

A dense, misty forest with tall trees and lush green undergrowth. The scene is atmospheric, with soft light filtering through the canopy. The text is overlaid on the upper half of the image.

THERE'S A WOLF
IN
THOSE WOODS

A MURDER MYSTERY GAME BY
ALEX RINEHART

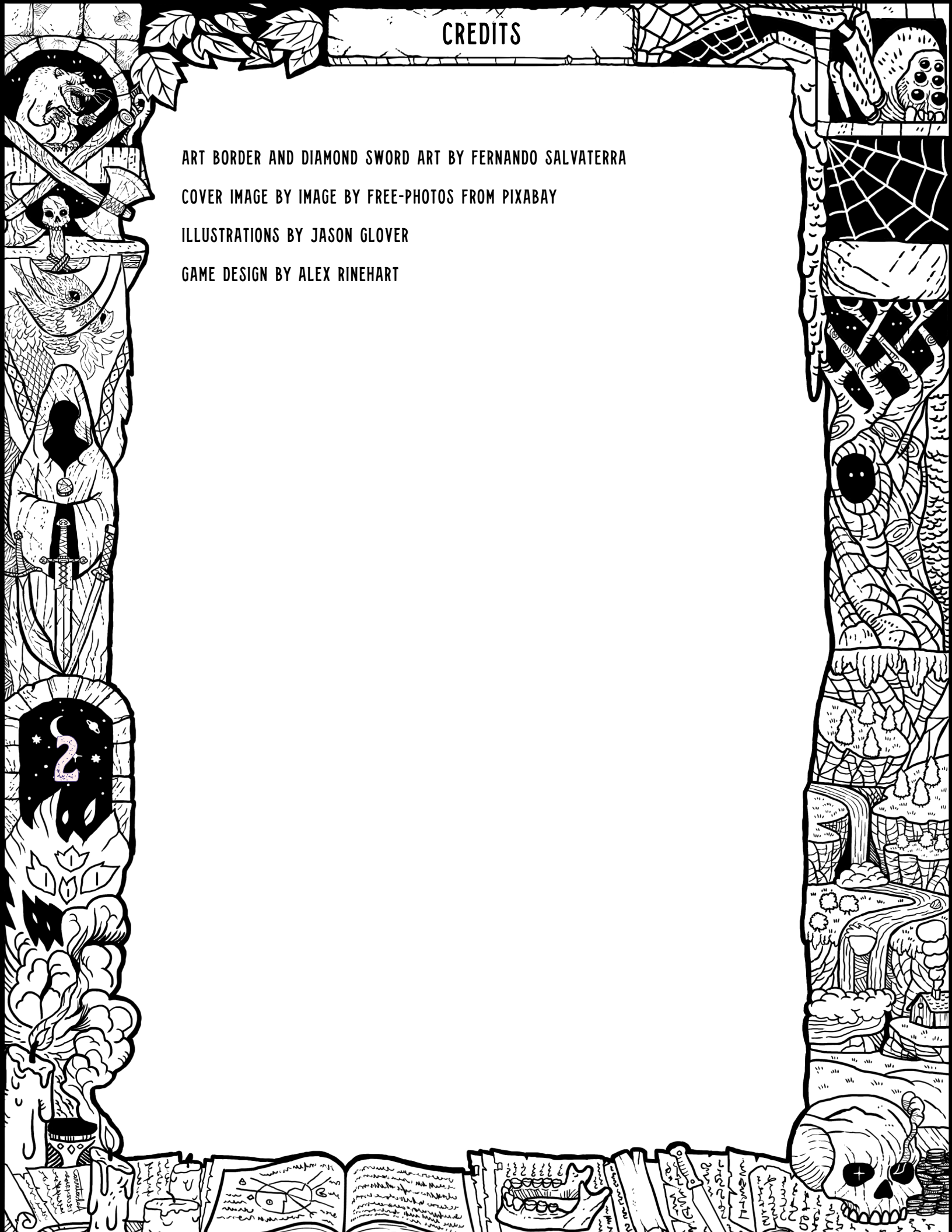
CREDITS

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PREMISE

THE WOODCUTTER IS DEAD. WE FOUND HIS BODY THIS MORNING, STILL WARM IN HIS WOOD HUT. IT'S CLEAR HE WAS KILLED. MURDERED. NO NATURAL DEATH CAUSES THAT MUCH BLOOD. THAT MUCH CARNAGE. WHOEVER DID THIS HAD A REASON. AND THEY MAY DO IT AGAIN.

SETTING UP

BEFORE THE GAME, PRINT OUT EACH OF THE CHARACTER SHEETS, PRINT AND CUT EACH OF THE SECRET CARDS AS WELL. ONLY THE FACILITATOR SHOULD LOOK AT THESE CARDS, AS THE GAME WILL BE SPOILED OTHERWISE.



CYCLE OF PLAY

THERE IS A WOLF IN THOSE WOODS TAKES PLACE OVER 3 ACTS. AT THE BEGINNING OF THE GAME, PLAYERS ARE ASSIGNED CHARACTERS AND DRAW A CARD LABELED "SECRET 1". THIS TELLS THEM WHETHER OR NOT THEY ARE THE MURDERER.

