



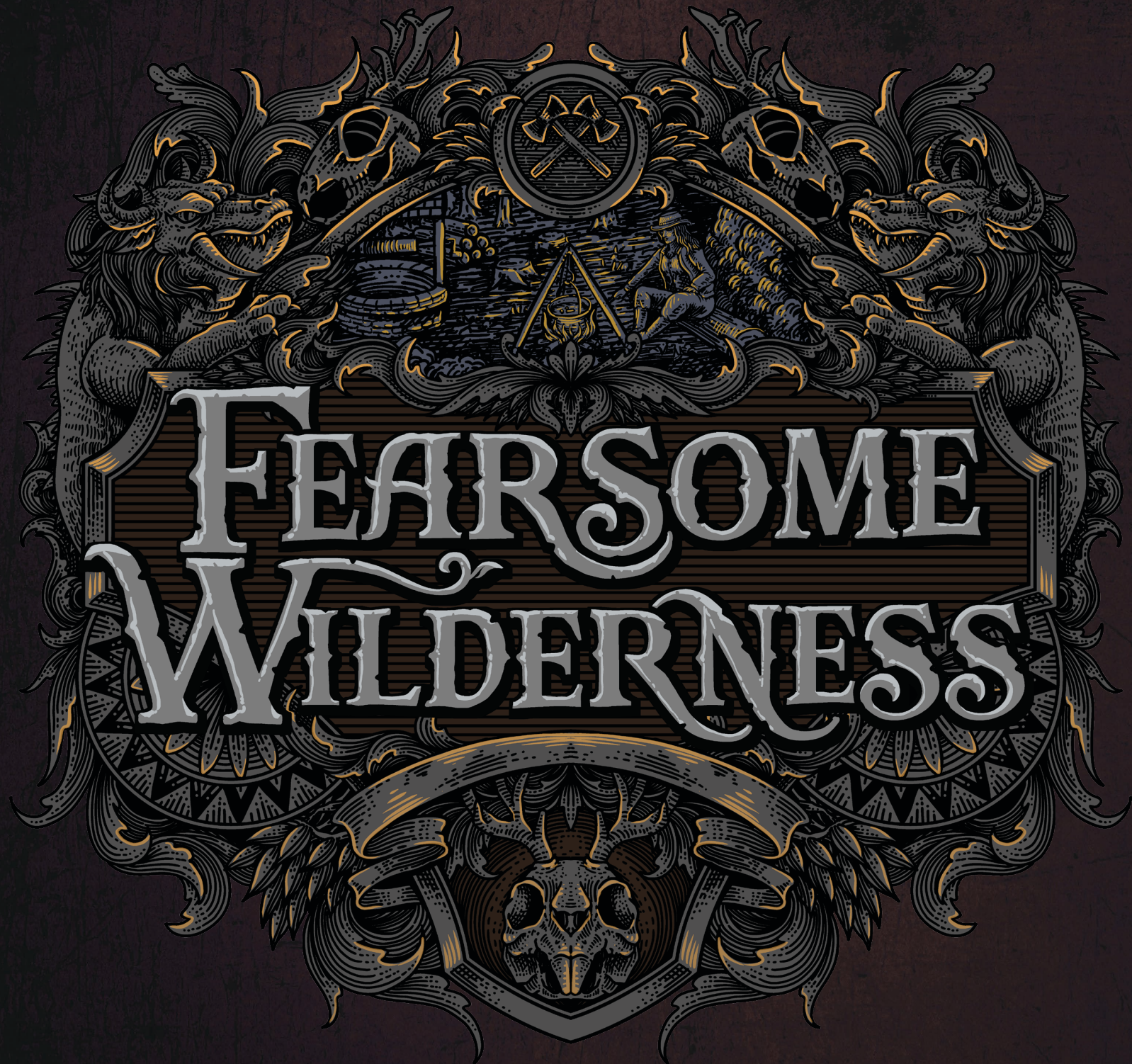
Fearsome Wilderness



TRIAL COPY

Please note: This is not the full rulebook. It only contains the first campaign scenario and the first six nightmares. Also the end game stories have been removed.







The creatures in this game are inspired from these public domain works:

Fearsome Creatures of the Lumberwoods, with a Few Desert and Mountain Beasts - 1910 Written by William T. Cox

Fearsome Critters, Written by Henry H. Tryon - 1939

Yarns of the Big Woods, Written and Illustrated by Art Childs - 1922

see page 126 for more details and links to above books

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FEARSOME WILDERNESS

Folk heroes, once made, never die.
Their lore lives on
and they cannot run from it.

Time brings change and wears on a man.
And old man Bunyan is fed up with city life
with its worries, greed, and corruption.

It's time to go back,
back to the old days when things were simpler.
And he's convinced a few friends to come along.



In the distant future, Paul and his friends are dropped off at a beach on a pristine lake but the neighboring forest is not as they expected.

The trees, having a will of their own, seek to defy these heroes of folklore.

Some gnarled with large burls and knots, others iridescent and screaming, newly planted trees grow full size overnight but quickly begin to rot.

Each day that goes by brings winter closer and shelter more crucial. All this and who knows what strange wildlife may lurk in the night.

In Fearsome Wilderness, 1 to 4 players, working together, control 4 folk heroes who are trying to survive the wilderness and accomplish different goals each week.

Each player may select any number of folk heroes to control but typically in a 4 player game, each player controls 1 folk hero. You always use all 4 folk heroes.

Object of the game:

One-shot Mode – Play with the basic rules and attempt to gather 5 log tokens in 1 week. If this seems too easy, attempt to gather 8. If you are a maniac, gather 12.

Twelves Weeks til Winter Campaign Mode – This mode consists of multiple gaming sessions with specific goals for each session.

Each session represents one week as you tell the story of how these folk heroes survived (or perished) during the first 12 weeks before winter and beyond.

It is designed so that the campaign will last at least 12 sessions and no more than 24.

When you fail your weekly goal, mark it in your Journal and replay the scenario. Everything is reset but players all begin with the **Provoked** condition.

If you fail to complete your goal two weeks in a row, mark it in your Journal but this time the forest takes pity on you and mysteriously provides what you need so you can move on to the next scenario but remember to update the Journal because winter is now one week closer.

After 12 weeks have passed, read the Winter Rules explained on page 27.

The folk heroes' ultimate task is to construct a fully furnished log cabin so they may live out their days in peace and minimalism.

Once constructed, a modest cabin will provide the meager comforts of shelter from winter and protection from fearsome critters.



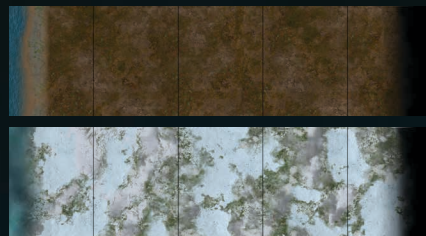
Dick Proenneke at his cabin in 1985. National Parks Service photo taken by Richard Proenneke and donated by Raymond Proenneke

Richard Proenneke built his cabin (pictured above) during the summers of 1967 and 1968 using mostly local materials and simple hand held tools. For many of these, he brought in steel parts and made the handles with local wood. When tools broke, he chose to repair them, rather than to buy new replacements.

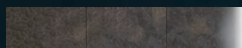
Components:



1 Dual-sided folding game board



Additional smaller board used for specific scenarios
Set aside until instructed.



12 wooden dice

6 Folk Hero Dice and 6 Critter Dice



50 wood cubes



Critter Deck, Tree Deck, & Folk Hero Deck



4 Day/Night cards

4 Food/Water cards

Day

1. progress the **day tracker** forward
2. flip over any face down **planted tree** cards
3. **eat food** - first spend 1 food token, then take 1 damage, then damage for each 2 food tokens spent. You can heal a 3 damage each day
4. **drink water** - spend 1 water token, then take 1 damage unless the lake or the well
5. **plant trees** - each hero spend 3 water tokens
6. **move** up to 2 spaces
7. **roll folk hero dice** with 1 die
8. **remove all damage** to critter and tree cards
9. flip this card and begin the night

Night

1. resolve overnight effects - for each critter on a space with one or more heroes, nominate one of those heroes and resolve the Overnight effects
2. **have nightmares** - for each critter or tree that gives nightmares on a space with one or more heroes, nominate one of those heroes, draw a random critter card, and then find it's nightmare in the rulebook and perform that nightmare
3. **move critters** - critters move one space toward a folk hero unless otherwise specified. Players decide which direction.
4. **place new critters** - place 2 random critters in the creeping darkness unless otherwise specified
5. **place well critters** - roll 1 die, if the result is a critter paw print icon place a random critter at the well space
6. flip this card, begin the next day



1 Mason Jar token

1 Baby Critter token

6 Stone Pile tokens

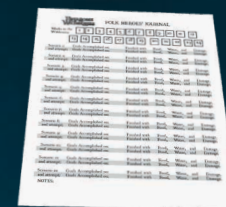
14 Wood Pile tokens



Hardcover rulebook



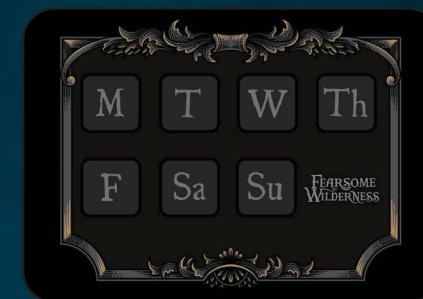
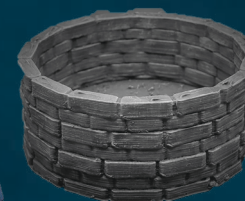
Folk hero journal



4 folk hero cards and miniatures



1 Well miniature





"It never got weird enough for me"
- Hunter S. Thompson

Set up:

1. Place the **board** on the table and give each player a **folk hero card** and **day/night card**.
2. Give each folk hero a **food/water card** and **place 2 cube tokens on the food** section.
3. **Shuffle** the **Tree and Critter decks** and place them next to the board.
4. Place the **Conditions** from the Folk Hero deck next to the other decks. You may choose to alphabetize.
5. Designate space for a **discard** pile for the Tree and Critter decks.
6. Place all remaining **tokens** off to the side next to the board but where it's easy to access.
7. Place the **day tracker card** near the board and set a wood cube **next** to the card. You will start on Monday.
8. For your first game, you will need to **read the scenario** “The first week”, Page 23 in the rulebook.
9. **Populate the board** with Trees, Critters, and the Well as instructed by the scenario.
10. Give any **starting conditions** listed in the scenario to the specified folk heroes.
11. Look at the **day/night helper card** and **begin the day**.

One-shot Mode

Goal: gather 5 log tokens and bring them to the space with the lake. You need these resources to survive the wilderness.

The game ends in a success when 5 logs tokens are on the space with the lake.

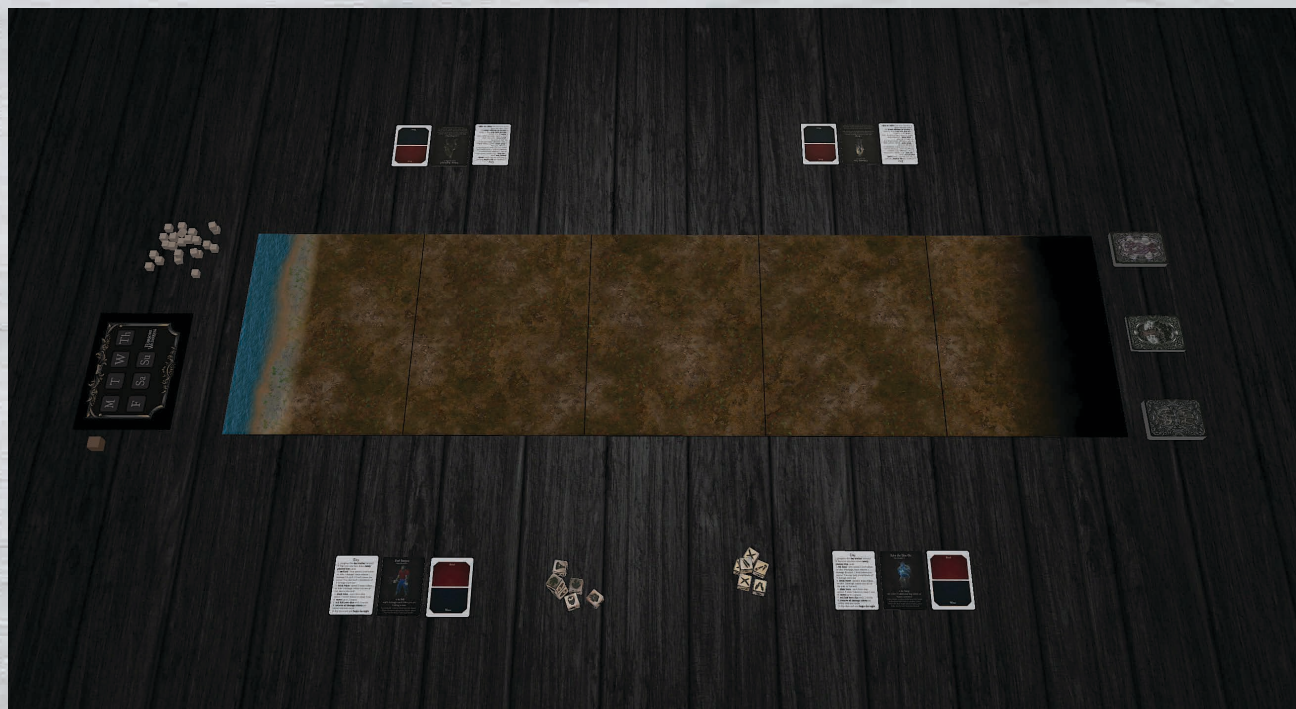
You fail if you cannot complete the goal within the week.

