, you immediately lose the game unless a bonus you have says otherwise.

Sometimes you may choose to spend either **Food** or **Health** as you explore the forest. Don't be afraid to do so, as sometimes this will be better than making a **Skill Check**. That said, be sure to monitor the amount of **Food** and **Health** you have because you do not want to be put in a position where either is too low!

CONSULTING CHARTS

Often, you will be consulting charts as you play *Into the Woods*... The main type of chart you will consult will be **Season Charts**, but you may occasionally be asked to refer to a subchart. You read each chart by looking at the value and suit of each card overturned and find the point where both sections meet on the chart.

As an example, if you drew the Three of Hearts, you would find the number 3 on the left hand side of the chart and follow along its column until you reach the Heart column. Then you read the item in the box and apply its effect to the current round.

The suits will always represent the following:

- **Hearts** - Weather, which only impacts the player.
- **Clubs** - Encounters, these can be enemies, locations, and even events. Generally, these will be the items that denote special instructions if they have any.
- **Diamonds** - Description, which describes the enemies state and additional gameplay effects.
- **Spades** - Resolution, which denotes how an encounter will be resolved. Enemies may include additional instructions based off of this as well.

Sometimes, you will come across an item in the chart that tells you to ignore one or more other cards you have drawn. This will be signified by certain fonts and borders. A key will be provided with each table, but what each means will also be described below.

Items highlighted in yellow like **this** ignore the **Diamond** and **Spade** items on the chart.

When you are asked to refer to a subchart, you will roll a six-sided die to determine which item on the chart applies for the encounter. Each necessary subchart will be labeled and provided with the corresponding **Season Chart** for your convenience.

the bestiary

Often you will need to consult entries in the bestiary. There you can find a duplicate version of this chart detailing how to read each entries' information along with an alphabetized list of all current creatures and encounters.

Name of Creature - Type			Health Total
<i>Flavor text - A brief prompt to help you imagine the creature; no gameplay impact.</i>			
Strength	Spirit	Survival	Stealth
Modifier #	Modifier #	Modifier #	Modifier #
<i>Special instructions - Creatures may have abilities or additional instructions that will be included here. Some may require certain circumstances, while others may be passively applied at all times. Be sure to check this box carefully. If there are no additional instructions, this box will clearly indicate that.</i>			
Reward - When you succeed in all checks		Setback - When you fail the check	
Universal	Universal instructions occur regardless of the season. You always apply these FIRST.	Generally, there will only be Universal setbacks if you fail a role, but you should still consult any indicated season charts below just in case.	
Spring/Summer/Fall/Winter	Some creatures provide different things depending on which portion of the game you are in. As indicated by a box like the one to the left. You follow the applicable season chart in ADDITION to the Universal one when indicated.	The same case is true of setbacks, often season specific setbacks are slightly worse if they are included at all.	

Weather

In most encounters you will have to deal with weather. This is always indicated by the Hearts suit. There are four types of weather that you may experience, each having a slightly different effect.

With the exception of **Clear** weather, you always have two choices available to you in how you would like to deal with it. You must choose one, and you must choose BEFORE resolving the encounter. Here are your options:

1. Suffer a -1 penalty to all checks made during this encounter. This represents a difficulty imposed on your character as a direct result of the weather that is a minor annoyance. Could be that your character hates rain, the heat makes doing things more difficult, etc... It's up to you to decide how this will be role-played.
2. Lose 1 **Health**. This represents a more severe consequence of the weather. Perhaps your character injures themselves in the mud, is suffering exhaustion from the heat, etc... Again, this is up to you to decide how you would like to role-play this.

There are four types of weather, all of which come with their own unique characteristics. There is equipment that you may receive that can negate each, but they are rare.

- **Clear** - This weather type is a normal day that is neither too hot or cold. There are no penalties or effects associated with this type.
- **Rain** - A downpour, a drizzle, either way it's inconvenient! In addition to making the above choice, you risk becoming inflicted with **Sick**. Make a **Strength** check, if you fail lose 1 **Health**. On a success, you remain healthy.
- **Hot** - It's uncomfortably hot! In addition to the above choice, you must make a **Spirit** check to avoid becoming **Exhausted**. On a success, you do not suffer any effects. On a failure, you must make the above choice an additional time.
- **Cold** - Snow, freezing fog, or just low temperature. This is perhaps the most dangerous weather. In addition to the above choice, you must make a **Survival** check. On a success, you suffer no effects. On a failure, you lose 1 **Health** AND permanently reduce your maximum **Health** by 1 as well.

SKILL CHECKS

Based on the cards you drew, you will almost always have to make one or more **Skill Checks**. These will determine whether or not a certain event has a positive or negative outcome for your character.

Each check is made by rolling a single six-sided die. You succeed if the result equals a 5 or higher. However, the roll may be **modified** based on your stats. If you are making, as an example, a strength related check, and your strength is 1, you will add 1 to the result of the roll. In this example, that would mean a success would now occur on a 4, 5, or 6. Remember though, a **modifier** can not grant you a bonus above a +3.

Modifiers can also be negative, which makes a roll more difficult. At no time will a **modifier** ever result in a cumulative greater than -1. If something would cause the **modifier** to go further negative, it is ignored. For example a stat could start at 2 and receive up to -3 in modifiers, resulting in a -1 cumulatively, further negatives would be ignored in this case.

If you have a 0 for a **modifier**, that simply means you do not increase or decrease the die's value. So if you rolled a 3, it would remain a 3. Regardless of **modifiers**, however, a result of a 1 is ALWAYS a failure.

Sometimes, these checks will be **opposed**. In these cases both you and your opponent will roll a six-sided die, applying the appropriate **modifiers**. Whoever has the higher result, wins the contest. If a tie ever occurs, the victory goes to the player unless otherwise indicated. Some **opposed** rolls indicate continuing until someone is defeated, this is done by lowering the **health** of the losing party until either the player or creature reaches 0.

Before the result is officially determined, you have the option to use any **equipment** or **traits** that may be applicable for the encounter. Be sure to utilize these carefully though! Some come at a price or may only be used once per game.

If you manage a success, you will receive whatever the outlined **reward** for the encounter is (usually food). However, if you fail, you will receive the indicated **setback**.

ENTERING A NEW SEASON

After you have had **three rounds** in a particular **Season**, you will advance to the next **Season**. That means if you were in Spring, you would move to Summer. When entering a new season, you will now consult that **Season's** chart which will have new challenges for you to face. Generally, things will become more challenging as you progress through each **Season**.

WINNING THE GAME

You win the game once you have run out of cards in the **Year Deck**. In a normal game, that means 12 rounds (one for each month of the year). By then you will have encountered many things and become a new person through your journeys. Reflect on this and write about how your character views their journey.

Optionally, you may choose to begin a new year with this character. If you do, they keep anything they may have acquired in the previous year but do not receive any additional advantages. For now, that is the extent of continuing a run but that may change, along with other features, with future installments.

EXAMPLE TURNS

I will now provide a few example turns with my character, Wilderness Pete and how I set him up for play. If you think you have a good handle on things and want to skip this section, you can do so by jumping to pg 26.

Let's take a look at Wilderness Pete and the character sheet I made for him.