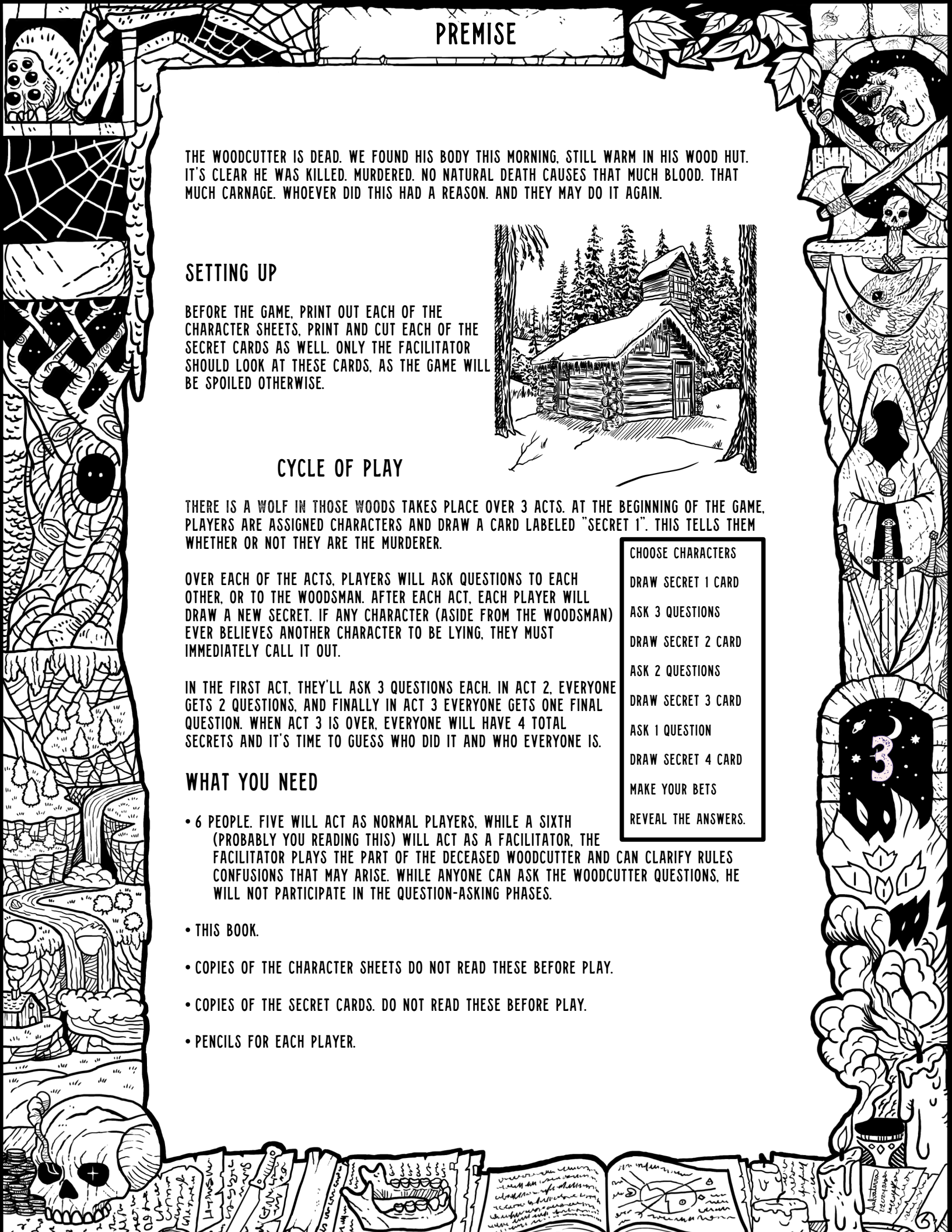
OVER EACH OF THE ACTS, PLAYERS WILL ASK QUESTIONS TO EACH OTHER, OR TO THE WOODSMAN. AFTER EACH ACT, EACH PLAYER WILL DRAW A NEW SECRET. IF ANY CHARACTER (ASIDE FROM THE WOODSMAN) EVER BELIEVES ANOTHER CHARACTER TO BE LYING, THEY MUST IMMEDIATELY CALL IT OUT.

IN THE FIRST ACT, THEY'LL ASK 3 QUESTIONS EACH. IN ACT 2, EVERYONE GETS 2 QUESTIONS, AND FINALLY IN ACT 3 EVERYONE GETS ONE FINAL QUESTION. WHEN ACT 3 IS OVER, EVERYONE WILL HAVE 4 TOTAL SECRETS AND IT'S TIME TO GUESS WHO DID IT AND WHO EVERYONE IS.