Try for more log tokens to increase the difficulty.

The One-shot game mode's goal, set up, and rules are identical to the first game session of the Twelve Weeks til Winter campaign called “The first week”. Details of the campaign are on page 37. You may choose to remove all starting conditions if you want an easier first session.

Campaign Mode

10 Read page 34 and begin the Twelve Weeks til Winter.



A Note on Planting Trees:

The forest trees have strange habits and it seems connected to the native water. After watering a newly planted seed, it grows to full size the next day but not all seeds turn into trees that provide usable lumber and some induce nightmares at night.

Upon further inspection of the existing trees, they are rotten and unusable. Luckily, newly planted trees are yet to show signs of decay.

Also note that **the land can only support a limited number of trees on each space.** See below diagram.

Cannot plant trees on this space	1 Tree Max	2 Trees Max	3 Trees Max	4 Trees Max
----------------------------------------------	------------	-------------	-------------	-------------

Game Phase Overview:

Day:

1. **Progress** the day tracker forward one day.
2. Flip over **any** facedown **newly planted** tree cards.
3. **Eat** food - first spend 1 food token or take 1 damage, then remove 1 damage for every 2 additional food you consume. You can only heal a maximum of 3 points each day.
4. **Drink** water- consume 1 water token or take 1 damage. This is not required when on a space with the lake or the well.
5. **Plant trees** - (optional) spend 3 water to plant 1 tree on your current space. Each hero can plant a maximum of 1 tree each day.
6. **Move** up to 2 spaces.
7. **Roll dice** with 2 rerolls.
8. **Remove any damage** tokens on tree or critter cards.
9. Flip the day card and **begin the night**.



Night:

1. **Resolve Overnight Effects** - for each critter on a space with one or more heroes, nominate one of those heroes and resolve the Overnight Effects.
2. **Have nightmares** - for each critter or tree that gives nightmares on a space with one or more heroes, nominate one of those heroes, draw a random critter card, and then find its nightmare in the rulebook and perform that nightmare.
3. **Move critters** - critters move one space toward the closest folk hero, unless otherwise specified. Players decide which direction it moves.
4. **Place new critters** - place 2 random critters in the space with the darkness unless otherwise specified.
5. **Roll for well critters** - roll a folk hero die. If the result is a critter paw print icon, place a random critter at the well.
6. Flip this card and **begin the next day**.

Day Phase details:



1. **Progress** the day tracker forward.

Each game takes place over the course of one week in the lives of the folk heroes. After each night phase, you will advance the token on the day tracker one day. When you finish the night phase on Sunday, the scenario is over and time has run out. Page 23 details what to do at the end of the scenario and how to calculate your scores.

2. Flip over **any** facedown **newly planted** tree cards.

The existing trees around you have rotted and are unusable. The land has strange properties which makes seeds grow into mature trees overnight. Players can only flip over trees that were planted the previous day in step 5 below. Trees planted the previous day will be face down on the table and ready to reveal. New trees are only sometimes usable and each have different felling requirements and number of tokens they yield. Each tree cards has 2 icons on the bottom and are explained on page 15.

3. **Eat** food - consume 1 food (or take 1 damage). Then remove 1 damage for every 2 additional food you consume. Each folk hero may heal a maximum of 3 damage each day.

You must eat to survive. You may also need food to heal damage on your folk hero. During this step, each hero must spend one food cube token or else they must place a damage cube token on their folk hero card to track damage. Cube tokens are explained on page 15.

Once a player has damage equal to their maximum health, they read and resolve their character's "Upon Death" trait.

You may share food and water tokens with other players anytime you are on the same space. This will be helpful and it's often smart to distribute food and water before splitting up.

Once you have spent a food or taken damage at the start of step 3, you can then choose to spend additional food tokens. For every 2 additional food you spend, you can heal 1 damage and remove the damage token from your folkhero card. Each folk hero may heal a maximum of 3 damage during this step.



4. **Drink** water - consume 1 water (or take 1 damage). This is not required when on a space with the lake or the well.

You must drink water to survive. This step is the same as 'step 3 eat food' except that you do not heal damage by spending water. When players are on a space on the game board with either the lake or the well, they can skip this step.

5. **Plant trees** - (optional) costs 3 water, max 1 tree per hero.

During this step, heroes may plant trees. Each hero can plant 1 tree during this phase. Each space has a limit to the number of trees it can have on it (see page 11). To plant a tree, spend 3 water (or 2 if you are Johnny) and draw a random tree card from the top of the tree deck. Then place it face down on the space your hero is on. Don't flip the tree card over until tomorrow.

6. **Move** up to 2 spaces.

The folk heroes now all head out for the day. Each hero decides where they want to move, remembering their maximum movement noted on their character card and taking into account any conditions they have that may affect movement. Heroes move one at a time in an order decided by players. Take care to contemplate keeping the party together or splitting up to cover more ground.

7. **Roll dice** with 2 rerolls.

During this step, heroes roll dice one at a time in an order decided by players. See page 19 for detailed explanation of what actions are available. To take actions, first roll all 6 folk hero dice. You can then re-roll any or none of your dice. Finally, you can then re-roll any or none of your dice one last time. Between rolls, decide which dice to keep and which to re-roll. Be careful not to end with a skull icon facing up, as that represents a wilderness accident and you will have to place a damage token on your hero card for each skull icon shown.

8. **Remove any damage** tokens from trees or critters.

Each day's actions do not carry over to the next day, they are abstract representations of your efforts. If you do not fulfill requirements to fell a tree or defeat a critter, remove all damage (wood cubes) during this step. Critters and trees fully heal overnight.

9. Flip the day card and **begin the night**.

Carrying items

Paul, Jane, and Johnny can each carry 1 heavy item like a log token, stone token, or other carry-able resources. Babe can carry 2. Folk heroes and critters are also considered a heavy item when applicable.

If a folk hero is on a space with a log token or resource token, they may carry that item with them to a new space that they move through or end on.

You may drop off items in the middle of your movement turn if you so choose.

If you die or get dragged to another space, the items stay on the space you were previously on.



Cube tokens

The base game includes 50 wooden cubes to be used for tracking various aspects of the game.



Wood tokens may be placed on:

- the Food/Water card to track those resources.
- a folk hero, critter, or tree card to represent damage.
- the game board to represent log tokens.
- the day tracker card to keep track of what day it is.

Wood cubes can also be used for any other miscellaneous tasks or items you need to track.

Night Phase details

1. **Resolve overnight effects** - for each critter on a space with a folk hero, resolve the critter's Overnight effects. Each critter attacks one hero who is nominated by the party.

At the start of the night phase, for any critters on the board, look to see if one or more heroes are on the same space. Overnight effects are only triggered when at least one hero is on the same space as the critter. Next read the text explaining the overnight effects of the critter. Players should discuss and nominate a folk hero to take the effect.

Each critter's overnight effects only affect 1 hero unless otherwise specified. Thematically, you can envision heroes taking watch in shifts. Do not give a hero a second overnight effect until all heroes on the space have already taken one. If the players cannot agree on which hero to nominate, use dice or some random means of deciding.

2. **Have nightmares** - for each critter or tree that gives nightmares on a space with one or more heroes, nominate one of those heroes, draw a random critter card, and then find its nightmare in the rulebook and perform that nightmare.

During this step, the horrors of the wilderness may infiltrate your dreams. If a hero is on a space with a critter or tree card that has text stating "Gives Nightmares" the group must nominate one player to have a nightmare.

For each critter or tree that gives nightmares, only resolve the nightmare one time on 1 folk hero. Thematically it makes sense to give nightmares to players who did not "take watch" and endure overnight effects in the previous step but it is up to the players to decide however they want.

To have a nightmare, players will draw random 1 critter card from the top of the critter deck. Players will then open the rulebook and navigate to the corresponding critter's nightmare page. Read the nightmare aloud pausing when it says "Roll to wake up". We recommend having a player other than the one experiencing the nightmare do the reading.

When it says "Roll to wake up", the player experiencing the nightmare will roll 1 folk hero die.

If the die face **shows a leaf**, wake up and resolve the effects stated in the nightmare.

If the die face **shows a skull**, wake up, and resolve the effects stated in the nightmare, and take 1 damage.

Otherwise, keep reading the nightmare.

Place the critter card in the its discard pile when your nightmare is finished.



3. **Move critters** - critters move one space toward the closest folk hero, unless otherwise specified.

In this step, players will move the critters 1 space towards the heroes unless otherwise noted on the card. Note that some critters move more than 1 space and some are “slow”.

Do not move if they are on a space already occupied by a folk hero.

Slow critters in the middle of a space, move to the edge. Slow critters on the edge of a space, move onto the next space. If a critter is on the edge and would reverse the direction of its movement, move it back to the opposite edge of the space but not onto the adjacent space.

If a critter is equi-distant to more than 1 hero, the group decides together which direction to move the critter or decides randomly if they cannot agree.

There is no limit to the number of critters that can occupy a space.

4. **Place new critters** - place 2 random critters in the space with the darkness unless otherwise specified.

More critters emerge from the darkness. Draw two new critters from the top of the critter deck and place them on the space with the creeping darkness unless otherwise specified. For example, some critters text state “starts at the lake” in which case it would be placed on the space with the lake and beach.

5. **Roll for well critters** - roll a folk hero die, if the die shows a critter paw print icon, place a random critter at the well.

The well is creepy and theres always a chance a critter could climb out of it and emerge into the wilderness.

Roll 1 folk hero die, if the result is a critter paw icon, draw a card from the top of the critter deck and place it on the space with the well.

If there is no well on the board, skip this step.

6. Flip this card and **begin the next day**.

An explanation about Nightmares:

When a critter or tree card would cause you to experince a **Nightmare**, first draw a random Critter Card from the Critter Deck. Then get out the Rulebook and find the page corresponding to that Critter. Read the Nightmare text.

During Nightmares, you will periodically be instructed to “Roll to wake up”.

When instructed, roll 1 Hero Die.

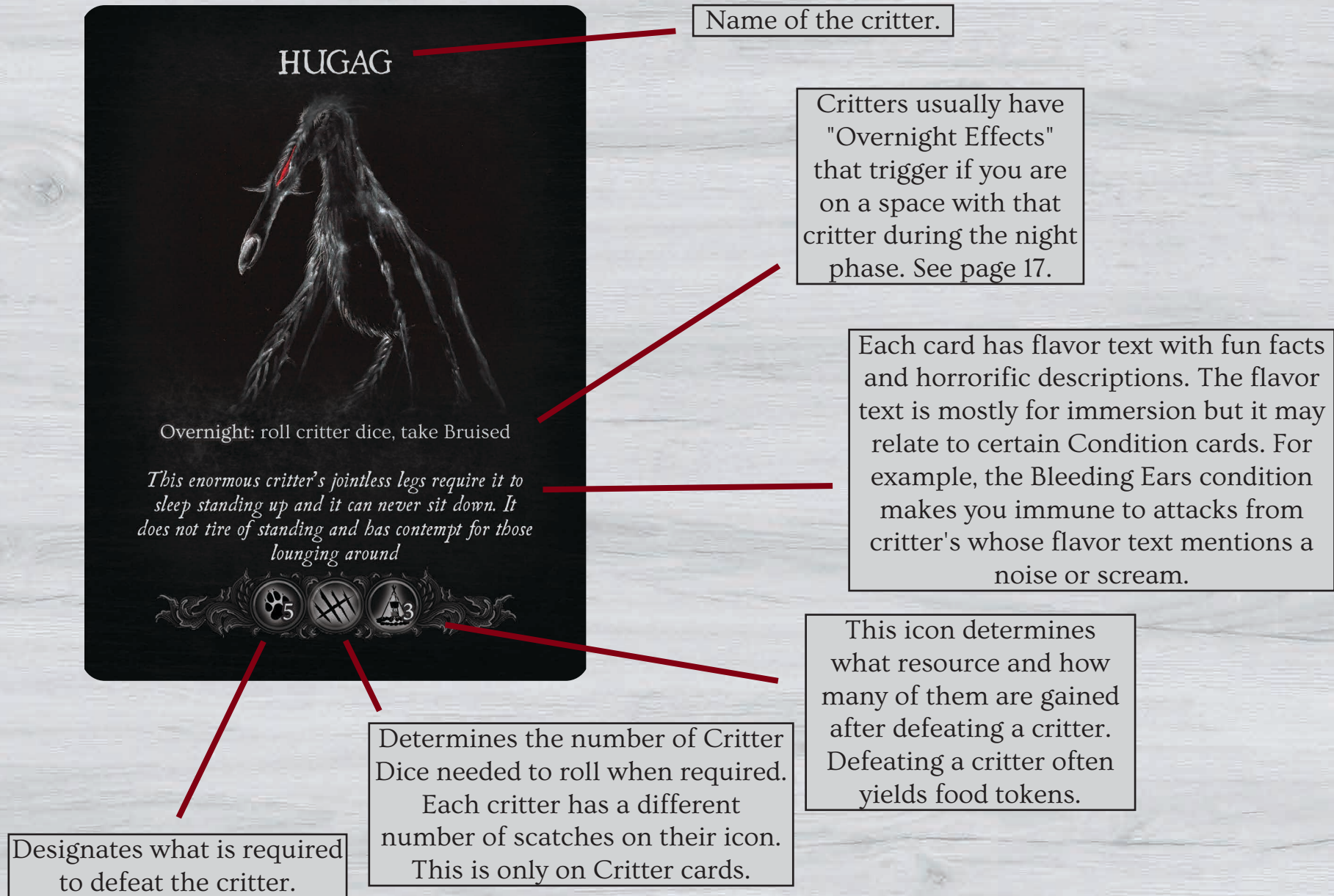
If it's a Leaf icon, you wake up.