Character Name: Wilderness Pete				10/10 Health (Default 10)
Strength	Spirit	Survival	Stealth	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
0	1	2	-1	
Spring Progress				Generally, ignore these in the base game. ↓ ↓
Summer Progress				
Fall Progress				
Winter Progress				
Notes, traits, and equipment				Food (3 Stating) = 3
<p>As you can see, I set everything up on Pete normally, but you may have noticed, I haven't given him any traits or bonuses yet. Let's fix that. I dealt myself the 6 of Hearts and Ace of Spades. According to the <u>Starting Bonuses table</u>, I receive the following:</p> <ul style="list-style-type: none"> ● An Axe (+1 Strength) ● A Raincoat (Ignore Rain) <p>Let's see how that would change my character sheet on the next page.</p>				

Character name: Wilderness Pete				10/10 Health
STRENGTH	SPIRIT	SURVIVAL	stealth	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
1	1	2	-1	
SPRING PROGRESS				
SUMMER PROGRESS				
FALL PROGRESS				
WINTER PROGRESS				
notes, traits, and equipment				Food = 3
Axe (+1 Strength) Raincoat (Ignore Rain)				
As you can see, I have adjusted my strength from 0 -> +1 from the axe. I've also noted that I may ignore the effects of rain when I encounter that weather type.				

Great, now we are ready to take our first turn! The game always begins in **Spring** so that's where we will start. Before I turn over any cards though, I need to make sure to pay 1 **food**. That changes the character sheet to appear as follows:

Character name: Wilderness Pete				10/10 Health
STRENGTH	SPIRIT	SURVIVAL	stealth	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
1	1	2	-1	
SPRING PROGRESS				
SUMMER PROGRESS				
FALL PROGRESS				
WINTER PROGRESS				
notes, traits, and equipment				Food = 2

Let's move on to the actual turn on the next page.

Now I need to consult the **Year Deck** to see what will happen for my first week of **Spring**. I turn over the top card of the **Heart, Club, Diamond, and Spade** deck that I formed during setup.

The cards I revealed are: **2 of Hearts, 3 of Clubs, Queen of Diamonds, and Jack of Spades**. Now, I need to see what each card means by looking at the **Spring Table**. I went ahead and did that for you, but feel free to practice along with the example. Here are the results:

- **2 of Hearts** denotes weather, we got **Rain** which would normally be bad, but we have a raincoat, so lucky us! I'll explain how to resolve this shortly.
- **3 of Clubs** tells us what we are encountering. This time, it'll be a wolf.
- **Queen of Diamonds** tells us if there is anything special about the wolf. This time we got "Standard", which means it is just a normal wolf with no special traits or abilities beyond what is on its character card in the bestiary.
- **Jack of Spades** tells us how we are going to resolve the encounter with the wolf. This time, we got **Stealth**. The character card for the wolf may indicate some special instructions though, so we are going to want to check that first BEFORE making any rolls.

First we need to resolve the weather for today's encounter. As we know, we got **rain**. Since it is not a clear day, we notice that we have to make a choice according to the **weather** section of the book. It says we can either:

- Have a -1 **modifier** for all checks in this encounter.
- Lose 1 **health**.

Let's take a look again at Wilderness Pete's character card to see what we should do.

Character name: Wilderness Pete				10/10 Health
Strength	Spirit	Survival	Stealth	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
1	1	2	-1	
Spring Progress				
Summer Progress				
Fall Progress				
Winter Progress				
Notes, traits, and equipment				Food = 2

Axe (+1 Strength)

Raincoat (Ignore Rain)

Pete is already not very stealthy at all, and we know that we will be using Stealth with our encounter with the wolf. However, the player can not suffer more than a -1 modifier at any time. That means, taking a -1 to all checks wouldn't be that bad of an option since our Stealth would still be -1. We do have all of our health though, so that is just as viable. This time, I think we'll go ahead and suffer the modifier penalty so you can see how it works.

Character name: Wilderness Pete				10/10 Health
Strength	Spirit	Survival	Stealth	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
0	0	1	-1	
Spring Progress				
Summer Progress				
Fall Progress				
Winter Progress				
Notes, traits, and equipment				Food = 2

Axe (+1 Strength)

Raincoat (Ignore Rain)

You don't need to update your character sheet like I did when actually playing, but I've modified this one so you can see exactly how your stats are effected for this encounter with the wolf. As you may have noticed, we became a lot weaker! However, our Stealth of -1 still remained at -1 like we expected. We aren't done with the weather yet though! It could still throw more nasty stuff at us...

You will notice that **rain** requires you to take an additional step. Thankfully we have the **raincoat** which lets us skip this step. However, for the sake of example, let's pretend we did not have this item.

In that scenario we would now need to make a **strength check** using our newly modified stats. Our **modifier** is currently 0 so we would need a roll of 5 or 6 to succeed. If we managed that, we would not incur any penalties. However, if we failed it says we'd lose **1 health!** Run out, and it is game over. This time we get to skip this step though, so we won't need to worry about it.

Now we are finally ready to check out the wolf. I've gone ahead and included its character card from the bestiary below so you don't have to look it up. Pay extra attention to the "special instructions" before resolving anything. I've highlighted that for you here:

WOLF - ANIMAL			1 Health
<i>A sly and cunning animal that is ready to take advantage of any travelers.</i>			
Strength	Spirit	Survival	Stealth
2	1	1	1
<i>Special instructions - Wolves are always Alert. Checks against this creature are always opposed. If you are making a Stealth check against this creature and fail, it surprises you and acts first in combat (defend as normal, but if you win, it deals no damage on the first roll).</i>			
Reward		Setback	
Universal	Gain 1 Food	Enter combat with the Wolf. Perform contested Strength checks until either it or you are defeated.	
Winter	Gain 1 Food OR Recover 1 Health	If you survive the initially failed encounter, suffer a -1 penalty to ALL rolls in your next encounter.	

We don't need worry about the keyword **alert** in this instance. The important part is that we are going to be making an **opposed** check which works a little differently than a standard **skill check**. We also don't want to fail this one, since we are using **stealth** because the wolf will gain a benefit against us if we do.

Let's go ahead and make our check now. Because we drew the **Jack of Spades**, we know that we need to use **stealth** in order to do so. We also know that this will be an **opposed** roll. The wolf has a +1 to stealth to our -1. Hopefully we will get lucky.

Rolling dice

The wolf and I both rolled a 3. Normally this would be great news since ties go to the player but we have to remember to factor in the **modifiers**. We have a -1 **modifier** so our result is 2 while the wolf gains a +1, which results in a 4. You may notice that neither party rolled the target number of 5 or better. For **opposed** rolls, we do not care about the target number, only the overall results. So in this example, the wolf beat us. Dang!

Now we need to accept the **setback** because we failed our roll. Since it is not **Winter**, we only read the "universal" box. According to the information, we are now engaged in combat with the wolf. To make matters worse, it also gets a free attack on us thanks to the "special instructions" from earlier!

Let's see what happens, but remember, we are both using **strength** to resolve these rolls now.

Rolls dice again

We got really lucky, a 6! The wolf only managed a 2. Factoring in the **modifiers** from before, and we can see our 6 gets +0, therefore remaining a 6, while the wolf gets +2, which results in a 4 overall. We won that exchange and would normally deal 1 damage to the wolf, which would reduce its **health** by 1. However, we have to remember that due to the "special instructions" something else happens instead.

Since this was the first set of **opposed** rolls for combat, the wolf negates our attack since it was surprising us. Now, we will make **opposed** rolls as normal in order to determine who survives the encounter.

Let's hope we can get lucky again and defeat the wolf without taking any damage. I'm gonna really put my all into this next roll!

Rolls in an overly dramatic fashion

...we lost the contest. The wolf manged a 4 to our 2. That means that the wolf adds its +2 for a 6 while our 2 is unchanged. Since we lost this roll, we suffer 1 damage, reducing our **health** by 1. The wolf is still alive so we need to make another roll.

Rolls carefully this time

Success! We rolled a 5 while the wolf rolled a 3. This results in us retaining a 5 thanks to our +0 **modifier** to the wolf's 5 thanks to its +2 **modifier**. Remember, ties ALWAYS go to the player unless something states otherwise. The wolf only has 1 **health**, so it is defeated.

