

# *Don't Walk in Winter Wood*

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Dedicated to my mom and the memory of my dad.

# Introduction

Sample file

*Don't Walk in Winter Wood* is a game about getting together with friends and creating spooky campfire stories. These kinds of stories have a way of turning back the clock, putting us into a childlike mindset of wonder and vulnerability. They remind us of the mysteries of our world, the holes in our day-to-day paradigm. They appeal to the primal hunger for myth that we all carry in our subconscious.

Think back to the times you've found spinning creepy yarns with your friends. Remember how after you finished, maybe in the wee hours of the morning, you found yourself on edge, easily startled by movements in the dark, speaking to each other in curt whispers? This game is intended to produce a similar result.

Winter Wood is a vague setting. This is intentional. It represents that place we all knew when we were growing up: the strange old house up the street, dead man's curve, the haunted cemetery, and all of the otherwise mundane locations given ominous importance by urban legends and folklore. Winter Wood as a setting is intended to capture the essence of these places.

The mechanics serve to add structure and tension to the proceedings. It's probably inaccurate to call the mechanics a "game" as there's little in the way of strategy or rules manipulation that can be applied during play. Really, the mechanics serve as a pacing tool and a means to make the outcome of the emerging story unpredictable.

This book is divided into three parts. The first, "Legends of Winter Wood," describes the setting and is intended to serve as inspiration for your games. The second, "Rules of Play," explains the basic play procedures and how to apply them. The third section, "Into the Woods," describes the role of the Watcher (gamemaster) and contains several ready-to-play scenarios.

Now then, let's go for a walk in the woods.



Sample file