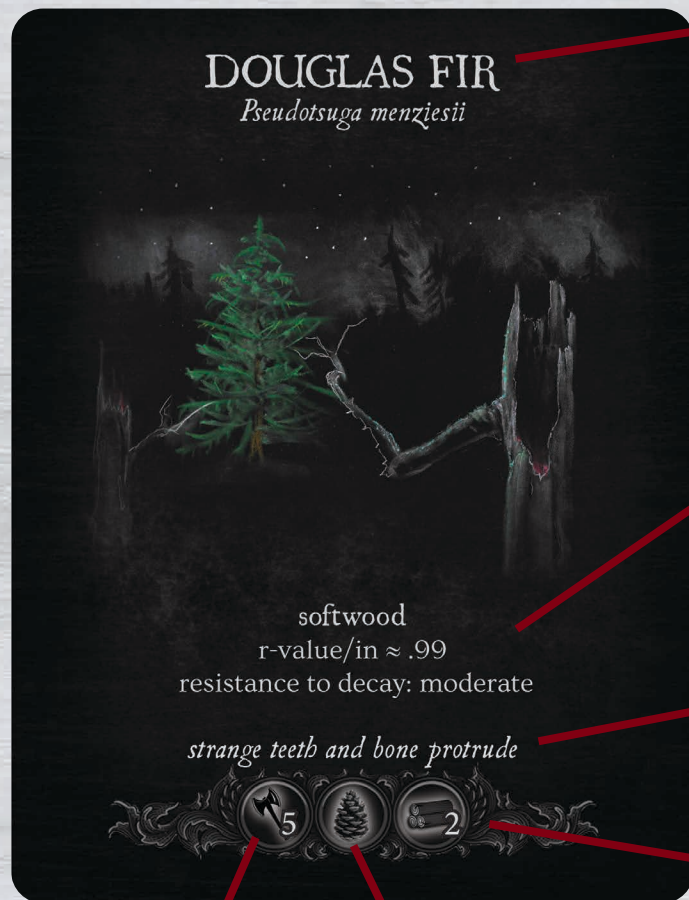
If it's a Skull, you wake up and take 1 Damage .

If you do not roll a Leaf or Skull, continue reading the Nightmare.



Anatomy of the cards





Name of the tree.

Tree details.

Some scenarios in the campaign will require trees that meet certain requirements. Trees are either Hardwood or Softwood. Each have a different insulation value measured by r-value per inch. Each tree also has a low, moderate, or high level of resistance to decay.

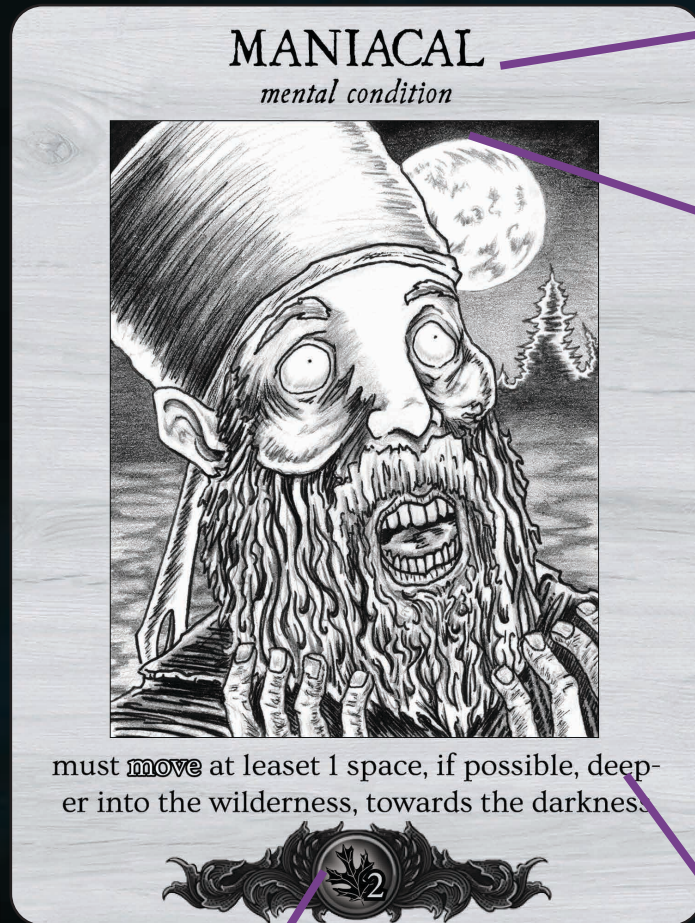
Each card has flavor text with fun facts and horrific descriptions.

This icon determines what resource and how many of them are gained after felling a tree. Felling a tree usually yields log tokens.

Trees do not require critter dice to be rolled so this pine cone icon is purely decorative.

Designates what is required to fell a tree. This will tell you how many axes you need to roll to successfully fell the tree.

Anatomy of the cards (continued)



Name of the condition.

States whether it's a physical or mental condition.

Determines the number of Leaf Icons you must roll to remove the condition. Removing conditions is optional and when you remove them, you place them back in the Conditions Deck.







This text states the effects of the condition. Sometimes it's a positive effect, but more often it's negative.




Some tree and critter cards will state “**Gives Nightmares**” and will require a folk hero to experience a nightmare and roll dice in attempts to wake up. See page 17.

When you take a Broken or Mutated condition card roll a Folk Hero Die and place a wood cube on the associated icon to reflect that your folk hero has this condition. Each icon has a different effect.

BROKEN
physical condition
Roll 1 folk hero die

	Arm: -1 die
	Leg: -1 movement
	Neck: cannot move
	Hand: -1 reroll
	Ribs: cannot attack or fell trees
	Skull: take Forgetful

Place tokens on this card to track your broken bones. You can have two broken hands, legs, and arms but only 1 broken neck, ribs, or head. If you roll a location that already has the maximum broken bones, roll again.
3 leaf icons are required to remove each token



MUTATED
physical condition
Roll 1 folk hero die

	Ball-Tail: +2 to non-ranged attacks
	Wings: +1 range, +1 movement
	Muscles and Fur: +1 movement, +1 attack
	Tentacles: +1 to non-ranged attacks, can spend water as food
	Antlers and horns: +1 to non-ranged attacks, -1 critter die
	Thick hide: -2 damage each time you are hurt

Place tokens on this card to track your mutations. You can only have one of each type of mutation. If you roll a mutation that you already have, roll again.
3 leaf icons are required to remove each token



Determines the number of Leaf Icons you must roll to remove each broken bone or mutation. Each cube on your card is a different bone or mutation.

Folk Hero Dice

During the "Roll Dice" step of the Day Phase, everyone takes their actions for the day. See page 24 for detailed explanation of each action. To take actions, first roll all 6 folk hero dice. You can then re-roll any or none of your dice. Finally, you can then re-roll any or none of your dice one last time. Between rolls, decide which dice to keep and which to re-roll. Below details what each icon is used for.



Axe - used when attempting to fell trees



Criticter Paw Print - used when attempting to attack critters



Leaf - used when attempting to calm oneself



Water Canteen - used to gather water. gain 1 water token for each icon showing



Campfire Food - used to gather food. gain 1 food token for each icon showing



Skull - this represents a wilderness accident, take 1 damage to your folk hero

Critter Dice

When attacking a critter or resolving overnight effects, you will often roll Critter Dice to represent damage dealt to the folk heroes from critters. When required, roll as many dice as instructed by the critter card (check the icon on the bottom center of the card) and resolve the below effects for any **pairs** of icons showing. No rerolls.



Broken bone - take the Broken condition



Antlers - take the Mutated condition



1 scratch - take 1 damage



2 scratch - take 2 damage



3 scratch - take 3 damage



X - cancel all critter dice effects this roll

*if you roll **two of a kind**, resolve the effect

if you roll two of a kind more than once, resolve each pair independently

when rolling Folk Hero Dice, you may attempt any of these 5 actions



1. You may **collect food**..

For each food icon showing, collect 1 food token. Wood cubes are used as tokens.



2. You may **collect water**.

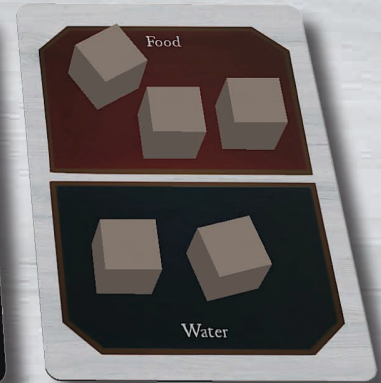
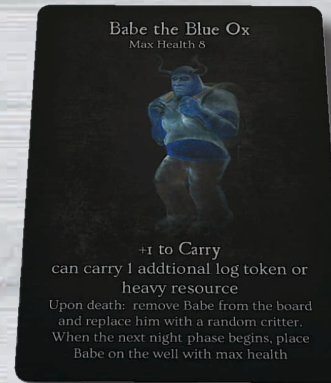
For each water drop icon, collect 1 water token. Wood cubes are used as tokens.



3. You may attempt to **fell a tree** if there is a tree on your space.

To do so count the number of ax icons shown on your dice when you have finished rolling. Each axe icon is worth 1 damage. If you add damage to a tree equal to the number required on the tree card, you may spend that many dice to remove the tree and gain as many log tokens as the card indicates. If you do not roll enough axes to fell the tree, you may place damage (wood cubes) on tree cards so that other players may finishing felling the tree on their turn. Damage (wood cubes) stay on the card until the end of the day.

Place any gained log tokens on the space your folk hero standee occupies.











4. You may attempt to **defeat a critter** if there is a critter on your space (Example of combat on page 31).

To do so count the number of paw print icons shown on your dice when you have finished rolling. Each paw print icon is worth 1 damage. If you add damage to a critter equal to the number required on the critter card, you may spend that many dice to remove the critter and gain as many resource tokens as the card indicates (usually food). If you do not roll enough paw prints to defeat the critter, you may place damage (wood cubes) on critter cards so that other players may continue attacking the critter on their turn. Damage (wood cubes) stay on the card until the end of the day.

You may then attempt to defeat additional critters if you have remaining unspent paw print dice.

Whenever you attack a critter you must roll **Critter Dice**. Roll the number of critter dice noted on the critter card and resolve the effect on a folk hero for any pairs rolled. You are only resolving effects below if you roll **two of a kind** of any dice icons.

Critter Dice:

-  - 1 damage
-  - 2 damage
-  - 3 damage
-  - take broken bones condition
-  - take mutated condition
-  - cancel all dice effects for this roll, it represents the hero blocking or dodging the damage



6. You may attempt to **calm yourself** and remove conditions.

Rest is important for your body and mind. You may take a break and attempt to calm and heal yourself by taking in some nature.

To do so count the number of leaf icons showing on the dice, if that number equals the required number noted on the condition card, you may spend that many dice to remove the condition.

You may then attempt to remove additional conditions if you have remaining unspent leaf icons


*Leaf icons are also used to obtain character upgrades starting at scenario 6 and beyond.



Note: If you roll a **skull icon**, this represents a **wilderness accident**. Felling trees, foraging for food and water, and wrangling critters is dangerous work. Take 1 damage for each skulls icon showing after all rerolls take place.

Character Abilities

Paul Bunyan
Max Health 6




+1 to Fell
add 1 damage each time you are Felling a tree

Upon death: remove Paul from the board. When the next night phase begins, place Paul on the beach with max health

Paul adds 1 axe to his total each time he is felling a tree.

Babe the Blue Ox
Max Health 8




+1 to Carry
can carry 1 additional log token or heavy resource

Upon death: remove Babe from the board and replace him with a random critter. When the next night phase begins, place Babe on the well with max health

Babe can carry up to two items.

Calamity Jane
Max Health 6




+1 Range
May attack critters on adjacent spaces. If attacking from range, don't gain critter resources like food and do not roll critter dice

Upon death: remove Jane from the board. When the next night phase begins, place Jane in the creeping darkness with max health

Jane can attack an adjacent space.

Johnny Appleseed
Max Health 6



+1 to Plant Trees
may plant trees with 1 less water

Upon death: remove Johnny from the board and replace him with a random tree. When the next night phase begins, place him on the well space with max health

Johnny can plant a tree with 2 water instead of 3.

*Please note that each character has their own **Upon Death** text.*

When your folk hero has damage tokens on its card equal to its max health, that folk hero has died.

When you die, read and resolve your folk hero's "upon death" text.

Even though you are immortal, dying and regenerating is still very bad and will cost you precious time. When you die this lost time will make accomplishing your goals for the week much more difficult.

Each folk hero has a unique special ability and condition cards can also give the heroes some abilities. Two common examples are Paul's +1 to Fell and the Provoked Condition's +1 to Attack. Each time Paul is felling a tree, he can add 1 damage to that tree. So if Paul rolled 2 axe symbols, he could fell 1 tree that requires 3 axes or 2 trees that require 2 axes. When attempting to fell trees, Paul must roll at least 1 axe icon to apply the bonus effects. This same concept applies to any condition that gives +1 to attack. When provoked, each critter you attack, you deal 1 additional damage on that critter.