Unfortunately for us, we do not gain the **reward** just because we survived. Since the **setback** box does not have any further instructions we have resolved the first week of **Spring** and are ready to move on to the next week. We'll clear the cards used for this round and prepare for our new batch. Before that though, let's check in on our character sheet again on the next page.

CHARACTER NAME: Wilderness Pete				9/10 Health
STRENGTH	SPIRIT	SURVIVAL	STEALTH	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
1	1	2	-1	
SPRING PROGRESS	X			
SUMMER PROGRESS				
FALL PROGRESS				
WINTER PROGRESS				
NOTES, TRAITS, AND EQUIPMENT				Food = 2
Axe (+1 Strength) Raincoat (Ignore Rain) <hr/> First we need to reset our stats since this is a new round. You can see that I did that above. Next, since we took 1 damage, we need to reduce our health to 9 from 10. Finally, we mark that we had our first encounter in Spring by placing an "X" in the first box next to "Spring Progress". We are still in Spring since we haven't ticked all four boxes, so we'll continue in the Spring season for the next round.				

Remember, we need to pay our 1 **food** before we progress to checking any cards. That drops us from the 2 **food** we had above to only 1 **food**. Hopefully we find some more on the next encounter!

Ok, I drew us 4 new cards so let's see what we got this time: **3 of Hearts, 10 of Clubs, King of Diamonds, and 5 of Spades.**

Now we need to see what all this means:

- **3 of Hearts** - Looks like **clear weather** this time.
- **10 of Clubs** - Oh, a special event! We got a "Berry Bushes". This is indicated by the **yellow highlight** around the words. That also means we ignore the **Diamond AND Spade** card for this round. Still, I'll list what they mean below just so you can see how I read the chart.
- **King of Diamonds** - Gross, this would have meant something was **poisonous**. Thankfully, we get to ignore this effect this time around!
- **5 of Spades** - Would have been a **survival check** but, again, we don't need to worry about this for our encounter this time.

So, how do we do the Berry Bushes event since it is so different? Let's take a look on the next page.

Before we actually check out the Berry Bushes the weather still is something we need to factor in. We got a **clear** day based on the card, which means we don't need to do anything extra. No choices or checks, just a nice day!

Below I've provided the "Berry Bushes" table information which you would normally find underneath the **Spring Table** if we were doing everything normally. For convenience though, I've provided it below. Note the special instructions.

berry bushes	
Special instructions - When you draw a Berry Bush encounter, make a Survival check . On a success, roll on the table below for the result. On a failure, lose 1 Health .	
1	Inedible! Gain 0 Food
2	Gain 1 Food
3	Gain 1 Food
4	Gain 2 Food
5	Gain 2 Food
6	Gain 3 Food

So we need to make a **Survival Check**. Great, Wilderness Pete isn't called that for nothing, he's great at **survival** with his +2 **modifier**. This should be really easy since we need a 3, 4, 5, or 6 to be successful. I'll roll us a result real fast.

Casually tosses a die

What did I tell you? Easy! We got a 4, which after adding our +2 **modifier** results in a total of 6. Since the target number is always 5 or higher, we easily meet that requirement. Now we get to roll on the table to (hopefully) get some more food, just what we needed!

Unlike a **skill check** this is just a normal roll with no added **modifiers**. We are really hoping for anything higher than a 1 since it would get us, at worst, a neutral benefit of +1 **food**, so the day wouldn't be a waste.

Another breezy roll without a care in the world

Not as lucky this time. We only managed a 2, which means we gain 1 **food**. It's better than nothing though! Let's go ahead and look at our character sheet once more.

Character Name: Wilderness Pete				9/10 Health
STRENGTH	SPIRIT	SURVIVAL	STEALTH	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
1	1	2	-1	
SPRING PROGRESS	X	X		
SUMMER PROGRESS				
FALL PROGRESS				
WINTER PROGRESS				
NOTES, TRAITS, and EQUIPMENT				Food = 2
Axe (+1 Strength) Raincoat (Ignore Rain)				
<p>As you can see, very little changed this round. Sometimes that will happen, but that can also be a good thing! Losing food and health becomes a snowball effect and can cause you to lose the game rather quickly, so I'm pretty happy with staying at 2 food like we were before playing the last round. We also didn't lose any health, so that's a big win! Like before, I've marked off that we did week 2 of the Spring season.</p>				

This should be enough to get you through playing *Into the Woods*... However, there may be special circumstances or situations that may lead to confusion. If you aren't sure how to resolve something, double check that you have read everything correctly. If you find yourself still confused, consult the **FAQ** section on pg. 51 towards the back of the book. Finally, if that doesn't help, simply use your best judgement. This should be a fun game after all, so as long as you are enjoying yourself, that's all that matters!

SEASON CHARTS

SPRING table

	Hearts	Clubs	Diamonds	Spades
Ace	<u>Clear</u>	<u>Sentient Fungus</u>	<u>Standard</u>	Strength
2	<u>Rain</u>	Berry Bush	<u>Standard</u>	Spirit
3	<u>Clear</u>	<u>Wolf</u>	<u>Stealthy</u>	Stealth
4	<u>Rain</u>	Berry Bushes	<u>Standard</u>	Strength
5	<u>Rain</u>	Berry Bushes	<u>Cunning</u>	Survival
6	<u>Clear</u>	<u>Wolf</u>	<u>Standard</u>	Spirit
7	<u>Cold</u>	Berry Bushes	<u>Robust</u>	Stealth
8	<u>Clear</u>	Berry Bushes	<u>Standard</u>	Strength
9	<u>Rain</u>	<u>Wolf</u>	<u>Stealthy</u>	Survival
10	<u>Rain</u>	Berry Bushes	<u>Standard</u>	Spirit
Jack	<u>Hot</u>	Berry Bushes	<u>Alert</u>	Stealth
Queen	<u>Rain</u>	Fairy Queen	<u>Standard</u>	Strength
King	<u>Rain</u>	<u>Hunter</u>	<u>Poisonous</u>	Survival

berry bushes

Special instructions - When you draw a Berry Bush encounter, make a **Survival check**. On a success, roll on the table below for the result. On a failure, lose 1 **Health**.

1	Inedible! Gain 0 Food
2	Gain 1 Food
3	Gain 1 Food
4	Gain 2 Food
5	Gain 2 Food
6	Gain 3 Food

fairy queen

Special Instructions - Roll for the table below and find the event name under the **Events Section** starting on page 45.

1	<u>Long Winter</u>
2	<u>Spring Forward</u>
3	<u>A Tribute Demanded</u>
4	<u>Unexpected Bounty</u>
5	<u>A Rivalry Fierce</u>
6	<u>Fairy Favor</u>

SUMMER table

	Hearts	Clubs	Diamonds	Spades
Ace	<u>Clear</u>	<u>Mangrove</u>	<u>Strong</u>	Spirit
2	<u>Hot</u>	<u>Insect Swarm</u>	<u>Poisonous</u>	Strength
3	<u>Hot</u>	<u>Wolf</u>	<u>Diseased</u>	Survival
4	<u>Hot</u>	Trap	<u>Poisonous</u>	Spirit
5	<u>Clear</u>	<u>Insect Swarm</u>	<u>Aura</u>	Stealth
6	<u>Clear</u>	<u>Mangrove</u>	<u>Diseased</u>	Strength
7	<u>Hot</u>	Trap	<u>Aura</u>	Survival
8	<u>Rain</u>	<u>Wolf Pack</u>	<u>Poisonous</u>	Spirit
9	<u>Rain</u>	<u>Sentient Fungus</u>	<u>Diseased</u>	Stealth
10	<u>Hot</u>	<u>Wolf Pack</u>	<u>Aura</u>	Strength
Jack	<u>Hot</u>	<u>Insect Swarm</u>	<u>Poisonous</u>	Survival
Queen	<u>Hot</u>	Illness	<u>Standard</u>	Spirit
King	<u>Clear</u>	<u>Mirror Lake - See Event</u>	<u>Strong</u>	Stealth

TRAP

Special instructions - You happen across a trap, make a Survival check. On a success, you avoid harm. If you fail, roll on the table below and consult the bestiary.