WHAT YOU NEED

- 6 PEOPLE. FIVE WILL ACT AS NORMAL PLAYERS, WHILE A SIXTH (PROBABLY YOU READING THIS) WILL ACT AS A FACILITATOR, THE FACILITATOR PLAYS THE PART OF THE DECEASED WOODCUTTER AND CAN CLARIFY RULES CONFUSIONS THAT MAY ARISE. WHILE ANYONE CAN ASK THE WOODCUTTER QUESTIONS, HE WILL NOT PARTICIPATE IN THE QUESTION-ASKING PHASES.
- THIS BOOK.
- COPIES OF THE CHARACTER SHEETS DO NOT READ THESE BEFORE PLAY.
- COPIES OF THE SECRET CARDS. DO NOT READ THESE BEFORE PLAY.
- PENCILS FOR EACH PLAYER.

- CHOOSE CHARACTERS
- DRAW SECRET 1 CARD
- ASK 3 QUESTIONS
- DRAW SECRET 2 CARD
- ASK 2 QUESTIONS
- DRAW SECRET 3 CARD
- ASK 1 QUESTION
- DRAW SECRET 4 CARD
- MAKE YOUR BETS
- REVEAL THE ANSWERS.



CAST

WHO COULD HAVE DONE IT? WHO'S HERE TO INVESTIGATE? CHOOSE A CHARACTER, AND CHOOSE WISELY. ACTUALLY NO, DON'T CHOOSE WISELY. CHOOSE SECRETLY AND KEEP IT TO YOURSELF.



HIS WIFE, ALENKA



THE FOREST WITCH, MAVEN



THE SPIRIT OF THE FOREST, UNDERGROWTH



HIS ASSISTANT LUMBERJACK, KARL



A LITERAL GODDAMN WOLF



ALENKA



MAVEN



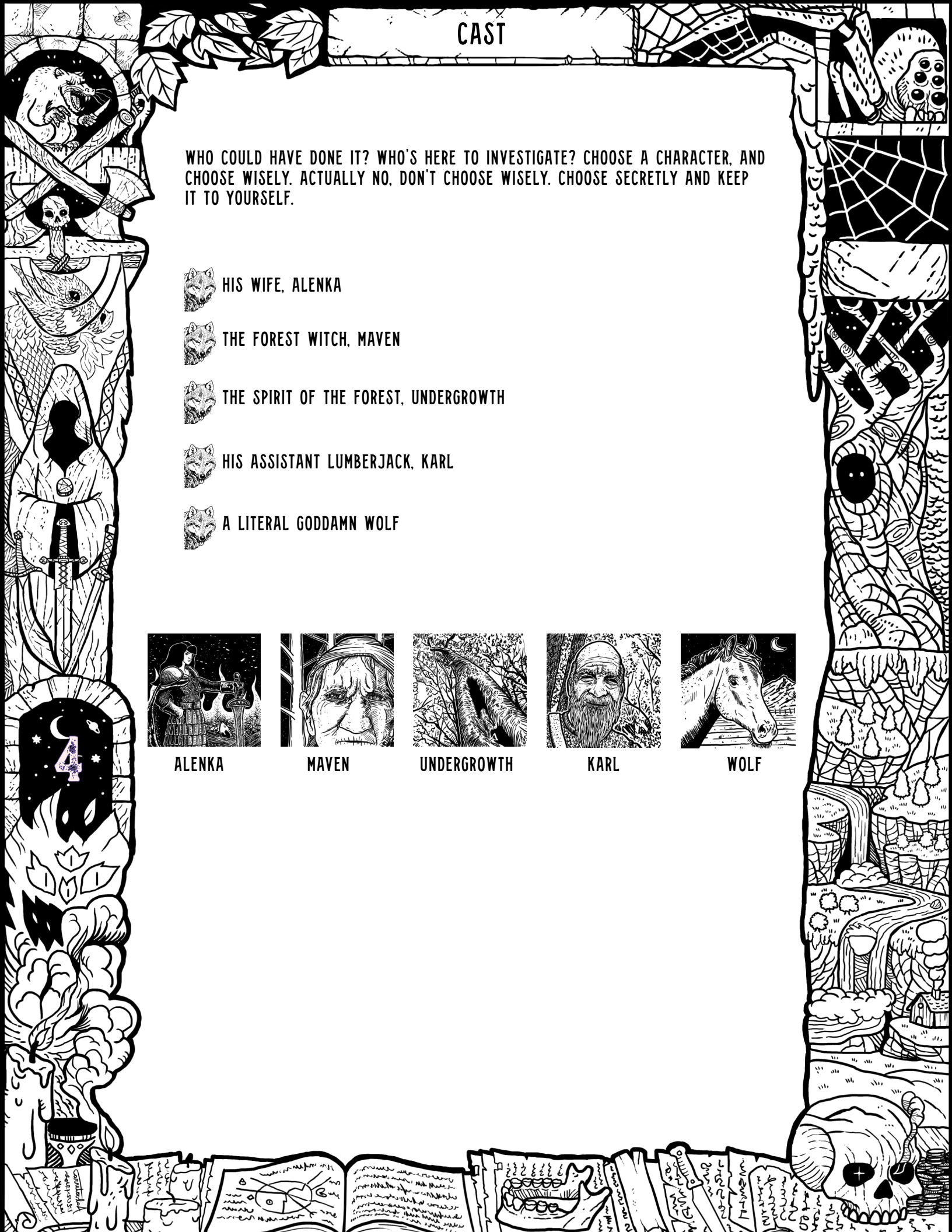
UNDERGROWTH



KARL



WOLF



SETTING UP

YOU HAVE BEEN SUMMONED TO THE WOODCUTTER'S HUT TO ANSWER TWO VERY IMPORTANT QUESTIONS: WHO KILLED THE WOODCUTTER, AND WHO ARE THESE VISITORS?