Character Upgrades

Starting with the 6th Scenario: Ominous Quaking, players have become better acquainted with the wilderness and are allowed to choose 1 upgrade card at the beginning of each scenario.

In addition to this, during the dice rolling step of each day, heroes may spend 3 leaf icons from their dice rolls to gain 1 upgrades condition card.

Leaf icons represent players spending time preparing which gives them the choice of 1 upgrade condition for each 3 leaf icons. Remember this takes you away from other important activities.

FEARLESS
mental condition



You may change any 2 dice to Paw Prints. Then discard this card.

TIRELESS
physical condition



You may change any 2 dice to Axes. Then discard this card.

TIRELESS
physical condition



You may change any 2 dice to Axes. Then discard this card.

FOCUSED
mental condition



You may change one die to any face. Then discard this card.

COURAGEOUS
mental condition



You may change 1 die to a Paw Print, once per day.

MIGHTY
physical condition



You may change 1 die to an Axe, once per day.

LUCKY
mental condition



You may reroll one die, once per day.

TOUGH
physical condition



Take 1 less damage, once per night.

SELFLESS
mental condition



You may use leaf icons that you roll on your turn to heal other heroes on the same space.

Winter Rules

During the course of the Twelve Weeks til Winter campaign, you will have highs and lows. This is normal and you must learn from your failures. **When you accomplish your goal for the week, you move to the next scenario.** However **if you fail, all 4 folk heroes gain the Provoked condition for your next attempt**, but you must try the scenario once more before the forest takes pity and provides what you need allowing you to progress to the next scenario.

Regardless of whether you succeed or fail your weekly goal, **mark the outcome in your folk Hero Journal.**

When 12 weeks have passed, it is now winter.

- Winter is harsh, for each damage token your folk hero takes, roll a folk hero die and if it's a skull or critter paw, take 1 additional damage
- Food is scarce. you must roll 2 food tokens to gain 1
- Snow is everywhere, melt it and it's water. You can now use food tokens for water.
- You no longer benefit from your Canoe when it's noted in the Additional Rules section of the scenario.

Things to remember

The Tree and Critter cards decks are shuffled at the start of the scenario and the cards from these decks are discarded next to their deck when they are removed from the board.

Condition cards are never drawn randomly and always are searched instead of drawn from the top. For this reason, it can help to alphabetize the cards if you so choose.

Each hero can plant 1 tree per day.

If you are on the space with the lake or the well, you do not take damage and there is no penalty for not consuming water.

Consuming food or water is optional but you will have to take the required damage if you choose not to eat or drink.

If you have damage equaling your health, read your character card and resolve the upon death effects.

If you already have a condition, do nothing when asked to take it again.

If you are instructed to take a specific condition, search the condition deck and take the specified condition .

If the specified condition is no longer in the deck, take it from the player who has it.

Critters always move toward the nearest folk hero and do not move if they are on a space already occupied by a hero.

Spaces have a limit on the maximum number of trees you can place. There is no limit to the number of critters that a space can accomodate.

Folk heroes can help each other but they take their action turns one at a time. Each hero rolls their dice and when finished with all their re-rolls, they decide what actions to take.

When attacking a critter or cutting down a tree, place damage markers on the tree or critter card so that heroes who have yet to make their dice rolling actions can add damage to whats already been dealt. Damage tokens are removed at the end of the day phase though.

Things to Remember (continued)



Heroes can carry 1 heavy item like a log token, stone, or other carry-able resources by default, except for Babe who can carry 2. These same rule applies to carrying humans and critters when applicable.

If a folk hero is on a space with a log token or resource token, they can carry 1 log or resource token with them to a new space that they move through or end on. You can drop off items in the middle of your movement turn if you so choose.

If a hero would ever turn into a critter, that critter can't fell trees but can take all other actions.

When rolling dice, there is always a max of 6 dice of either type, never roll more than 6.

If there are no heroes on the game board, critters do not move.

Alternate Rules: (write your own house rules here)

Example: When your hero has the Blinded condition you can still reroll twice but the player must close their eyes the whole time. Other players with a folk hero on the same space may advise you if you should reroll and how many dice but nothing else.

End of Scenario tasks

Once you have either completed your goals for the scenario, or you run out of time on Sunday, get out your folk hero Journal and record the outcome.

The folk heroes love tall tales and embellishing their stories but the Journal contains the truth of how the weeks actual events went down.

Record the following:

- Were your goals for the week accomplished or left uncompleted?
- What day did you finish on?

Record how many food, water and damage tokens the folk heroes end the scenario with. You can do this for each folk hero or just write down the total for the group.

Lastly, mark that a week has passed and winter is one week closer.

The bottom of the Journal has a section for notes and the reverse side of the Journal page is intentionally left blank for this purpose too. We recommend giving each hero their own Journal page and taking detailed notes that will be fun to look back on later and

reminisce.

The final score at the end of the campaign will determine how your story ends. There are five different endings and which one you read will depend on your campaign's final score (page 35).



Example first day

Read page 29 'The first week' for the scenario description.



In the first scenario, the folk heroes arrive in the wilderness with negative conditions incurred from their long and tiresome travels. This is frustrating but intentional as it will help instill the need to remove conditions and weigh

the pros and cons of splitting up the party since Babe can't even move. The wilderness is strange and forbidding so it might be best to stay near the lake before venturing too far into the woods.

Reference the steps on the Day/Night game phase card

- 1. place a wood cube token on Monday.
- 2. flip over the 3 trees that are on the board face down.
- 3. all players may choose to spend 1 food to avoid taking damage.
- 4. there is no need to spend water this turn as all heroes are on the lake space.
- 5. no one has enough water to plant trees and you cannot plant on the lake space anyway so we will move on to the next step.

6. since Babe cannot move and everyone else has -1 movement, players consider staying where they are or splitting up and some moving one space away from the lake. Since that space would require spending water tomorrow and splitting up the group. they decide not to move today.



7. now it's time to roll some dice see what the heroes can accomplish.

Babe goes first as he really wants to get rid of his condition. His first roll doesn't show any leaf icons so he decides to re-roll all of the dice. This roll gives 3 leaf icons which is what's required to remove his condition. Babe is relieved. He also rolled 1 water, 1 axe and 1 skull. He rerolls the axe since there are no trees to fell on this space and the skull since that represents an accident and is bad. Babe ends up with 3 leaves, 1 water, and 2 critter paws and no more re-rolls. There are no critters on this space so the paw icons do nothing. Babe removes his Overtired condition and takes 1 wooden cube token to represent a water token and places it on his food/water card.

The other players take their turns similarly.

8. there are no leftover damage tokens on critter or tree cards so skip to the next step which is begin Night phase.

During this Night Phase there are no critters on your space that have overnight effects and no trees or critters that induce nightmares so all that's left to do is move the critters, place new critters on the board, and roll to see if a critter emerges from the well.

Most critters move one space toward the closest hero. If a critter is equidistant to more than one folk hero, the players get to decide where the critter moves.

Some critters "move slowly". In this case move the critter to the edge of the space. When moving a slow critter who is already on the edge of a space, move them to the next space.

Check each critter card for special movement as some critters move 2 spaces and some start at the lake.

Critters never leave a space if a folk hero is on it.

This night and each night in the future, place two new critters on the space with the darkness.

To determine if a well critter appears, roll a folk hero die and if it's a critter paw print icon, place a critter on the well space.

And that would conclude the first night. Good luck out there.



Example of combat

In subsequent turns you will need to attack critters so you are not overwhelmed by them. Each night, more critters emerge from the darkness and there is always a chance that one will crawl out of the well.

Reference the below steps on the Day phase card

Step 7 is the dice rolling phase and if you are on a space with a critter, you may attack it. If you have a ranged attack ability like Calamity Jane does, you may attack critters on an adjacent space.

Once you have rolled your dice and used all re-rolls available, count up the number of critter paw icons you have showing face up.

If that number is equal to the number of paw prints reflected on the bottom left of the critter's card, you have defeated it. You must still roll critter dice however.

Critter dice represent the damage you take from tussling with fearsome critters. Critters are dangerous and some require you to roll more critter dice than others.

The more critter dice you roll, the higher your chance of rolling a pair which results in taking damage, a broken bone, or being mutated.

The X on the dice, represents a successful

block or dodge and cancels all critter dice effects.

If you do not roll enough critter paw icons to defeat a critter, you can still apply damage to the critter.

Keep in mind that anytime you add damage to a critter, you must roll critter dice equal to the number of scratch marks on the bottom center of the critter's card. You may decide it's not worth adding the damage, especially because the damage is removed from the critter's card towards the end of each day in Step 8 of the Day Phase.

If you decide to apply damage, place wood cubes equal to the number of critter paws you want to use, then roll critter dice. Other players may then add damage to the critter in attempts to finish it off and remove it from the board.

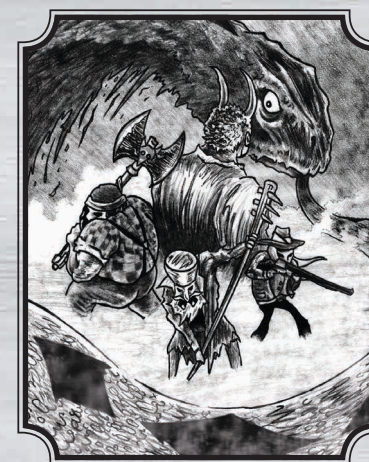
When a critter is defeated, after you roll critter dice, you will check the bottom right icon on the card to see if the critter corpse yielded any resources like food. Mmm critter meat. Collect any food or resources noted and then place the critter card in the critter discard pile.

You may apply damage to multiple critters if you wish. If you defeat a critter, and have more paw print icons showing from your dice roll, you may attack another critter. If you have an ability or condition that adds damage, to your attack, add that damage to each attack. You may only add bonus damage to an attack if

you have rolled at least one critter paw.

For example, Provoked adds +1 to your attack. So a player with Provoked who rolls 4 paw print icons on their dice could defeat two critters who each require 3 paw prints. This is because they add +1 to each attack. This also apply to players with a bonus to felling trees. When making a ranged attack, you may add damage to critters on an adjacent space and do not need to roll critter dice, however you also do not gain any resources that critter yields like food. No one gains resources yielded when the critter is defeated by a ranged attack.

These same concepts apply to felling trees however you are using axe icons instead of paw print icons and trees don't fight back so you do not roll critter dice when felling trees. Damage (wood cubes) on tree cards are removed in step 8 of the Day Phase just like damage on critter cards are. If you have a damage bonus applied when felling trees or attacking critters, you must roll at least 1 axe or paw print to use it.



For Hobbyists

Our game is designed with makers and hobbyists in mind. We have included a game board and some accessories but know that many of you would prefer to break out the plaster, foam, and flock to create something one of a kind.

We have also made available for purchase, various digital stl files of miniatures, terrain, dice, and tokens so this game can be 100% printable with paper and 3D printers.

If you are new to crafting terrain, the internet has countless instructional videos of experts and amateurs creating miniature trees and stones as scatter terrain or entire boards meant for RPGs or miniature wargaming.

Similarly, there are many online guides to painting miniatures which we strongly believe to be a very rewarding hobby.

You are only limited by your imagination.

For Horror Fans

Horror fans will enjoy exploring the lore further. There is a wealth of information online regarding very real oral tradition of telling stories of the very fake Fearsome Critters.

The critters and the stories surrounding them may be made up but the horror is very real.

The game includes detailed original artwork of these Fearsome Critters. Art for the Critter cards was created by Bud Wheeler, and art for the Conditions cards was created by Willis Harrower.

For Role Players

The story of the folk heroes and their struggle in the wilderness is yours to tell. The game uses dice rolling to determine the outcome of each day but this is an abstract representation of what has actually happened. The details of what truly occurred are for you to decide.

It's **optional** to narrate each day or expand on the story but doing so can add hilarious moments and increase the tension. We recommend it.

Tips for Role Playing Fearsome Wilderness:

- Before Rolling dice, state your intent. What do you plan to do?
- After all rerolls take place, explain how you succeeded or failed whatever you intended to do.
- Other than what you intended to do, what other actions did you end up taking that day? Where did you find food or water and how did you get it.
- If you had an accident from rolling skull icons, explain your accident, what was it that caused you to injure yourself.
- Remember your conditions and act accordingly.
Record it all in your Journal if you like.

Spruce up your game

We encourage you to customize the game board and create your own accessories. Please share posts of your creations with the hashtag #FearsomeWilderness and #PaintingFearsomeWilderness

This game also has digital stl files available for purchase of various 3D printable terrain pieces, hero and critter miniatures, and other game components you can use to enhance your tabletop experience. The miniatures and terrain are all purely cosmetic and in no way needed to enjoy this game. Visit <https://geektopiagames.com/FearsomeWilderness> for more information



Campaign mode

Twelve Weeks til Winter

When Paul and his friends arrive in the wilderness, they wish to relax, however there is much work to be done. They will need to get to work right away if they ever want to be comfortable here and live out their days in relative peace.

Over the next 12 or more weeks, the heroes will race the clock to construct a fully furnished log cabin in which they can dwell. If they do not complete the structure by winter, the game does not end, but it will much be harder on the folk heroes.

The overarching campaign is considered a success when the heroes have completed a fully furnished log cabin and finished all 12 scenarios.



Dick Proenneke's cabin, National Parks Service photo taken by Richard Proenneke and donated by Raymond Proenneke

The campaign lasts anywhere from 12-24 sessions depending on if you accomplish your goals for each scenario.