1	<u>Poison Pitfall</u>
2	<u>Snare</u>
3	<u>Snare</u>
4	<u>Bear Trap</u>
5	<u>Bear Trap</u>
6	Misfire! Lucky break, nothing happens.

ILLNESS

Special Instructions - You have come down with an illness. Roll on the table below to determine how severe it is.

1	You can't do anything for weeks - Lose 1 Health, Spend 1 Food, and roll again on this table.
2	You are sick in bed for several days - Lose 2 Health and 1 Food
3	Your illness requires you to rest a lot - Lose 2 Food
4	You have one feverish night - Lose 1 Health
5	You are terribly sick for a short time, but come out stronger for it - Lose 1 Health but gain 1 max Health
6	Your sickness passes quickly, leaving you feeling invigorated - Gain 2 max Health

fall table

	Hearts	Clubs	Diamonds	Spades
Ace	<u>Hot</u>	Illness	<u>Standard</u>	Survival
2	<u>Rain</u>	<u>Insect Swarm</u>	<u>Standard</u>	Spirit
3	<u>Rain</u>	<u>Dream Eater - Special Creature</u>	<u>Spooky</u>	Stealth
4	<u>Rain</u>	<u>Mangrove</u>	<u>Mutated</u>	Survival
5	<u>Rain</u>	<u>Zombie</u>	<u>Mutated</u>	Strength
6	<u>Clear</u>	<u>Mangrove</u>	<u>Stealthy</u>	Spirit
7	<u>Clear</u>	<u>Insect Swarm</u>	<u>Mutated</u>	Stealth
8	<u>Clear</u>	<u>Wolf Pack</u>	<u>Mutated</u>	Survival
9	<u>Cold</u>	<u>Zombie</u>	<u>Spooky</u>	Strength
10	<u>Cold</u>	<u>Dream Eater - Special Creature</u>	<u>Strong</u>	Spirit
Jack	<u>Cold</u>	<u>Wild Pumpkin Patch - See Event</u>	<u>Spooky</u>	Stealth
Queen	<u>Rain</u>	<u>Zombie</u>	<u>Diseased</u>	Survival
King	<u>Rain</u>	<u>Unimaginable Horror - See Event</u>	<u>Diseased</u>	Strength

ILLNESS

Special Instructions - You have come down with an illness. Roll on the table below to determine how severe it is.

1	You can't do anything for weeks - Lose 1 Health, Spend 1 Food, and roll again on this table.
2	You are sick in bed for several days - Lose 2 Health and 1 Food
3	Your illness requires you to rest a lot - Lose 2 Food
4	You have one feverish night - Lose 1 Health
5	You are terribly sick for a short time, but come out stronger for it - Lose 1 Health but gain 1 max Health
6	Your sickness passes quickly, leaving you feeling invigorated - Gain 2 max Health

WINTER table

	Hearts	Clubs	Diamonds	Spades
Ace	<u>Clear</u>	<u>Giant Spider</u>	<u>Diseased</u>	Stealth
2	<u>Rain</u>	<u>Shadow</u>	<u>Diseased</u>	Spirit
3	<u>Cold</u>	Snow Storm	Night Encounter	Strength
4	<u>Cold</u>	Starved Wolf - Use Wolf Pack as base and consult Starved key word on pg.33	<u>Mutated</u>	Stealth
5	<u>Cold</u>	<u>Zombie</u>	<u>Stealthy</u>	Survival
6	<u>Cold</u>	The Crystal Forest	Night Encounter	Spirit
7	<u>Rain</u>	<u>The Woodsman</u>	<u>Aura</u>	Strength
8	<u>Rain</u>	<u>Shadow</u>	Night Encounter	Stealth
9	<u>Cold</u>	Snow Storm	<u>Strong</u>	Survival
10	<u>Clear</u>	Starved Wolf - Use Wolf Pack as base and consult Starved key word on pg.33	Night Encounter	Spirit
Jack	<u>Cold</u>	A Quiet Night	<u>Standard</u>	Strength
Queen	<u>Cold</u>	<u>The Ice Queen</u>	<u>Merciful</u>	Stealth
King	<u>Rain</u>	<u>Giant Spider</u>	<u>Mutated</u>	Survival

A Quiet Night - You enjoy a quiet evening and reflect on the journey so far. Recover 1 **Health** and gain 2 **Food**.

Night Encounter - Occurs in **Darkness**. Suffer a -1 penalty to all checks EXCEPT **Spirit**.

the CRYSTAL FOREST

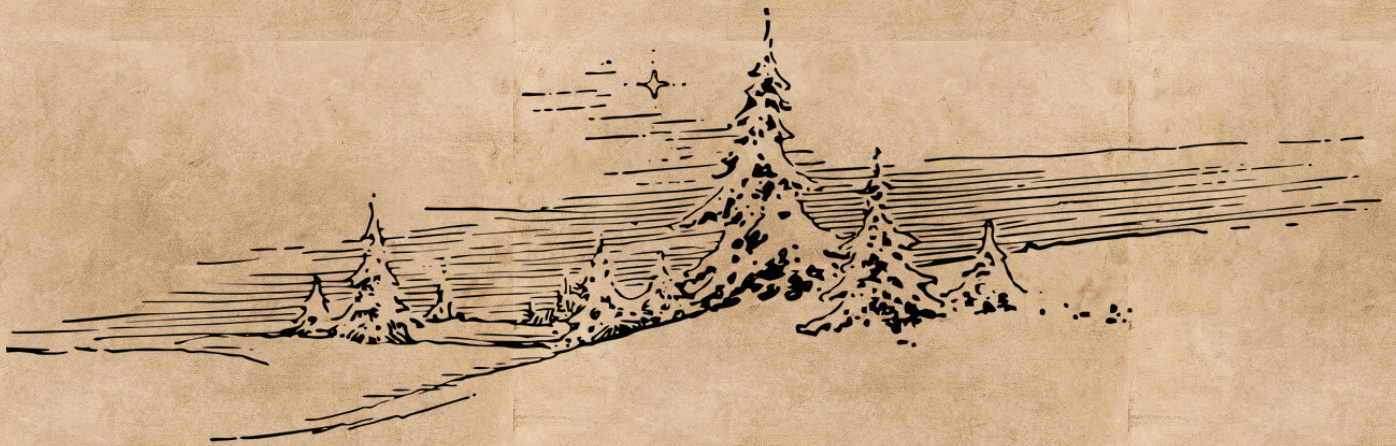
Special Instructions - Roll on the table below & reference the corresponding event.

1-2	<u>Illusion</u>
3-4	<u>Aurora</u>
5-6	<u>Crystal Doe</u>

SNOW STORM

Special Instructions - A terrible storm blows through. Roll on the table below to determine how severe it is.

1-2	The storm lasts a full week requiring you stay in a nearby cave - Lose 3 Food
3-4	It isn't safe to leave the house for a few days - Lose 2 Food
5-6	The blizzard passes by after a rough night - Lose 1 Food



traits

Adapt - The first time this game you would be reduced to half Health or less, permanently increase one stat by 1.

Alert - +1 to Survival, you cannot be surprised.

Apothecary - You may spend 1 Food to regain 1 Health at any time.

Aura - All **Animal**, **Humanoid**, and **Fey** have a -1 when making an Opposed roll against you.

Beast Master - Gain a +1 to all rolls involving **animals**.

Blessed - When performing a Spirit related check, you may roll 2D6 and take the better result.