IN HIS DYING BREATH, THE LUMBERJACK BESEECED THE WOODS FOR A FAVOR, TO CONCEAL THE IDENTITIES OF THOSE WHO WOULD CLAIM HIS CORPSE UNTIL THE IDENTITY OF HIS MURDERER WAS KNOWN. THE WOODS, CAPRICIOUS AS THEY ARE, WOULD NOT HAVE LISTENED UNLESS THEY SOMEHOW STOOD TO BENEFIT...

EACH PLAYER WILL SECRETLY BE ASSIGNED ONE OF 5 IDENTITIES. IT IS IMPERATIVE THAT YOU DO NOT REVEAL YOUR IDENTITY TO ANY OTHER PLAYER UNTIL THE END OF THE GAME.

ONE PLAYER (THE MOST EXPERIENCED) WILL ACT AS THE WOODCUTTER AND FACILITATOR. THEY WILL NOT PARTICIPATE IN THE CYCLE OF THE GAME, BUT CAN HELP RESOLVE QUESTIONS FOR PLAYERS. DURING THE QUESTION-ASKING PHASES, PLAYERS MAY DIRECT QUESTIONS TO THE WOODCUTTER. THEY MAY ALSO, OF COURSE, ASK QUESTIONS TO THE FACILITATOR (THESE DO NOT COUNT TOWARDS THE FLOW OF THE GAME).

ONCE EVERYONE HAS RANDOMLY PICKED A CHARACTER, THEY SHOULD DRAW A "1" SECRET CARD. LOOK AT YOUR CHARACTER SHEET AND LOOK AT THE CARD YOU DREW. YOU NOW HAVE THREE TOTAL SECRETS.

THEN THE GAME BEGINS: PLAYERS TAKE TURNS ASKING EACH OTHER QUESTIONS. QUESTIONS ARE LIMITED, SO FEEL FREE TO BE DIRECT.

AFTER EVERYONE HAS ASKED THREE QUESTIONS, EVERYONE DRAWS A CARD (LABELED 2). WITH THIS NEW INFORMATION, EVERYONE GETS TO ASK ANOTHER TWO QUESTIONS, AND THEN THEY DRAW A THIRD CARD (LABELED 3). FINALLY, EVERYONE ASKS ONE LAST QUESTION AND THEN DRAWS ONE FINAL CARD (LABELED 4). IF EVERYONE AGREES, ONE FINAL ROUND OF QUESTIONS CAN TAKE PLACE.

CHARACTER + SECRET 1 → 3 QUESTIONS → SECRET 2 → 2 QUESTIONS → SECRET 3 → 1 QUESTION → SECRET 4 → [OPTIONAL 1 QUESTION] → REVEAL

ONCE THE LAST QUESTION IS ASKED, PLAYERS WRITE DOWN THEIR GUESSES AS TO WHO KILLED THE WOODSMAN, HOW THEY DID IT, AND WHY. THEY SHOULD ALSO WRITE DOWN WHO THEY THINK EACH PLAYER IS. THEN THE ANSWERS ARE REVEALED.

If, at any point, you believe you have caught someone saying something that isn't true, announce it aloud, saying something like "That doesn't seem right" or "I don't believe you".

IF YOU EVER BELIEVE YOU'VE SOLVED THESE MYSTERIES BEFORE THE END OF THE GAME, YOU CAN ANNOUNCE IT TO THE FACILITATOR. THEY WILL CHECK YOUR GUESSES. IF YOU'RE RIGHT, CONGRATULATIONS, YOU WIN EXTRA HARD. EVERYONE ELSE CAN KEEP PLAYING WITHOUT YOU.

WHEN ASKING QUESTIONS, YOU HAVE TWO GOALS: FIRST, YOU WANT TO DISCOVER WHO THE MURDERER IS. SECOND, YOU WANT TO DISCOVER WHO EACH OF THE CHARACTERS ARE. FILL OUT YOUR GUESSES AS YOU PLAY.

IF YOU AREN'T THE FACILITATOR, STOP READING NOW: SPOILERS AHEAD!