For each scenario, **If you do not complete your goals by the end of the week**, the forest revolts and your efforts are mysteriously erased leaving you perplexed but also

Provoked. Start over on Monday and try again but remember to mark this week's loss on your Journal. Winter is one week closer and you are falling behind on your work. All players take Provoked conditions.

If you fail to complete your goal two weeks in a row, the forest takes pity on you and mysteriously provides what you need and you can move on to the next scenario. Do not take Provoked in this case.

After 12 weeks have gone by, read the Winter Rules on page 27.

To play a Twelve Weeks til Winter campaign, start with The first week scenario on page 37 and read the goals for that week.

End of Campaign scoring

Congratulations on completing the Twelve Weeks til winter Campaign. We hope you had an interesting journey.

Consult the Journal, add up your total score and read the corresponding Ending.

To calculate your score:

For each week that you played, look in your journal and see what day you finished on each session. Give yourself points by referencing the chart below.

Monday	220 points for first attempt 110 points for second attempt
Tuesday	200 points for first attempt 100 points for second attempt
Wednesday	180 points for first attempt 90 points for second attempt
Thursday	160 points for first attempt 80 points for second attempt
Friday	140 points for first attempt 70 points for second attempt
Saturday	120 points for first attempt 60 points for second attempt
Sunday	100 points for first attempt 50 points for second attempt
Failure	0 points

Now **add** the number of **food** and **water** tokens that the group ended up with and add that to your point total.

Then **subtract** the number of **damage** tokens the group had.

Once you have calculated the grand total, read the corresponding End Game Story.

Ending #1

0-900 points

Read page 118

Ending #2

901-1,100 points

Read page 119

Ending #3

1,101-1,300 points

Read page 120

Ending #4

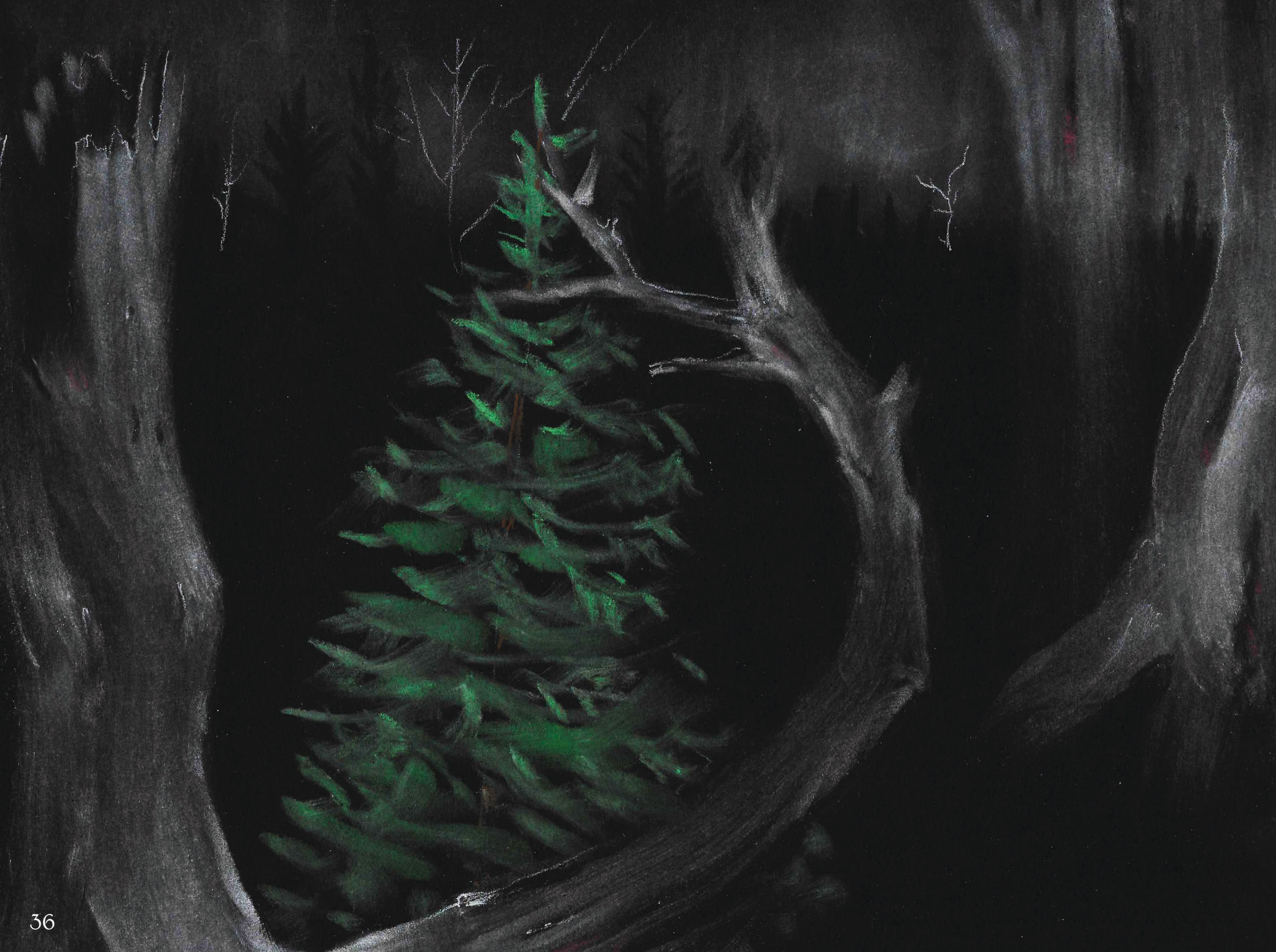
1,301-1,500 points

Read page 121

Ending #5

1,501 or more points

Read page 122



I. The first week



Each folk hero starts with 2 food, and 0 water tokens. Place wood cubes on your food/water card to track resources. Place wood cubes on your folk hero card when you take damage to your hero. Wood cubes placed on the game board represent log tokens.



You **do not** need to spend water tokens when you are on a space with the lake or the well.

Explore your new home, begin to gather wood for tools, kitchenware, a campfire tripod, a chicken coop, troughs and a fence for your livestock, and maybe most importantly, an outhouse.

Standing on the beach with the lake to their backs, a sinking feeling washes over the wary folk heroes.

It was Paul's idea to come here but it was something that'd been nagging at each of them over the years. Cities grew large and nature moved aside. Dirty and polluted, crime and greed took over the cities and there was little left for these old folk other than advertising gigs, paid public appearances, and reality show bullshit. Money never mattered anyway

and so it was time to move on. There will be no retirement for these legends but one can always hope for peace and quiet.

The heroes hadn't seen each other for quite some time. Decades at least. And they traveled light.

The first goal for the folk heroes is to explore their new home and gather wood to create crucial tools to build with, a tripod for

cooking, an outhouse for the heroes, and the basics required for healthy chickens and livestock.



Dick Proenneke's outhouse, National Parks Service photo taken by Richard Proenneke and donated by Raymond Proenneke

Constructing:

An outhouse, tools, kitchenware, a campfire tripod, a chicken coop, troughs, and a fence for the livestock

Goals:

gather 5 log tokens and bring them to the lake space

Starting Conditions:

Paul: Worn out

Babe: Overtired

Jane: Nauseous

Johnny: Weary

See page 30 for an example of a typical first day

An explanation about Nightmares:

When a critter or tree card would cause you to experience a **Nightmare**, first draw a random Critter Card from the Critter Deck. Then get out the Rulebook and find the page corresponding to that Critter. Read the Nightmare text.

During Nightmares, you will periodically be instructed to "Roll to wake up".

When instructed, roll 1 Hero Die. If its a Leaf icon, you wake up. If its a Skull, you wake up and take 1 Damage

If you do not roll a Leaf or Skull, continue reading the Nightmare.



2. A Strong Foundation

Constructing:
log cabin foundation

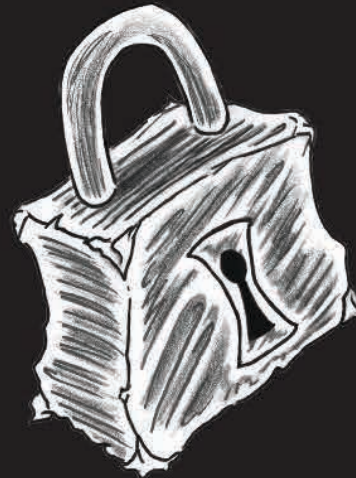
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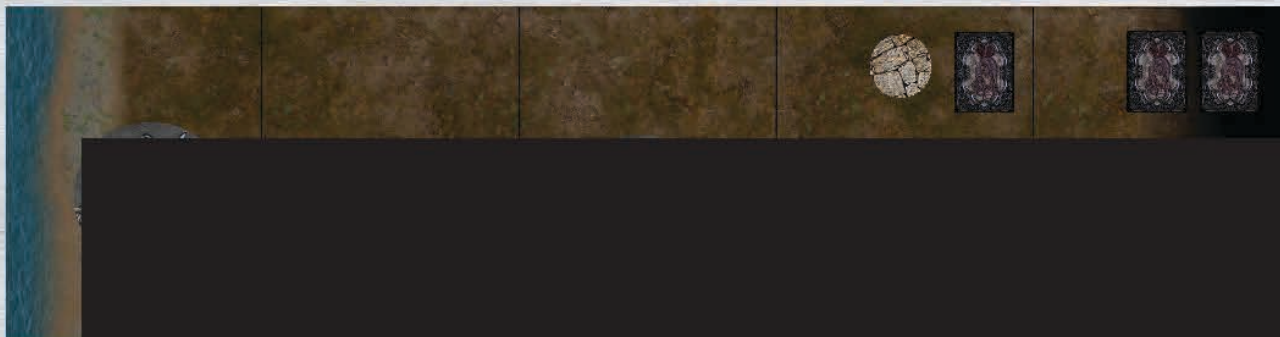
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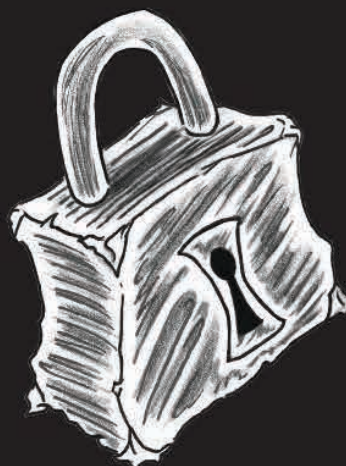
3. The Wheat Field



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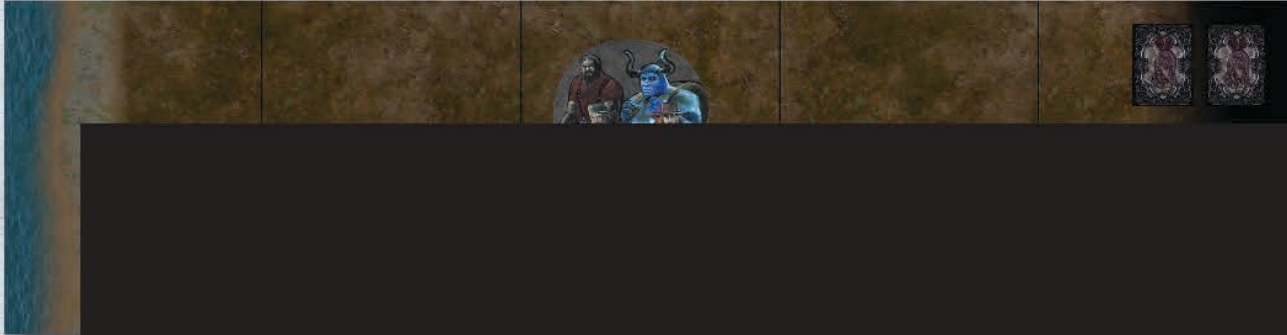
Constructing:
log cabin floor

Goals:
bring the following resources to the

This reminder will not be shown on future
scenario pages but you should still perform
nightmares when required.



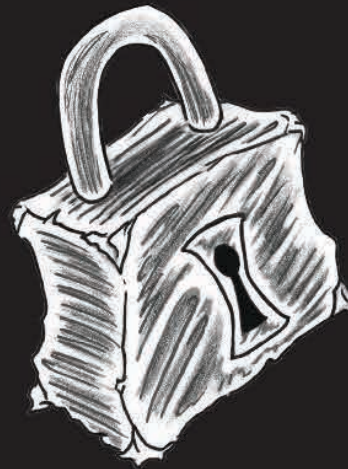
4. Sourdough Starter



Having made the next step is delicious.

Make a sourdough starter at all costs.

Day 1: Combine equal parts of water from a clean container. It works well if the container is big enough to grow. Stir it up to mix. There are no



Constructing:

Canoe - your construction site is on a beautiful lake with abundant fish. It only makes sense that you'd build a Canoe.