Calm - You are immune to Fear.

Cheat - Once per game you may trade results with your opponent when making an Opposed role.

Cunning - +1 to Spirit when trying to persuade a creature.

Cursed - When afflicted with this state, receive a -1 to **all** rolls.

Destined - Once per game, you can move any currently revealed cards from the **Year Deck** to the bottom of their pile. Replace any cards moved in this manor with the top-most card of that respective deck.

Diseased - Target is inflicted with **Sick** and has 1 less **Health** than normal (for a minimum of 1). The player must make a **Strength** check when interacting with the creature, if you failed lose 1 **Health**. On a success, the illness is avoided.

Efficient - Anytime you gain food, gain 1 more.

Fairy Favor - Once per game, automatically succeed a Skill Check.

Fey Expert - Gain a +1 to all rolls involving Fey Creatures.

Fortunate - You may reroll any 1 die once per game.

Healthy - You cannot become Diseased or Sick.

Indifferent - You are immune to enemy **Aura**.

Jack of All Trades - Draw an additional 2 cards and keep BOTH bonuses.

Kinship - You have a +1 to all checks involving other Humans.

Merciful - When encountering a creature with this keyword, you automatically gain the **reward** without making any checks.

Mutated - Mutated creatures combine their stats and characteristics with another creature from their respective table. This is determined by rolling one six-sided die and consulting the current **Season Table**. If you roll an event or a duplicate creature, go to the nearest non-event or duplicate entry on the table.

Night Vision - You do not receive any penalties for Darkness.

Optimistic - +1 to Spirit.

Passionate - Once per game, you may use your Spirit in place of any other stat.

Plant Expert - You gain a +1 to any roll involving Plants.

Poisonous - Anytime something with this trait deals damage, it always deals one additional damage.

Poison Immunity - You cannot be poisoned (ignore the **poisonous** trait of enemies).

Rage - You may reduce your health by 1 to add +1 to any Strength, Spirit, or Survival check.

Relentless - Enemies with this status will never run away and fight to the death.

Robust - Increase your starting **health** by 2.

Sacrifice - During any check, reduce your maximum **health** by two in order to gain a +1 to the current check.

Skilled - Set any one **modifier** to 3.

Spooky - Inflicts **Fear** on enemy targets. The inflicted creature must make a **Spirit** check with an additional -2 modifier or immediately fail the encounter.

Standard - No additional special modifiers or abilities.

Starved - Creatures with this tag gain a +1 to all stat **modifiers** and **health**, the relentless keyword, but may be bypassed with the right item.

Stealthy - +1 to **Stealth**.

Strong - When performing a **Strength** related check, you may roll 2D6 and take the better result.

Trapper - When attempting to avoid or disarm a trap, you only fail if you roll a 1.

EQUIPMENT

Axe - +1 **Strength**.

Bandages - Spend these to gain health equal to 1D6 + **Survival**.

Bow - +1 to **Survival**.

Camouflage - When performing a **Stealth** related check, you may roll 2D6 and take the better result.

Dreamer's Mark - Negate the next source of damage, then destroy this item.

Enchanted Compass - You cannot get **Lost**.

Enchanted Weapon - Grants a +1 to either **Strength** OR **Spirit** (max of +3). You must lock-in which stat on pickup.

Field Guide - When performing a **Survival** related check, you may roll 2D6 and take the better result.

Gems - You may spend 1 Gem to bypass an encounter against any creature other than **plants**. If you do, you do not gain any **rewards**.

Hat - Ignore the effects of **Hot weather**.

Healing Potion - Restore half of your total **health**.

Leather Armor - If you ever lose more than 2 **health** at once, lower the total amount by 1.

Minor Healing Potion - Restore 3 **health** on use.

Protection Charm - If your **health** would be reduced to zero, destroy this charm instead and set your **health** to 1.

Raincoat - Ignore the effects of **Rain**.

Rotten Flesh - May be used to bypass any **Starved** creature. If you do, you do not gain any **rewards**.

Sleeping Bag - Once per game you may spend 1 food to restore 1D6 **health** before starting a new round.

Sweater - Ignore the effects of **Cold**.



bestiary

How to Read

Name of CREATURE - type			Health Total
<i>Flavor text - A brief prompt to help you imagine the creature; no gameplay impact.</i>			
Strength	Spirit	Survival	Stealth
Modifier #	Modifier #	Modifier #	Modifier #
<i>Special instructions - Creatures may have abilities or additional instructions that will be included here. Some may require certain circumstances, while others may be passively applied at all times. Be sure to check this box carefully. If there are no additional instructions, this box will clearly indicate that.</i>			
Reward - When you succeed all checks		Setback - When you fail the check	
Universal	Universal instructions occur regardless of the season. You always apply these FIRST.	Generally, there will only be Universal setbacks if you fail a role, but you should still consult any indicated season charts below just in case.	
Spring/Summer/Fall/Winter	Some creatures provide different things depending on which portion of the game you are in. As indicated by a box like the one to the left. You follow the applicable season chart in ADDITION to the Universal one when indicated.	The same case is true of setbacks, often season specific setbacks are slightly worse if they are included at all.	

bear trap - trap			1 Health
<i>That's got to sting!</i>			
Strength	Spirit	Survival	Stealth
3	0	0	1
<i>Special instructions - Make a Strength Check to determine your fate...</i>			
Reward		Setback	
Lose 1 Health but Gain 1 Food.		Lose 1 Health	

dream eater - fey			1 Health
<i>They say a Dream Eater only preys on those with weak souls, turning dreams into waking nightmares.</i>			
Strength	Spirit	Survival	Stealth
-3	2	0	0
<i>Special instructions - When resolving any check involving a Dream Eater, temporarily ignore all PLAYER modifiers (treat as if they are all 0). Make an opposed Spirit check.</i>			
Reward		Setback	
Universal	Gain the <u>Dreamer's Mark</u> . Negate the next source of damage.	Your dream is devoured, decrease your highest modifier by 1 (if there is a tie, the priority is Spirit -> Strength -> Survival -> Stealth).	

echo - fey			1 Health
<i>A whisper of the past that longs for the future. It promises the unsuspecting their heart's desire in hopes of gaining an easy meal.</i>			
Strength	Spirit	Survival	Stealth
0	3	2	2
<i>Special instructions - Make both an opposed Strength and Stealth check. If you succeed both you get away. If you fail either, lose 1 health and try them BOTH again.</i>			
Reward		Setback	
Universal	Stop the bleeding, recover 1 Health and receive 2 Food .	No additional setbacks .	

GIANT PUMPKIN - PLANT			5 Health
<i>An amalgamation of several hundred pumpkins that taunts you. It would be kind of cool... if it didn't want to kill you that is.</i>			
Strength	Spirit	Survival	Stealth
2	2	3	-3
<i>Special instructions - Defeat the creature making either opposed Strength or Spirit checks for yourself. The Pumpkin always uses Strength.</i>			
Reward		Setback	
Universal	Roll 2 six-sided dice and receive that much Food or Health divided however you see fit.	No additional setbacks .	

GIANT SPIDER - ANIMAL			2 Health
<i>I hope you aren't afraid of spiders...</i>			
Strength	Spirit	Survival	Stealth
1	1	2	3
<i>Special instructions - Before you make any checks, this makes an Opposed Stealth check. If it succeeds, it surprises you, forcing combat. If it fails, you may optionally choose to run away at the cost of 1 Food.</i>			
Reward		Setback	
Universal	Recover 1 Health	Become poisoned and treat the next thing you encounter as if it had poisonous .	