THE WOODSMAN (AKA THE FACILITATOR)

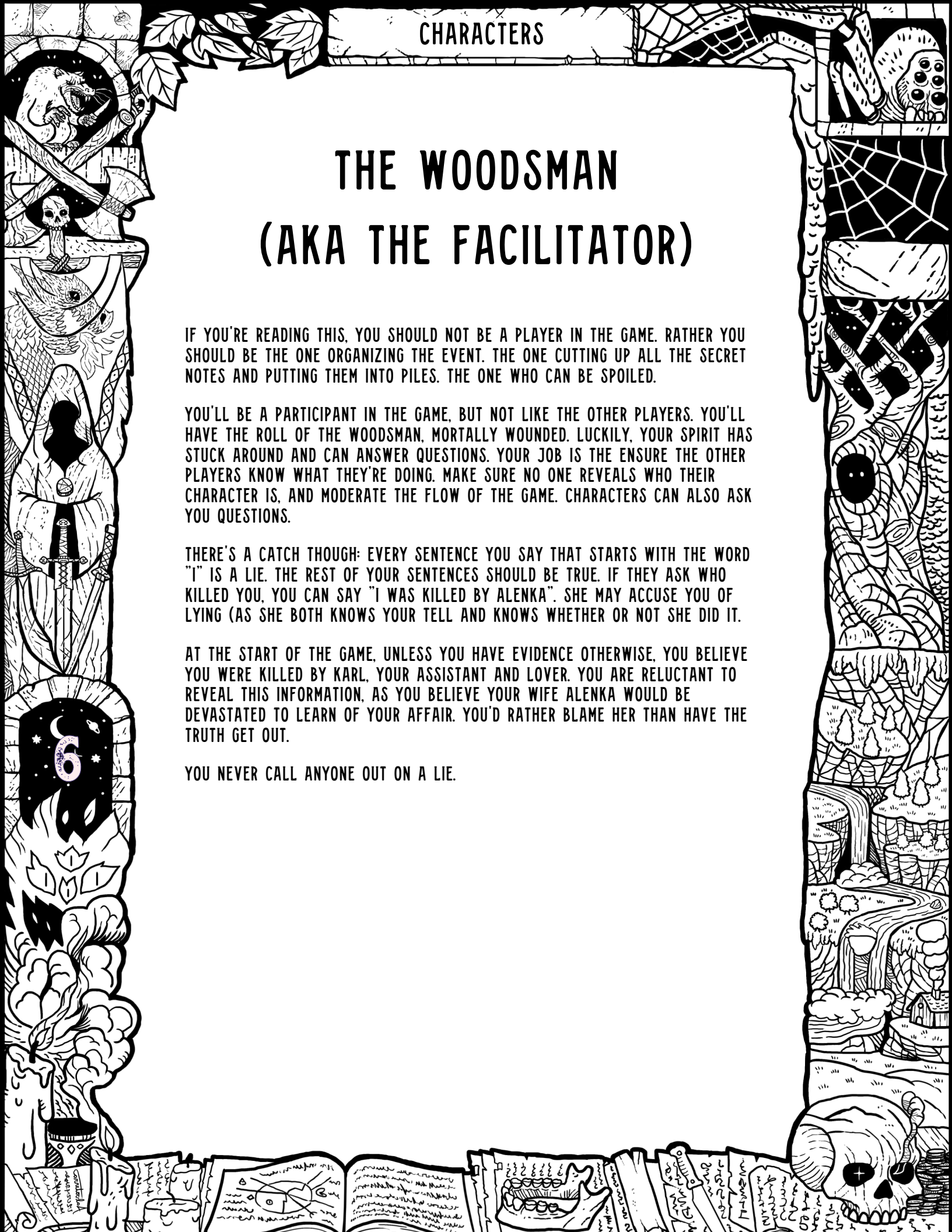
IF YOU'RE READING THIS, YOU SHOULD NOT BE A PLAYER IN THE GAME. RATHER YOU SHOULD BE THE ONE ORGANIZING THE EVENT. THE ONE CUTTING UP ALL THE SECRET NOTES AND PUTTING THEM INTO PILES. THE ONE WHO CAN BE SPOILED.

YOU'LL BE A PARTICIPANT IN THE GAME, BUT NOT LIKE THE OTHER PLAYERS. YOU'LL HAVE THE ROLL OF THE WOODSMAN, MORTALLY WOUNDED. LUCKILY, YOUR SPIRIT HAS STUCK AROUND AND CAN ANSWER QUESTIONS. YOUR JOB IS TO ENSURE THE OTHER PLAYERS KNOW WHAT THEY'RE DOING. MAKE SURE NO ONE REVEALS WHO THEIR CHARACTER IS, AND MODERATE THE FLOW OF THE GAME. CHARACTERS CAN ALSO ASK YOU QUESTIONS.

THERE'S A CATCH THOUGH: EVERY SENTENCE YOU SAY THAT STARTS WITH THE WORD "I" IS A LIE. THE REST OF YOUR SENTENCES SHOULD BE TRUE. IF THEY ASK WHO KILLED YOU, YOU CAN SAY "I WAS KILLED BY ALENKA". SHE MAY ACCUSE YOU OF LYING (AS SHE BOTH KNOWS YOUR TELL AND KNOWS WHETHER OR NOT SHE DID IT).