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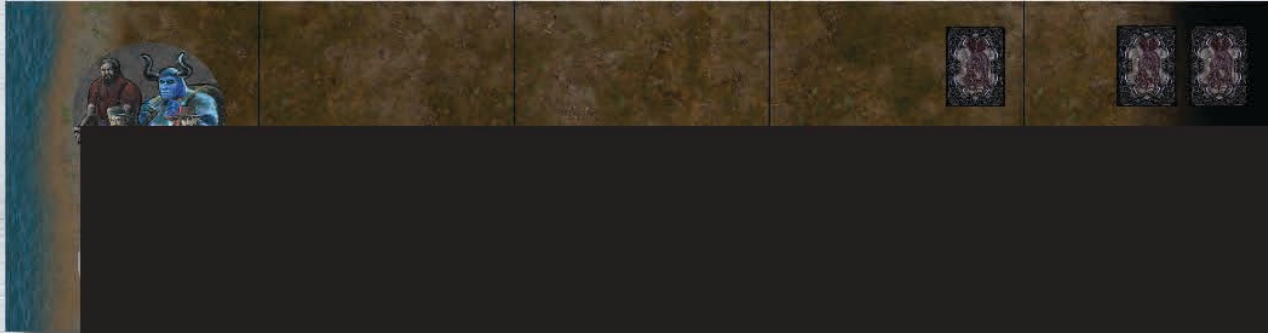
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5. Inclement Weather

Before set up: first draw a random critter card, this is a baby critter, place a token to represent it on the lake space

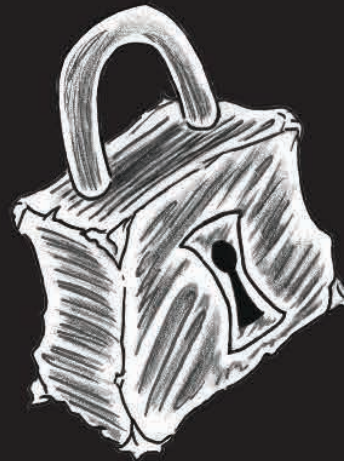


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The rain is
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Constructing:

lower section of the log cabin walls
cold storage

Goals:

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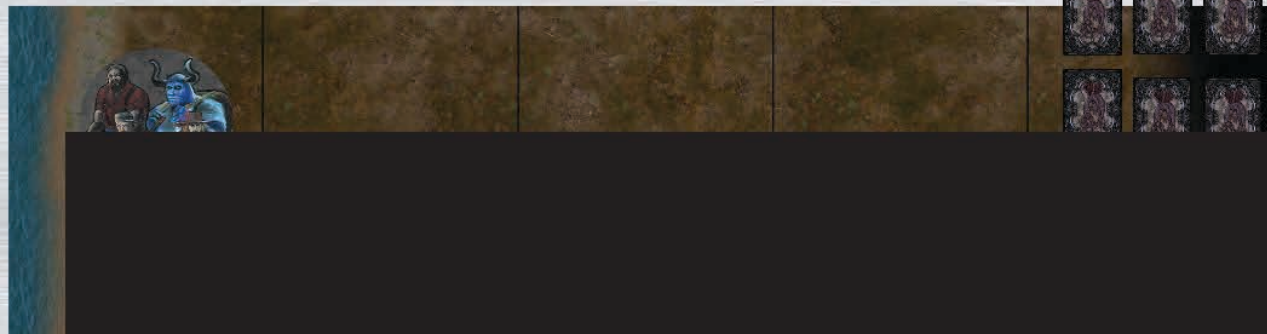
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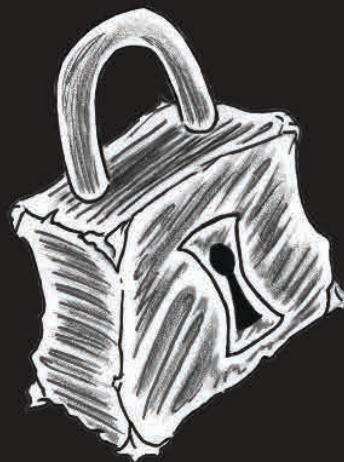
6. Ominous Quaking



Caught
begins

Initial
quake
sheds
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Protect
self.



Constructing:
middle section of the log cabin walls

Goals:
bring 5 log tokens to the lake

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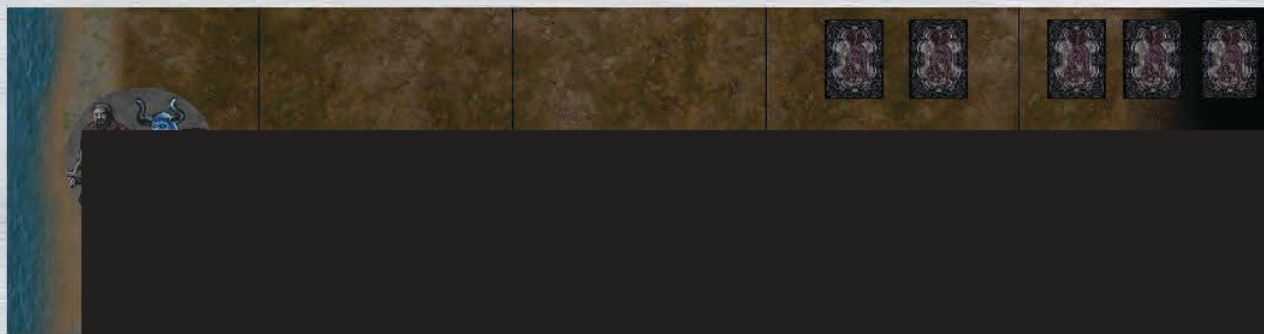
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critters always start in the darkness
Cold Storage: you now start with 3 food

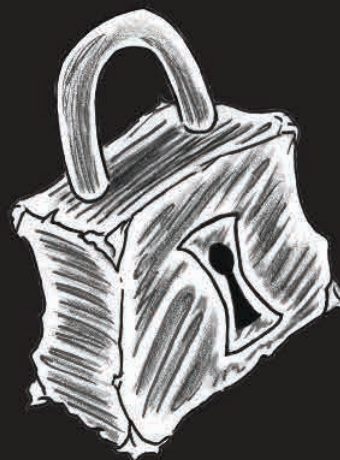


7. The Well is Where?



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Starting with the 6th Scenario, players are allowed to choose 1 upgrade card at the beginning of each scenario. And when rolling the folk hero action dice, heroes may spend 3 leaf icons from their dice rolls to gain 1 upgrade condition card. See page 20.

Constructing:

upper section of the log cabin walls

Goals:

bring 5 log tokens to the lake

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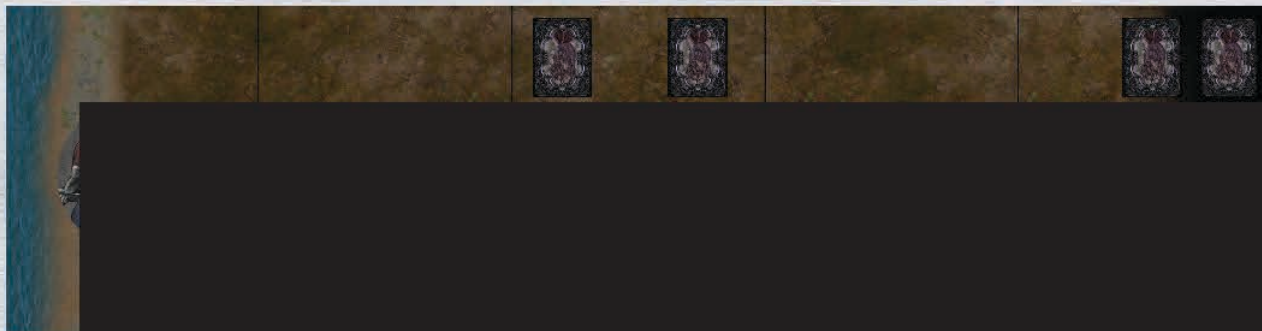
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enemy, whenever it's card appears it is +2 to
its critter die number and requires +2 axes
to defeat



8. Arduous Ambitions

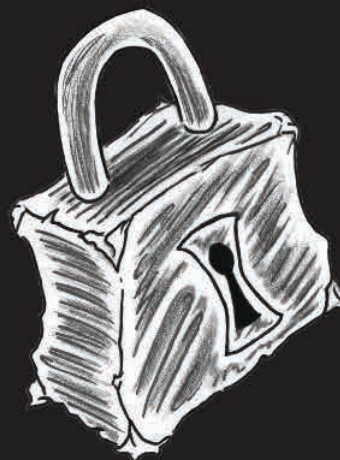


This morning I discovered it once again normal

The creature noticed as the area, but its normal handling

The creature is angry and blocking from the room like it sounds to slow no more

annoyance and the constant reminder of hypothetical my-



dice rolls to gain 1 upgrade condition card. See page 20.

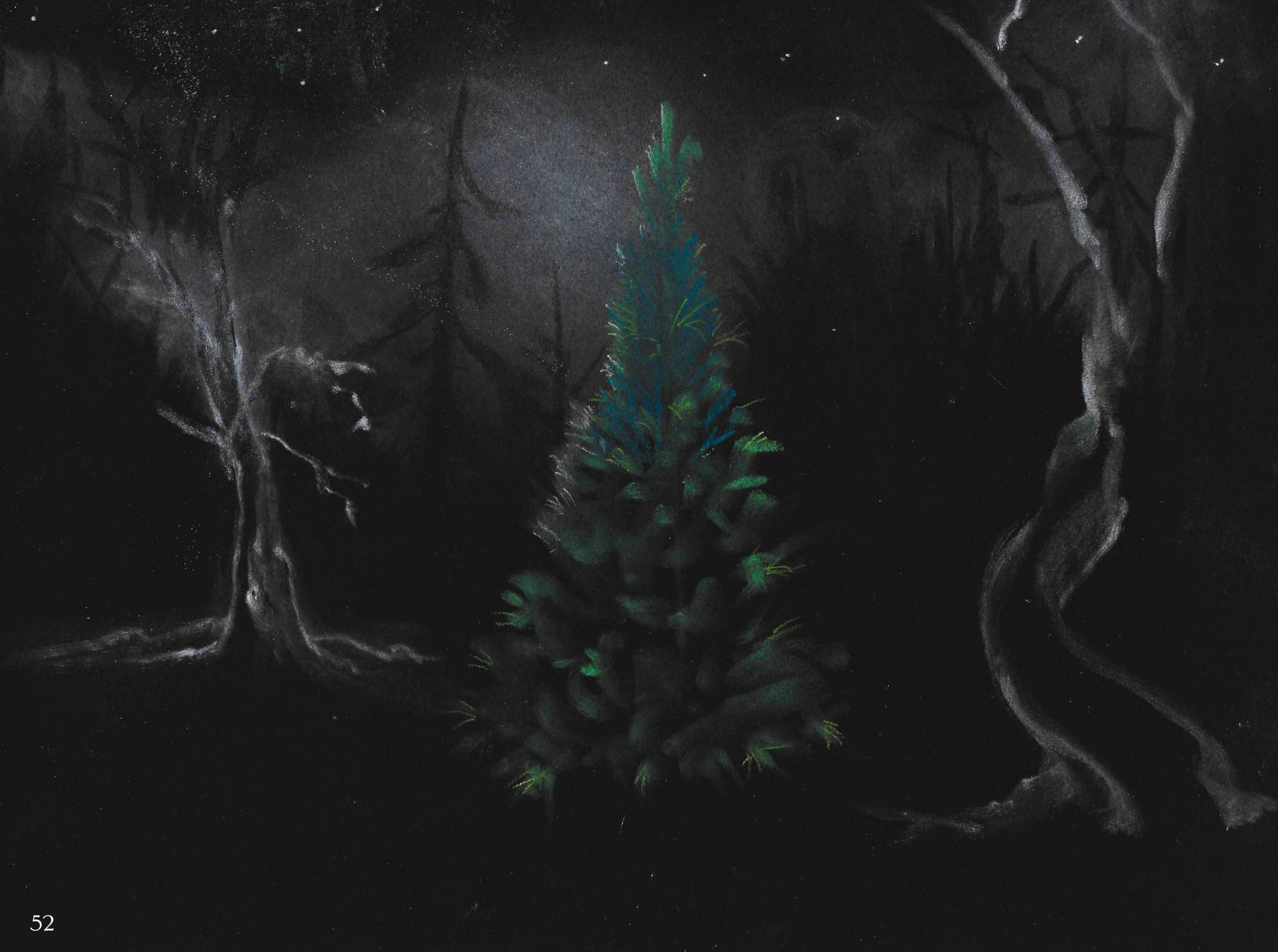
Constructing:

top section of the log cabin walls
elevated storage

Goals:

bring 8 log tokens to the lake, 3 must

Critter Enemy: if you have a critter enemy, whenever its card appears it is +2 to its critter die number and requires +2 axes to defeat



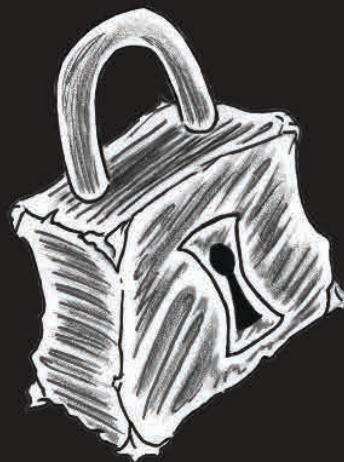
9. Wellness

Wait until the heroes venture into the well to set up the well board. The well often has critters in it. Critters in the well always move towards the light and come out into the darkness unless there is a hero in the well!

Constructing: a roof

Goals:

gather 5 log tokens with an insulation r-value of .99 or higher and bring them to the lake space. all 4 characters must climb down the well, walk through the light and emerge in the forest on the



Time

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heroes towards it.

Ghosts seem sad and rightly so. They are missing out on all the fun.