HUNTER - HUMANOID			3 Health
<i>An elite force that tracks down various beasts and monsters. They are the only people who really enter these woods anymore.</i>			
Strength	Spirit	Survival	Stealth
2	1	2	1
<i>Special instructions - You may choose to avoid the Hunter, if you do, do not gain any rewards or setbacks.</i>			
Reward		Setback	
Universal	Choose one of the following: 2 food, bandages , a bow , or a sleeping bag .	The Hunter views you as an enemy and begins to attack you. Make opposed Strength checks until one of you is defeated. Gain 1 Reward if you win.	

the ICE QUEEN - fey/humanoid			5 Health
<i>Ice follows this woman wherever she walks. Escorted by a group clad in icy steel. She looks coldly ahead and presses onward in your direction...</i>			
Strength	Spirit	Survival	Stealth
0	3	2	-3
<i>Special instructions - Instead of making a check like normal, The Ice Queen makes an opposed Spirit based attack which you may attempt to avoid using Survival. If she hits you, lose 3 health and run away, otherwise take the indicated reward as she "negotiates" with you.</i>			
Reward		Setback	
Universal	You may trade 2 food for one of the following: increase a modifier by 1, heal 1 six-sided die worth of health , or receive an enchanted weapon .	No additional setbacks .	

INSECT SWARM - ANIMAL			3 Health
<i>Endless droning of a thousand swarming insects... disgusting.</i>			
Strength	Spirit	Survival	Stealth
-1	0	3	-3
<i>Special instructions - You must make checks until the swarm is dispersed. Each successful check results in the swarm losing 1 health. For every failure, lose 1 Health yourself.</i>			
Reward		Setback	
Universal	Gain 1 Food and recover 1 Health	No additional setbacks .	
Fall	Gain 1 Food .	No additional setbacks .	

MANGROVE - PLANT/HUMANOID			3 Health
<i>The corpses of men fused with gnarled trees. Lonely souls long-trapped in the woods try to ease their loneliness by luring victims into their embrace.</i>			
Strength	Spirit	Survival	Stealth
1	1	0	-1
<i>Special instructions - You must make (and succeed) 2 checks in order to avoid the danger and claim the reward.</i>			
Reward		Setback	
Universal	Gain 2 Food	Lose 2 Health	
Fall	Recover 1 Health	Lose an additional Health	

OL' GRANNY RAGS - HUMANOID			5 Health
<i>An elderly woman dressed in rags. She keeps an assortment of fairies in jars.</i>			
Strength	Spirit	Survival	Stealth
-2	1	0	-2
<i>Special instructions - The woman begs you to let her free. She has taken the fairies to heal her illness, or at least she claims. You must make a choice: Kill the woman and free the fairies or look the other way.</i>			
Kill the Woman		Look the Other Way	
The woman cackles as she eats a fairy. She gains a +3 to all current modifiers (max of +3) and begins to rapidly de-age. She attempts to kill you and takes the initiative (unless you have alert). These are opposed rolls where she uses Spirit and you may choose to use Spirit OR Strength		You incur the wrath of The Fairy Queen and become cursed .	

POISON PITFALL - TRAP			1 Health
<i>That's got to sting!</i>			
Strength	Spirit	Survival	Stealth
1	0	0	2
<i>Special instructions - Make a Strength Check to determine your fate... This trap is poisonous!</i>			
Reward		Setback	
That was close! Gain 1 <u>Rotten Flesh</u>		Lose 1 Health	

SENTIENT FUNGUS - PLANT			2 Health
<i>A radiant fungus that can be found on downed trees and rocks in the forest. It saps the life of unsuspecting creatures that draw too near.</i>			
Strength	Spirit	Survival	Stealth
-1	0	2	-1
<i>Special instructions - This creature makes a Survival check each time you successfully make a check against it. If it succeeds, you must repeat the check. If it fails, it loses 1 Health. Repeat until defeated. If you fail your check at any time before you defeat the creature, take the indicated Setback and end the encounter.</i>			
Reward		Setback	
Universal	Gain 1 <u>minor healing potion</u> .	Become poisoned and treat the next thing you encounter as if it had poisonous .	

shadow - fey			1 Health
<i>Inky blackness that will try and swallow you whole. Some say this is a Dream Eater's true form.</i>			
Strength	Spirit	Survival	Stealth
-3	2	0	0
<i>Special instructions - No special instructions.</i>			
Reward		Setback	
Universal	Increase your lowest stat modifier by 1 AND gain 1 food .	Decrease your highest modifier by 1 (if there is a tie, the priority is Spirit -> Strength -> Stealth). Additionally, decrease your Health by 2.	

snare - trap			1 Health
<i>That's got to sting!</i>			
Strength	Spirit	Survival	Stealth
2	0	0	2
<i>Special instructions - Make a Spirit Check to determine your fate...</i>			
Reward		Setback	
You just barely dodge! It wounds a nearby animal instead. Gain 1 Food .		Lose 1 Health	

WOLF - animal			1 Health
<i>A sly and cunning animal that is ready to take advantage of any travelers.</i>			
Strength	Spirit	Survival	Stealth
2	1	1	1
<i>Special instructions - Wolves are always Alert. Checks against this creature are always opposed. If you are making a Stealth check against this creature and fail, it surprises you and acts first in combat (defend as normal, but if you win, it deals no damage on the first roll).</i>			
Reward		Setback	
Universal	Gain 1 Food	Enter combat with the Wolf. Perform contested Strength checks until either it or you are defeated.	
Winter	Gain 1 Food OR Recover 1 Health	If you survive the initially failed encounter, suffer a -1 penalty to ALL rolls in your next encounter.	

the woodsman - humanoid			5 Health
<i>Always singing. Always carrying his lantern. The Woodsman is someone you'd like to avoid.</i>			
Strength	Spirit	Survival	Stealth
1	2	1	-1
<i>Special instructions - Instead of making a check, you may instead choose to encounter a Zombie but you MUST also take the indicated Setback. Otherwise, if you fail your check, instead enter combat with The Woodsman (alternating opposed Spirit and Strength checks) and ignore the setback.</i>			
Reward		Setback	
Universal	Receive 2 Food OR Recover 2 Health .	You escape The Woodsman, but he does not leave you unharmed. Lose 3 Health .	

WOLF PACK - animal			2 Health
<i>It's safer to travel in groups. Didn't you know?</i>			
Strength	Spirit	Survival	Stealth
3	2	2	-1
<i>Special instructions - Wolves are always Alert. Checks against this creature are always opposed. If you are making a Stealth check against this creature and fail, it surprises you and acts first in combat (defend as normal, but if you win, it deals no damage on the first roll).</i>			
Reward		Setback	
Universal	Gain 1 Food	Enter combat with the Wolf. Perform contested Strength checks until either it or you are defeated.	
Fall	Gain 1 Food	If you survive the initially failed encounter, suffer a -1 penalty to ALL rolls in your next encounter.	
Winter	Gain 1 Food OR Recover 1 Health	If you survive the initially failed encounter, suffer a -1 penalty to ALL rolls in your next encounter.	

ZOMBIE - humanoid			2 Health
<i>The shambling corpse of some poor soul...</i>			
Strength	Spirit	Survival	Stealth
1	-1	0	-2
<i>Special instructions - Zombies are Relentless. You must defeat them by making Opposed Strength checks. If you succeed in your initial check, you attack first, otherwise, the Zombie will act first (if you have Alert forgo this roll and take the initiative).</i>			
Reward		Setback	
Universal	Receive <u>Rotten Flesh</u>	Lose 1 Health AND 1 Food	
Winter	Gain 1 Food	Lose an additional Health AND Food	

EVENTS

A Rivalry Fierce

While out in search of your next meal, the Fairy Queen appears before you with a magical flourish. She is a majestic queen, the size of an average female human with looks that are beyond compare. Her presence can mean mean only one of two things, either you have angered her, or she has taken an interest in you. It is obvious by her kind smile that it is the latter.