AT THE START OF THE GAME, UNLESS YOU HAVE EVIDENCE OTHERWISE, YOU BELIEVE YOU WERE KILLED BY KARL, YOUR ASSISTANT AND LOVER. YOU ARE RELUCTANT TO REVEAL THIS INFORMATION, AS YOU BELIEVE YOUR WIFE ALENKA WOULD BE DEVASTATED TO LEARN OF YOUR AFFAIR. YOU'D RATHER BLAME HER THAN HAVE THE TRUTH GET OUT.

YOU NEVER CALL ANYONE OUT ON A LIE.



WOLF

MEANS: YOU'RE A LITERAL GODDAMN WOLF. YOU ARE A SYNONYM FOR KILLING, FOR DEATH. WHEN YOU KILL, IT GETS MESSY. AND YOU'RE NO STRANGER TO MESSSES.

MOTIVE: HUNGER. SIMPLE HUNGER. THE WOODSMAN CHALLENGES YOU AS THE RULER OF THE WOODS. THAT KIND OF HUBRIS CANNOT BE TOLERATED.

OPPORTUNITY: A SHEEP'S CLOTHING ISN'T THE ONLY DISGUISE YOU CAN DON. YOUR ABILITY TO APPEAR AS ANOTHER IS LEGENDARY. A DOG, A FRIEND, A LOVER.

WHO'S WHO

PLACE YOUR BETS

ALENKA, WIFE

MAVEN, WITCH

UNDERGROWTH, SPIRIT

KARL, ASSISTANT

SECRETS

YOU KNOW KARL SPEAKS TRUTH FROM THE HEART.

WHENEVER YOU LIE, SCRATCH BEHIND YOUR EARS OR AT YOUR CHEST OR YOUR LEGS OR YOUR SHOULDERS OR ANYWHERE ELSE IT ITCHES. AND WOLF? IT ITCHES EVERYWHERE WHEN YOU LIE.

ALENKA

MEANS: MAN ISN'T THAT MUCH DIFFERENT THAN CHICKEN. OR RABBIT, DEER, OR BOAR. YOU'RE WELL ACQUAINTED WITH A KNIFE. A CHOPPING BLOCK. WITH ENDING A LIFE BY A SERIES OF SHORT, HARSH CHOPS. YOU'RE A BUTCHER. AS EVERY WIFE SHOULD BE.

MOTIVE: YOU RECENTLY LEARNED THE WOODSMAN HAD MADE YOU A CUCKQUEAN BY STEALING KISSES—AND MUCH MORE—FROM HIS APPRENTICE, KARL.

OPPORTUNITY: DURING THE MURDER YOU WERE IN THE OTHER ROOM, BEHEADING CHICKENS AND SKINNING RABBITS.

WHO'S WHO

PLACE YOUR BETS

MAVEN, WITCH

UNDERGROWTH, SPIRIT

KARL, ASSISTANT

WOLF

SECRETS

YOUR HUSBAND LIES WHEN SPEAKING ABOUT HIMSELF.

WHENEVER YOU TELL A LIE, TOUCH YOUR FACE OR EAR.

MAVEN

MEANS: YOU LITERALLY WROTE THE BOOK ON BLOOD MAGIC. JUST A SIMPLE SUGGESTION TO MAKE IT FLOW THE WRONG WAY... OR EXPLODE LIKE A FOUNTAIN. MANY USES, THAT.

MOTIVE: THIS USED TO BE A QUIET WOODS. ONCE, LONG AGO. NOW IT'S EVERY DAY THE THWACK THWACK THWACK OF AXE ON WOOD AND THE SOFT SMOUCHING OF LIPS ON FLESH INTERRUPTS YOUR READING, YOUR STUDYING, YOUR SOLITUDE. TOO LONG HAS THIS GONE ON.

OPPORTUNITY: DURING THE MURDER YOU WERE AT HOME IN YOUR FUNGAL ROOST, REVIEWING YOUR NOTES ON REMOTE BLOOD MURDER.

WHO'S WHO

PLACE YOUR BETS

WIFE, ALENKA

SPIRIT, UNDERGROWTH

ASSISTANT, KARL

WOLF

SECRETS

YOU KNOW THAT THE WOLF HAS FLEAS THAT BITE WHEN HE LIES.

REGARDLESS OF WHETHER YOU'RE LYING OR NOT, EVERY THIRD THING YOU SAY, TOUCH THE TIPS OF YOUR FINGERS TOGETHER.

UNDERGROWTH

MEANS: YOU ARE THE SPIRIT OF THE FOREST. EVEN DEAD TREES CALL OUT TO YOU. AND THERE ARE SO MANY VOICES NOW. BECAUSE OF HIM.

MOTIVE: THE WOODSMAN HAS BEEN UPSETTING THE BALANCE OF THE WOODS. CUTTING DOWN TOO MUCH. NOT REPLANTING WHAT HE TAKES.

OPPORTUNITY: WHAT OF THE WOODSMAN'S HOUSE WAS NOT ONCE WOOD? AND DON'T THE SPIRITS OF THAT WOOD CALL OUT TO YOU, BEGGING FOR REVENGE, WISHING AND WILLING YOU TO BRING THEM TO LIFE AND EXTRACT THE VENGEANCE THEY CRAVE? A WHISPER, JUST ONE, AND YOU COULD TURN A SPLINTER OF WOOD INTO A WEAPON. AND A WHOLE CABIN? WHILE THAT WOULD BE A MESSY CABIN INDEED.