Though mysterious, the well has shown power. What do

it. To climb down the well, roll 6 critter dice and resolve as normal but if you take broken, its both legs

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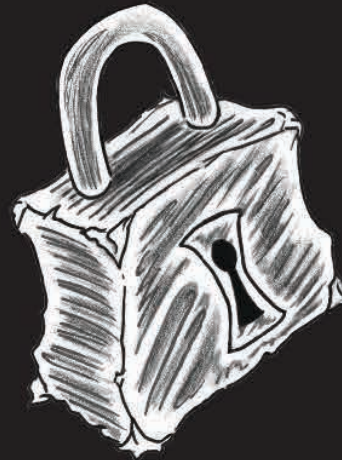
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10. Warmth



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trees, it shouldn't stop you from
striving for a perfect chimney.

The critters are back to their
old selves, defending their turf

The night seems so distant to
the morning.



National Parks Service Photo / Melissa Ulevitz

Constructing: a stone fireplace

Goals:

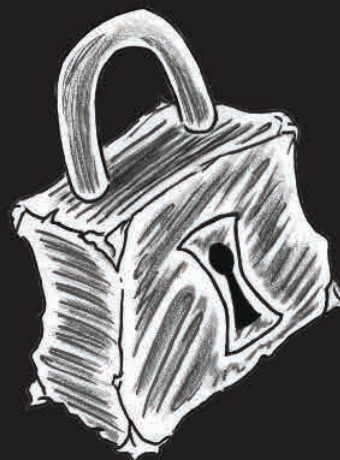
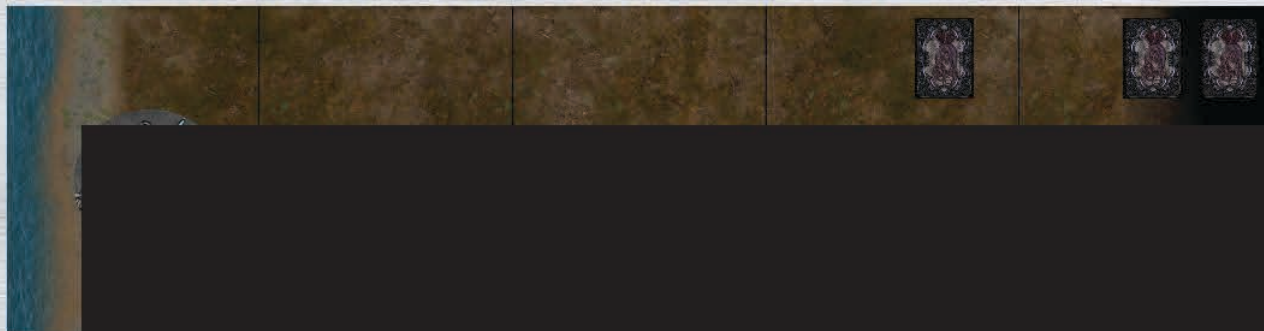
bring 4 stone tokens to the lake

Starting Conditions:

water in it. To climb down the well, roll 6 critter
dice and resolve as normal but if you take broken,
its both legs



II. The Cabin



The cr

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If you explore the well, you see the child is terrified and will not move until it sees you.

The cabin is complete but bare. Its time for the fun part: furnishing.



Constructing: furniture

Goals:

bring 4 log tokens to the lake
rescue the child critter from the well

Starting Conditions:

none

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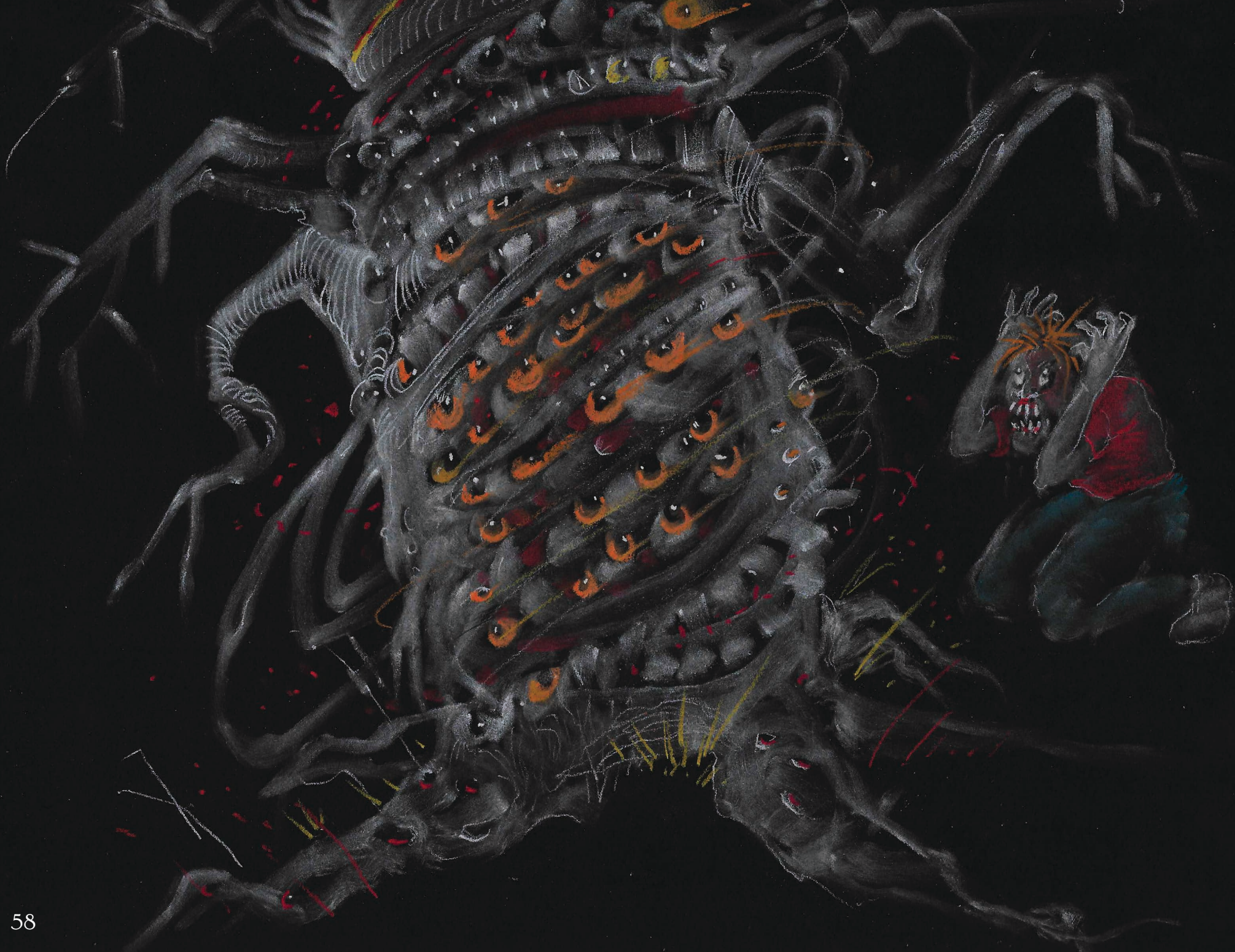
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light which is adjacent to the darkness space, no need to consume water in it. To climb down the well, roll 6 critter dice and resolve as normal but if you take broken, its both legs



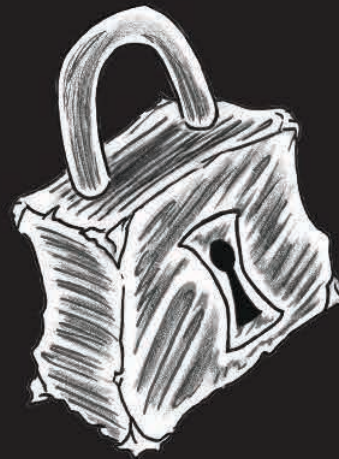
12. Compassion

This week, remove all duplicate critters from the deck by setting aside the one of each of the following cards: Glawackus, Goofus Bird, Jackalope, Joint Snake, Squonk, Teakettler, Treequesk, and Wampus Cat

Constructing: a future

Goals: attempt to defeat all 25 critters
throw as many critters into the well as you can to
save them from extinction

or



Critters who are defeated on the well space can be thrown in the well immediately. Critters on other spaces must be carried to the well and once they are on the space with the well, the critter can be immediately thrown down the well.

to the darkness space. no need to consume water
in it. To climb down the well, roll 6 critter dice
and resolve as normal but if you take broken, its
both legs

Nightmare Overview

In Fearsome Wilderness, the trees and critters are mysterious and frightening.

During the Night phase, players who are on a space with a Critter or Tree that induces nightmares, will need to do the following:

First draw a random Critter Card from the Critter Deck.

Then get out the Rulebook and find the page corresponding to that Critter. Read the Nightmare text.

During Nightmares, you will periodically be instructed to “Roll to wake up”.

When instructed, roll 1 Hero Die. If it's a Leaf, you wake up. If it's a Skull, you wake up and take 1 Damage. If you do not roll a Leaf or Skull, continue reading the Nightmare.





Agropelter



Agropelters are said to live in hollow trees and throw large branches at unsuspecting trespassers.

Its pups are born on February 29 and always arrive in odd numbers.

According to one account, the beast kidnapped a man, dragged him off and fed him raw fish until he eventually escaped.

The Nightmare:

Rubbing your eyes, you try to see where you are.

A loud thump startles you and you cough from the dust that has been kicked up by whatever fell to the ground.

You may

A. Try to see through the dust and stand.

or

B. keep your eyes closed and crawl.

A. Try to see through the dust and stand

You walk forward and trip on a log. This is what fell to the ground and startled you. When you look up at the tree, you are hit in the face by a falling log.

Roll to wake up,
if you do, take the Hazy condition.

When you regain consciousness you see a large female ape-like creature next to you. Stroking your hair. You look down at your legs which are trapped under a log.

Roll to wake up,
if you do, remove all other conditions and take the Distraught condition.

The creature's hands roam your body as you try to find a clever way out of this but you are unable to think of anything.

Roll to wake up,
if you do, take the Unfocused condition.

Otherwise, wake up and take Mutated.

B. keep your eyes closed and crawl

You crawl forward without a plan. Thumps sound around you. Large tree limbs fall around you and narrowly miss but it's only a matter of time until you are struck

Roll to wake up,
if you do, discard all existing conditions.

A branch hits your back and crushes you flat. A large hulking ape-like creature stands above you.

Roll to wake up,
if you do, take the Weary condition.

The Agropelter crouches beside you with a tree branch resting on its shoulder. It makes a grunting sound as it stands back up and raises the branch above its head.

Roll to wake up,
if you do, remove all existing conditions and take the Weary condition.

The beast hits you on the head and back countless times, pausing only to get new branches to strike you with. Your mind is unable to distract you from the violence.

Roll to wake up,
if you do, remove all conditions and take the Enraged condition.

Otherwise, your nightmare continues, draw a new critter card and resolve its nightmare.



Axehandle Hound



This ridiculous critter is basically a dog with an axe shaped face. It is strange but deadly.

Its diet is primarily the handles of axes which it steals when no one is looking.

The creature is said to be nocturnal but there is no proof even of its existence.

The Nightmare:

The moonlight seems brighter than normal and the air colder.

You hear a howl in the distance and your skin begins to itch.

A moment later there is a deafening chorus of howls.

Roll to wake up,
if you do, take the Bleeding Ears
condition.

A hound emerges from the tree line, followed

by 5 more, which are then followed by at least 10 more.

The bushes rustle with movement and the ground begins to shake.

Roll to wake up,
if you do, remove all existing
conditions and take the Anxious
condition.

You've never seen a stampede of dogs before.

The moonlight reflects off of their metallic

faces and you giggle as they repeatably sink their face blades into you one by one.

Roll to wake up,
if you do, take the Maniacal condition.

Otherwise, your nightmare continues, draw a new critter card and resolve its nightmare.



Ball-Tailed Cat

This feline has a dense ball attached to its tail.

Its ball-tail is a deadly weapon.



The Nightmare:

Something licks your face and you smile.

Your secret admirer purrs and lays next to you, pressing its weight up against you.

You notice something strange about its tail.

Roll to wake up,
if you do, remove all existing
conditions.

You run your hand down your new companion's back but it seems to dislike this.

It raises its tail into the air and you can now see a large bulbous shape at the end.

Before you can react, it slams its tail into your chest knocking the wind out of you.

Roll to wake up,
if you do, take the Bitter condition.

You roll to the side as fast as you can but it's useless and the Ball-Tailed Cat again slams its tail into your chest and then your face. and then your face again.

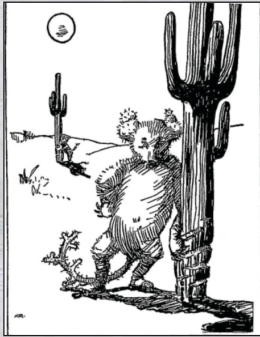
Roll to wake up,
if you do, take the Bruised
condition.

Otherwise, your nightmare continues, draw a new critter card and resolve its nightmare.





Cactus Cat



It would from time to time, slash cactus plants late at night, and then revisit them later to drink the intoxicating juices and become violent.

Cactus Cats are said to mate for life and

the tale is that the females would regularly fight over the males.

Cactus kittens are said to be born blind and without any spikes as those grow in adulthood.

The Nightmare:

Strangely, you find yourself sitting around a campfire with two half-cat, half-human creatures. One stands up and stumbles, almost falling into the fire but regains its balance and sits down next to you, handing you a jug to drink from.

Do you **A. drink** or **B. gesture no**

A. Drink

The juice is strong and burns your throat but you take a second sip pretending you like it. Moments later regret sets in as the stars begin to swirl above you.

You lay down feeling the world spin and trying not to vomit on yourself.

Roll to wake up, if you do, remove all existing conditions and take the Nauseous condition.