She explains to you with a mesmerizing voice that her people have been in conflict with another who lives within these woods. If you agree to deal with them, then the Fairy Queen will award you handsomely. It seems this person has been kidnapping her kin in order to harness their energies for... something. Whatever it is, it probably isn't good. However, she assures you that this is your choice to make and will not think ill of you if you choose not to get involved.

If you choose to help, look up Ol' Granny Rags in the Bestiary (pg. 40) and follow the given instructions. Otherwise, you decide not to get involved and that is the end of the event.

A Tribute Demanded

One day while foraging for various fruits, nuts, and vegetation, you happen across a rare, magical fruit. It is of a plant that only produces a single fruit once every 10 years. Considered a rare delicacy, you won't pass this opportunity up. Despite being small in size, it is surprisingly filling and slides down your throat with ease. It is the definition of indulgent.

However, that is when you notice that the Fairy Queen has appeared before you. A most beautiful woman with fiery red hair and a temper to match. She screams at you for having plundered her sacred garden and demands you make up for your transgression at once!

Make a choice:

- Offer her some Food. She thinks it over and decides that at least 3 Food should be enough. At least then her people will not want for food for some time. You may only choose this option if you have enough Food in reserves.
- Offer her some of your Spirit. If you have a Spirit of 0 or higher, you may reduce that value by 1. She takes some of your magic in order to restore the plant.
- Attempt to talk your way out of the situation. Make an opposed Spirit check against the Fairy Queen. If you win, then she lets you go with a mere warning. If you loose, proceed to the next item on this list.
- Refuse and suffer her wrath! "Fine!" She says in a huff, "Then you leave me no choice!" Suddenly, you feel very dizzy as you drift asleep. When you awake you feel... different. Become Cursed and receive a permanent -1 to all future rolls.

Aurora

You enter a strange section of the forest that is unlike any you have seen before. The night sky can be seen clearly and is made more beautiful by the shimmering of the crystalline plant life. Wonder washes over you as the sky bursts into a beautiful array of colors that playfully intermingle with the radiance of this strange woods. A sense of refreshment and new found energy envelopes you.

Gain a +1 in any stat of your choosing (max of +3).

Crystal Doe

The wildlife seems to be affected by whatever has caused this portion of the forest to crystallize. Before you is a remarkable crystal doe with various gems growing on its body. You could harvest them if you are careful enough.

Make a Stealth check. If you are successful harvest one six-sided worth of Gems (see equipment table on page 20). On a failure, the doe runs off before you can get close enough.

Fairy Favor

On one of your weekly walks in the woods, you can hear shouting not too far off in the distance. As this is not far from your home, you decide it is a good idea to check this out.

Make a Stealth check. If successful, read the next paragraph. If a failure, a wolf takes notice of you and attacks. Resolve this event by making Opposed Strength rolls until the creature loses 1 Health, in which case, it runs away. Then, continue on with the next paragraph as if you had succeeded.

A wolf seems to have been attacking something. Now that it's gone, you can get a better look. Strangely, you do not see anyone but you could have sworn that you heard someone crying out. "Is anyone there?" You call out with some hesitation. "It's safe now, there is no reason to be afraid." That's when you hear a faint response from the foliage where you first saw the wolf.

Upon closer inspection you notice that it is a small fairy. Fortunately, she does not seem to be too injured but is now unconscious. With great caution, you decide to take the fairy home and nurse her back to health. Once she is feeling better, she informs you that her name is Tasi Rumpelglade, daughter of the Fairy Queen. As thanks for your kindness in her time of need she vows to you a promise of aid should the time arrive.

Receive the Trait, Fairy Favor. This stacks if you have it already.

Illusion

An image of your greatest desire appears before you, alluring you ever nearer. You begin to slowly make your way towards it..

Make a Spirit check. If successful you realize that this is indeed a deception and snap yourself back to reality, quickly leaving the area.

Gain a +1 to any skill of your choice (max of +3). Otherwise, read the next paragraph.

As you reach out to touch your object of desire, you feel a sharp pain in your arm. An **Echo** has begun to feed on you! You must fight back quickly or risk being devoured.

Refer to the Echo monster in the bestiary (pg.37). Additionally, suffer a permanent -1 to Strength as a result of this encounter.

Long Winter

In your dreams you are visited by a vision of a beautiful woman. She warns you that this Winter will be longer than most and that you must prepare even now. There is no time to be lost.

Take the cards removed from each deck during setup and place them face-down at the bottom of their corresponding piles. Advance the current season as normal, however, Winter will now have one additional encounter.

Mirror Lake

You stare deep into a lake of the purest water. It is as if the water's reflection were more real than the world around you. This is an experience that is almost transfixing. What brings you out of it is when your reflection begins to twist and contort, rising out of the water. It begins to attack!

Your reflection has inverted modifiers (1 becomes a -1 and so on) and chooses to engage in a SINGLE opposed contest with its highest stat (this is NOT a fight to the death). If there is a tie, you may choose which stat to use. If you defeat yourself, raise your lowest modifier by 1. If you fail, decrease your highest modifier by 1.

Spring Forward

While enjoying a leisurely stroll through your favorite part of the woods, you can hear what sounds like a celebration not too far off from your current location. As if compelled, you decide to check it out.

Upon your arrival you are greeted by a massive gathering of various magical creatures. At the center of this party sits a beautiful woman whom you recognize as the Fairy Queen. It seems she is the host of this party because silence falls upon the jubilant crowd as she stands to approach you.

“Welcome to our party, human.” She begins to address you with an almost ethereal voice. “You are one who dwells in this woods, are you not?” Without waiting for your reply, she continues. “How rude of me, I should have invited you as well. Come, won’t you join in on our celebration here?”

Who could refuse such an invitation? You join in on the fun. **Gain 1 Food and restore your Health to full.** However, when the party is over you notice that time has not passed as normal around you.

You immediately enter the next season. Discard cards from the Year Deck without looking as if you had played those rounds normally.

Unexpected Bounty

You awake one morning to find a small basket of food placed at your doorstep. Inside is a note that reads:

A gift from your fine Fairy friends.

Despite its size, there is enough food here to last you 2 months. **Gain 2 Food.**

Unimaginable Horror

Your greatest fear stares back at you from among the shadows. If you have the calm trait, you calm yourself and quickly leave the area. **Gain 1 Food.**

Otherwise, make a **Spirit and Stealth** check. If you succeed in both, you manage to skirt the danger. If you fail either check, you become riddled with **fear** and drop 1 **Food** as you run away. Additionally, you become **lost** and must spend an additional **Food** as you make your way home.

Wild Pumpkin Patch

You happen across a hill that is littered in wild pumpkins. A stroke of luck! Gathering a few of these will make your next meals all the better. As you eye the pumpkins, one particularly good looking one catches your attention. As you are about to pick it, a voice suddenly greets you! The pumpkin is talking.

Make an opposed Spirit check to explain your situation by referring to the Giant Pumpkin creature in the bestiary (pg.38). If you are successful, the pumpkin will allow you to pick a few of its children from the patch (gain 2 Food). However, if you fail, the pumpkins begin to crawl toward the one you are speaking to as they form a great pumpkin abomination that begins attacking you.

faq

Here are some frequently asked questions I've gotten about the game, and a few I've anticipated. Be sure to check this section if you are confused about how something works.

Q: What happens if something gains poisonous twice?

A: *Ignore the second poison and just treat it as if it only received poisonous once. This is for balance purposes and may result on occasion in this base version of the game. In future iterations or expansions this shouldn't be as big of an issue.*

Q: Does my mirror double from the Mirror Lake event have the same HP as me?