WHO'S WHO

PLACE YOUR BETS

MAVEN, WITCH

ALENKA, WIFE

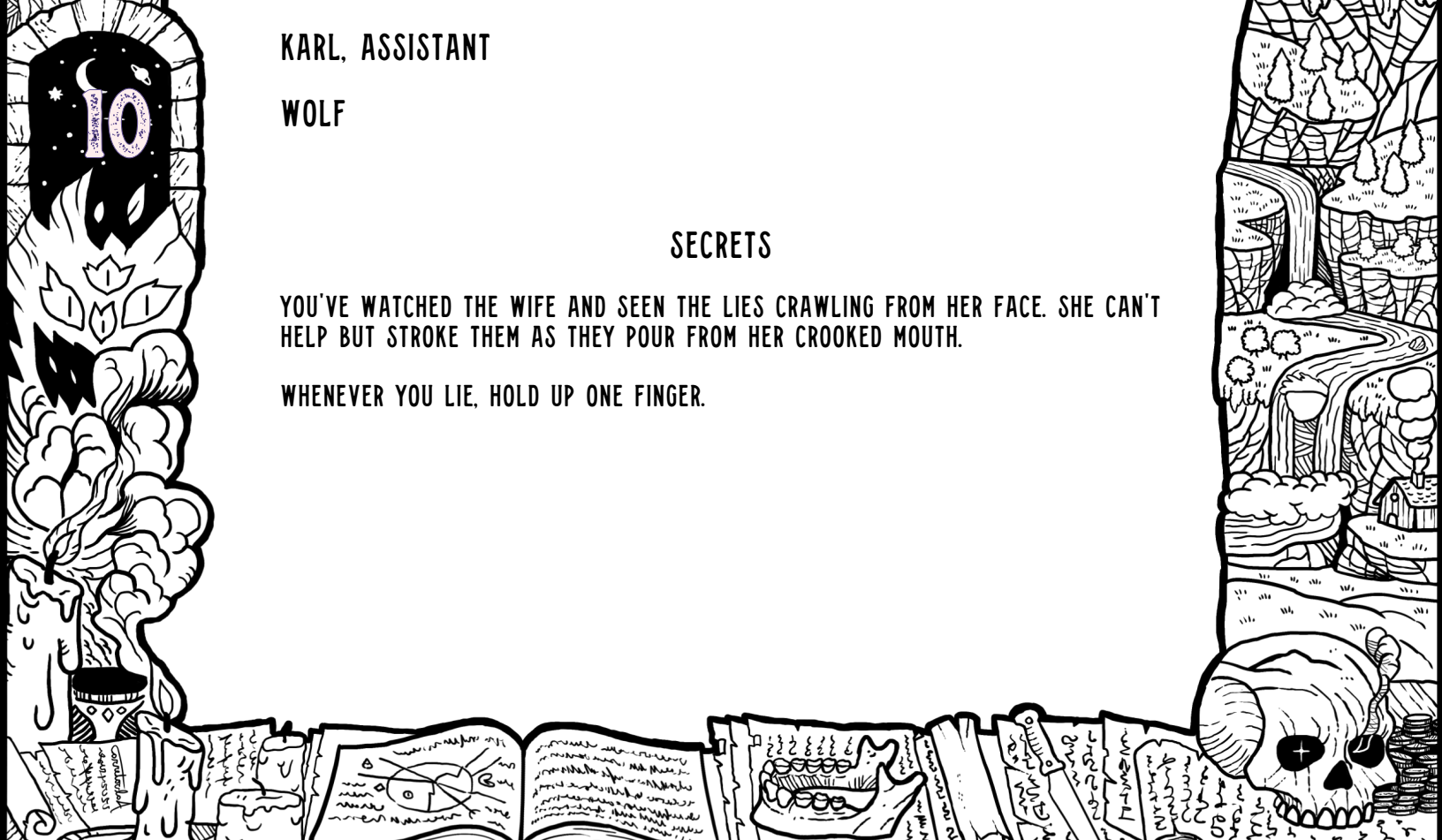
KARL, ASSISTANT

WOLF

SECRETS

YOU'VE WATCHED THE WIFE AND SEEN THE LIES CRAWLING FROM HER FACE. SHE CAN'T HELP BUT STROKE THEM AS THEY POUR FROM HER CROOKED MOUTH.

WHENEVER YOU LIE, HOLD UP ONE FINGER.



KARL

MEANS: SWINGING AN AXE IS SWINGING AN AXE. HOW DIFFERENT IS A MAN FROM A TREE?

MOTIVE: THE WOODSMAN CALLED OFF YOUR LONG-TERM TRYST RECENTLY. PLUS WITH HIM OUT OF THE WAY, YOU INHERIT THE BUSINESS.

OPPORTUNITY: DURING THE MURDER, YOU WERE CLEANING OFF YOUR LARGEST AXE IN THE STREAM BEHIND THE WOODSMAN'S HUT. YOU KNOW, BECAUSE OF ALL THE SAP THAT GETS ON IT.