A: *No. This is not a traditional combat encounter. Instead it is just a challenge. The mirror double forces a single **opposed** roll with the player that determines whether you succeed or fail. This means the event is rather swing-y but far more balanced.*

Q: X entry in the bestiary has a negative modifier beyond -1. I thought it couldn't dip below that.

A: *This is only true for the player. However, all bestiary entries can go as far negative as they need to. This is to keep the game balanced as is more important for some encounters than others. With future expansions these will likely be more relevant.*

Q: Why does X entry in the bestiary have stats if I never use them?

A: *This is some future proofing I did for possible future content. If you like the game, be sure to tell me so I can design more content for Into the Woods...!*

Q: I have the Raincoat/Sweater/Hat item, do I treat this as clear weather?

A: *No, you still must make the initial choice. The only things these items do is let you avoid the additional penalty if you fail a check. This is to keep the game balanced and somewhat challenging, even when you get great item/trait combinations.*

Q: During setup do I apply my traits and equipment before or after assigning my stat array?

A: You should assign your stats first, then apply your traits and equipment. However, I won't stop you from doing it after.

Q: I got the "Skilled" trait, so does that mean I can set ANY modifier to 3?

A: Yup, you can turn that -1 into a 3 if you really want to. This will make you pretty powerful in the run, but it may also present some unique problems down the road. It's all about risk and reward.

Q: Why are there 4 boxes for each season if there are only 3 rounds in each?

A: This is something I did to future proof for an upcoming expansion titled "The Changing Seasons". Additionally, there is a special circumstance in the base game where they may become necessary.

Q: I'm finding the game too easy/difficult, do you have ways to adjust the difficulty?

A: Yes! In the next section of the book ([Alternative Play Methods on pg.53](#)) I go over several ways to mix up the game to add a new challenge or make things a bit easier. Additionally, I'll have some rules for continuing a run beyond the first year.

Q: I have a great idea for your game, can I contact you with it?

A: Absolutely! I would love to get any feedback and ideas you have for Into the Woods... once you've had the chance to play it. A lot of content was changed and added thanks to dedicated people like you! To contact me please use any of the methods listed on the final page of this document.

ALTERNATIVE PLAY METHODS

Are you finding the game too easy or difficult? Then you are in luck! Here I'll be listing a few ways you can tweak the balance as well as a few additional ways you can play *Into the Woods...* using this base book. Let's get started!

1. Adjust your stats

Perhaps this is obvious, but the easiest way to tweak the difficulty is to adjust any of the starting stats. This could be **health, food, or modifiers**. Here are the methods I suggest:

- **Use this alternative stat array:** (-1, 0, 1, 1) if you are finding the game too easy. Still too easy? Go with the suicidal stats this first released with: (-1, 0, 0, 1).
- If you are finding things are too difficult then increase your starting **food** or **health** by 2. That should allow you to survive at least a couple more turns if you are falling just shy of the finish line.
- Alternatively, reduce your **health** by 2+ if you want even more challenge. I wouldn't suggest messing with the **food** though, but if you do, don't decrease it below 1.

2. Starting Bonuses

Another easy method of adjusting the difficulty for your game can be found in your starting equipment. Here are a couple of easy things you can do to alter how much bonus you actually receive here:

- **Draw 3 and keep 2.** This gives you a little more control over your character while not changing things *too* dramatically. This is more of an alternate way to play than a difficulty tweak because of how things are distributed, but it'll slightly increase the odds of making things easier on you.
- **Draw 1 more or fewer.** If it is too easy, draw 1, too hard, draw 3 and keep 'em. If you really want to get crazy, don't start with any at all! This isn't recommended though.
- **Player's choice.** Choose anything from the **starting bonuses table** for your first bonus and take +1 **food**. This gives you a high degree of choice at the sacrifice of starting with 2 really good bonuses. +1 **food** is nice, but 2 random cards is often better.

3. Extend Your Run

Some players may want to keep playing beyond the first year. Here are the rules for how to do that and some optional things you can do to keep the run more interesting.

First, you should loop back around to **Spring** after completing the **Winter season**. Do not alter or change anything on your character sheet. Then, shuffle and reset the **Year Deck**. You may continue this way if you would like, but here are some things you can do to spice things up a bit. Use any or all of these in any combination you desire:

- **Gain experience!** Increase your lowest **modifier** by 1.
- **Pay 2 food instead of 1.** You'll find this will make the game dramatically harder.
- **Deal yourself another bonus.** The only caveat is you should never have more than 4 at any time.
- **Treat all clear weather as a different type based on season.** For **Spring** that would be **rain**, **Summer**, **hot**, **Fall**, **rain** again, and **Winter**, **cold**.
- **Set your max health to your current health.** If you had 8 left in the last go through, your new max is 8. The consequences of your journey have a more lasting effect this way.
- **Long Year.** At the end of each season (except **Winter**), put the current set of cards on the bottom of the deck. This means **Winter** will be almost twice as long as normal.
- **Feel free to come up with your own!** I have more ideas, but I want to save those for future content I may release for *Into the Woods...* but don't let that stop *you* from taking your own approach to things. You may stumble upon something great!

CHARACTER SHEET AND CHEAT SHEETS

CHARACTER NAME:				__/_ Health (Default 10)
STRENGTH	SPIRIT	SURVIVAL	STEALTH	Array choice (-1, 0, 1, 2). Assign to the stats on the left.
SPRING PROGRESS				
SUMMER PROGRESS				
FALL PROGRESS				
WINTER PROGRESS				
NOTES, TRAITS, AND EQUIPMENT				Food (3 Starting) =

TURN ORDER Cheat sheet

1. Pay 1 **Food**. If this would cause you to go negative, instead reduce your current **Health** by 1.
2. Reveal the next set of cards in the **Year Deck**.
 - a) Weather is ALWAYS a factor so check that first (**Hearts**).
 - b) Determine if you have a highlighted encounter (**Clubs**). If you do, ignore the other two cards (but still keep them face-up and nearby until the encounter is fully resolved). Otherwise, consult the table as normal.
3. Resolve the encounter. Generally the order will be as follows:
 - a) **Skill Check** (denoted by the **Spades** suit).
 - b) Any special instructions (found on the bestiary entry).
 - c) Result, which will get you a **Reward** or **Setback**.
4. Discard the current set of cards from the **Year Deck** unless otherwise indicated by an event.
5. Advance the current season by one.
6. Check to see if you have completed the season (3 rounds in each) and enter the next.
7. Repeat steps 1-7 until you run out of cards in the **Year Deck**.

Weather Cheat Sheet

1. Determine the weather by consulting the **Heart** section of the **season chart** for the current round.
2. Is the weather clear?
 - a) Yes - no gameplay effect.
 - b) No - move to item 3.
3. Choose 1 of the following BEFORE resolving anything else, then move to item 4:
 - a) -1 **modifier** to ALL checks made this round.
 - b) Lose 1 **health**.
4. What weather effect do you have?
 - a) **Rain** - see item 5.
 - b) **Hot** - see item 6
 - c) **Cold** - see item 7.
5. Make a **Strength Check**.
 - a) **Success** - no effect.
 - b) **Failure** - lose 1 **health**.
6. Make a **Spirit Check**.
 - a) **Success** - no effect.
 - b) **Failure** - make choice 3 an additional time but do not continue to item 4 again as normal.
7. Make a **Survival Check**.
 - a) **Success** - no effect.
 - b) **Failure** - Lower BOTH your current and maximum **health** by 1.
8. Resolve the rest of the encounter as normal.

THANKS!

I hope you enjoy playing *Into the Woods...* and would love to hear your thoughts on it. This was created in a one month time period and may be a bit rough around the edges, but I had a good time making it. Love it or hate it, feel free to provide feedback on either the [Itchi.io](https://itchi.io) page or via email at jonspencerreviews@gmail.com.



J O N S P E N C E R

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