WHO'S WHO

PLACE YOUR BETS

ALENKA, WIFE

UNDERGROWTH, SPIRIT

MAVEN, WITCH

WOLF

SECRETS

YOU KNOW THE SPIRIT OF THE WOODS HAS A TELL WHEN SHE LIES, AS IF DIRECTING ALL EYES TOWARDS THE TRUTHS SHE FEARS TO SPEAK.

WHEN YOU SPEAK THE TRUTH, THUMP YOUR CHEST.

SECRETS (1)

EVERYONE GETS ONE OF THESE FACE DOWN AT THE START OF THE GAME. KEEP IT SECRET.

YOU ARE *NOT*
THE MURDERER.

YOU ARE *NOT*
THE MURDERER.

YOU ARE *NOT*
THE MURDERER.

YOU ARE *NOT*
THE MURDERER.

YOU *ARE* THE
MURDERER.

SECRET 1

SECRET 1

SECRET 1

SECRET 1

SECRET 1

SECRETS (2)

AFTER EVERYONE HAS ASKED 3 QUESTIONS, EVERYONE GETS ONE OF THESE AT RANDOM. KEEP IT SECRET.

THE WITCH CAN
TELL WHEN THE
WOLF LIES

KARL AND THE
WOODSMAN WERE
LOVERS

WIVES CAN TELL
WHEN HUSBANDS
LIE...AND MAYBE
WHEN THEY CHEAT.

THE WOLF CAN
SMELL THE LIES
KARL SPEAKS. OR
MAYBE HEAR WHEN
HIS HEART IS TRUE.

THE APPRENTICE
KNOWS WHEN
UNDERGROWTH LIES.
TIME ENOUGH SPENT
TOGETHER.

MAVEN KNOWS HOW
TO KILL FROM A
DISTANCE. HER
SPECIALTY.

THERE'S NO WAY
TO TELL WHEN THE
WITCH LIES, BUT
SHE CAN KILL FROM
ANYWHERE IN THE
WOODS.

UNDERGROWTH
KNOWS WHEN THE
WIFE LIES.

KARL WAS AT THE
SCENE OF THE
CRIME WITH HIS
BIGGEST AXE.

LIES MAKE THE
WOLF
UNCOMFORTABLE.
THEY AGGRAVATE
HIS FLEAS.

SECRET 2

SECRET 2

SECRET 2

SECRET 2

SECRET 2

SECRETS (3)

AFTER EVERYONE HAS ASKED 5 TOTAL QUESTIONS, EVERYONE GETS ONE OF THESE AT RANDOM. KEEP IT SECRET.

UNDERGROWTH KNOWS
WHEN THE WIFE LIES.

BUT THE WIFE KNOWS
WHEN HER HUSBAND
LIES. AND THE
HUSBAND? HE LIES
WHEN SPEAKING OF
HIMSELF.

THE WITCH HAS NO
TELL. SHE MOVES HER
HANDS AT RANDOM.

KARL TOUCHES HIS
HEART WHEN SPEAKING
THE TRUTH.

UNDERGROWTH POINTS
WHEN SHE LIES.

THE WOODSMAN'S
SECRET LOVER HAS
KNOWN THIS FROM THE
START.

UNDERGROWTH KNOWS
WHEN ALENKA LIES.

ALENKA LIES WHEN
TOUCHING HER FACE.

THE WOLF IS AN EXPERT
AT DISGUISES.

THE WOLF CAN TELL
WHEN KARL LIES.

ALENKA IS NO STRANGER
TO KILLING, AND THE
MURDER TOOK PLACE IN
HER HOME.

SECRET 3

SECRET 3

SECRET 3

SECRET 3

SECRET 3

SECRETS (4)

AFTER EVERYONE HAS ASKED 6 TOTAL QUESTIONS, EVERYONE GETS ONE OF THESE AT RANDOM. KEEP IT SECRET.

KARL IS THE HEAD LUMBERJACK NOW THAT THE WOODSMAN IS DEAD.

THE WOODSMAN LIES WHEN STARTING A SENTENCE WITH "I"

ALENKA RECENTLY DISCOVERED THE AFFAIR THE WOODSMAN WAS HAVING WITH KARL.

KARL THUMPS HIS HEART WHEN HE SPEAKS THE TRUTH.

THE WOLF CAN BETTER HUNT WITHOUT TREES BEING CUT DOWN.

UNDERGROWTH POINTS WHEN SHE LIES.

UNDERGROWTH WARNED THE WOODSMAN HE WAS CUTTING TOO MUCH. UPSETTING THE BALANCE.

THE WOLF SCRATCHES AT FLEAS WHEN HE LIES.

MAVEN RESENTS THE LACK OF PEACE AND QUIET SHE GETS IN THE WOODS WITH THE WOODSMAN'S BUSINESS.

ALENKA LIES WHEN TOUCHING HER FACE.

SECRET 4

SECRET 4

SECRET 4

SECRET 4

SECRET 4