You now find yourself lying between two critters, looking up at the sky. Your skin feels raw but slimy. Slowly a needle protrudes from the back of your hand. Then another and another until your hands and arms are covered in cactus needles

Roll to wake up, if you do, take the Hazy condition.

The needles continue to spread to your legs and torso. And you stumble drunkenly to your feet. You make it 2 steps away before painfully vomiting enough cactus needles to fill a bath basin.

You wake up, take the Weary condition.

B. gesture no

A look of disappointment flashes on your new companion's face but only for a moment. It takes a long drink from the jug. The cat's gulping sounds mix with the crackling fire creating an eerie soundtrack to whatever may occur next.

Roll to wake up, if you do, remove all existing conditions and take the Unfocused condition.

The cat sitting next to you finishes the entire jug and throws it into the air. In the same moment, its branching tail whips into the air and smashes the jug into dozens of sharp projectiles painfully hitting you and the cat across from you who rises to its feet.

Roll to wake up, if you do, remove all existing conditions and take the Enraged condition.

You now see both cats are covered in thorns from head to toe. One lunges at the other and they brawl. Punches land, heads are stomped, eyes are slashed and all you can do is watch and hope they do not turn their anger onto you.

Roll to wake up, if you do, take the Hazy condition.

Otherwise, you take Mutated.



Dingmaul

Variant of the Ball-Tailed Cat.



The Nightmare:

Your feet sink into the ground. Slowly.

Your vision begins to blur and when it refocuses you are greeted by a familiar face, a past lover. They ask you to follow them but your feet are stuck. Worms writhe around your ankles.

Roll to wake up,
if you do, take the Bitter condition.

You free one foot and then the other and race forward to your old flame whose back is now turned to you.

You place a hand on their shoulder and they begin to turn around.

Roll to wake up,
if you do, take the Hazy condition.

The face of this creature is no longer familiar. It is that of a Dingmaul cat baring its teeth. You fall backward on to your ass and the cat pounces on top of you clawing through your clothes and scratching your skin. Your clothes are fast drenched in blood.

Roll to wake up,
if you do, take the Mutated condition.

Otherwise, take 2 damage and wake up.





Dungavenhooter



The Dungavenhooter is hard to pronounce and even stranger when you first glimpse one. It looks somewhat like a crocodile but without the croc's distance feature. The Dungavenhooter in fact has no mouth, but instead it has oversized nostrils. The mighty beast is said to pound loggers into a gas with its tail and then inhale them, never to be seen again.

The Nightmare:

As you sit on a makeshift wooden dock with your feet soaking in the water. You notice ripples.

Exercising caution, you remove your feet for a moment and sit cross legged.

Perhaps you should head back to the campsite. You begin to unroll your pant legs when a large crocodile like creature jumps out of the water splashing everywhere and landing next to you, its eyes orange like fire.

You expect it to bite off a limb or two but relax when you see it has no mouth. You are instead entranced by its two substantial nostrils, rhythmically opening and closing.

Roll a Folk Hero Die

Leaf - the beast uses its tale to pound you into nothingness. All that is left of you is a pink colored gas which the crocodile swiftly inhales.
Wake up and remove all conditions.

Axe - it attacks with its tail but you dodge and grab an axe. Just as you sink your axe into its back you awaken.
You wake up drenched in sweat.

Food/Water - the monster smashes its tail against you and turns to your satchel. It pounds your bag with its tail vaporizing its contents.
You wake up with an empty satchel. discard all food and water.

Paw Print- The monster drags you into the water and you feel the muddy bottom against your stomach. As it drags you, your skin rips on sharp material as mud and seaweed turn to jagged rocks, bones and debris. The creature positions itself on top of you, flattening you more and more until you are nothing more than gas which bubbles to the surface.
Wake up and take the Distressed condition.

Skull - pain. everything goes black. wake up and take 3 damage.



Glawackus

This charming fellow looks like a cross between a panther, lion, and a bear

The foe commands your attention through screech, hyena
The creature
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Roll a Folk Hero Die:

Leaf - The creature lets out a screech and you fall to your knees in pain





Goofus Bird



The Goofus Bird obviously flies backwards and builds its nest upside down. Its also know as the Filla-ma-loo bird or the Flu-fly bird.

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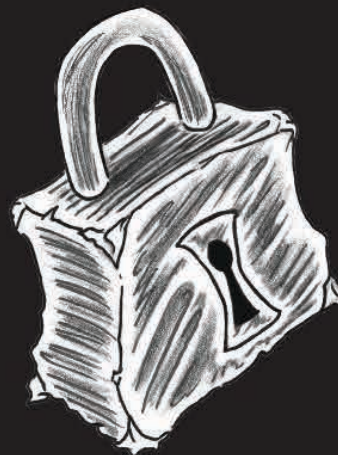
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The nonsensical bird has a turkey-like head,

Otherwise, your nightmare continues, draw
a new critter card and resolve its nightmare



Gumberoo



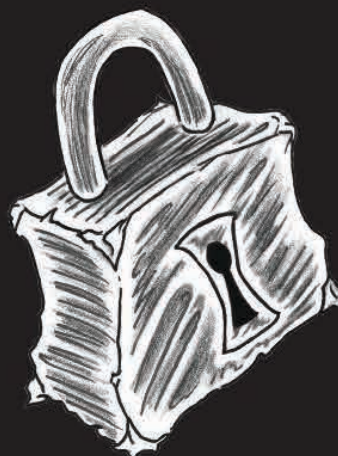
Bigger than a bear, smaller than an elephant, its skin

A. light a torch

You remember something someone said around the campfire one night. A stranger you met on the road. You now clearly remember and can see it vividly. He said, "How to kill a Gumberoo? well that would be fire, only way actually. But stand back because that tends to make 'em explode."

B. try to run further into the woods and crouch behind a tree to hide

You run into the woods. It starts to rain and then it starts to pour. At first your feet slip in the mud but then they get stuck. Your feet come



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A. light

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B. try to
and crouch behind a tree to hide

Roll to wake up,
if you do, you check to see if you are burned. You
are not. Remove all existing conditions

dition



Hidebehind



Often searched for and rarely spotted, this critter seems to always be hiding but in reality it moves

A. throw back the flask, chug it and rush after the creature

You dart off after where you think it went but see nothing. There's a rustling noise ahead.

B. turn and run the other way?

You run the opposite direction until you cannot run anymore. You bend over gasping for breath from your sprint. You place your

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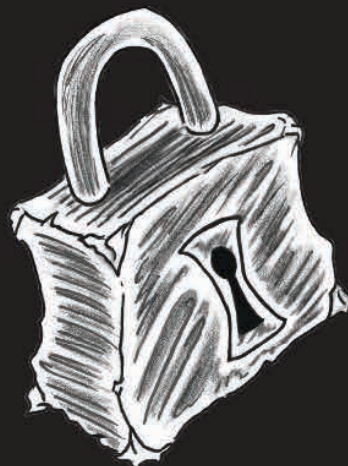
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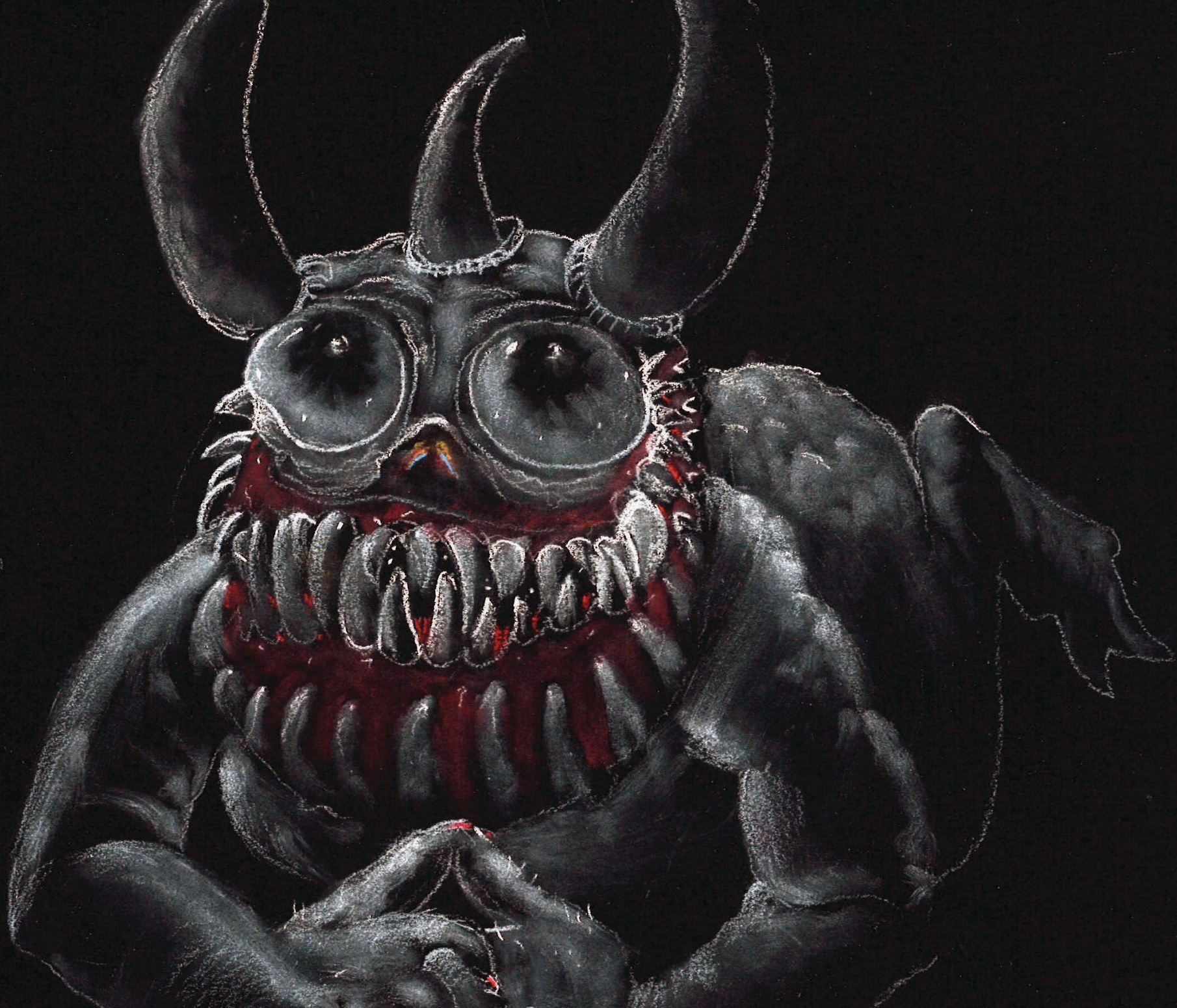
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Hodag

The Nightmare:

You sit on a leather chair that looks expen-

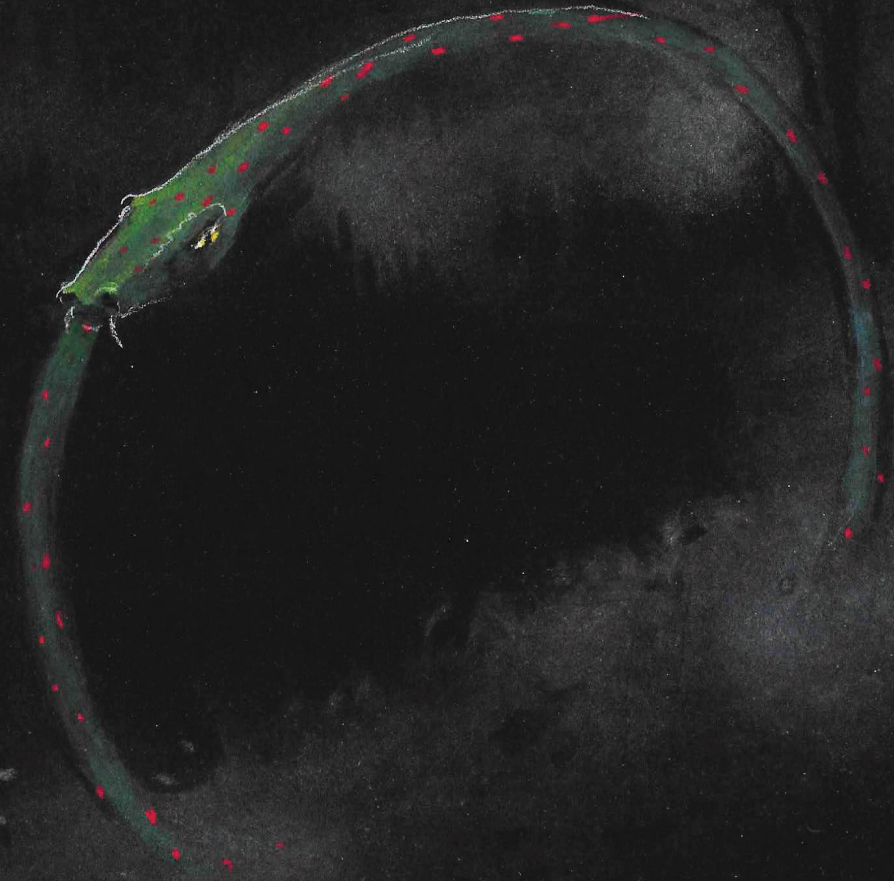
You use your hands to pry off the floor-



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Hoop Snake

The hoop snake gets its name from its ability to bite its tail and roll like a wheel. This critter often appears in Pecos Bill tales.

When it tuns circular it is remeniscent of symbology from ancient Greece or Ja

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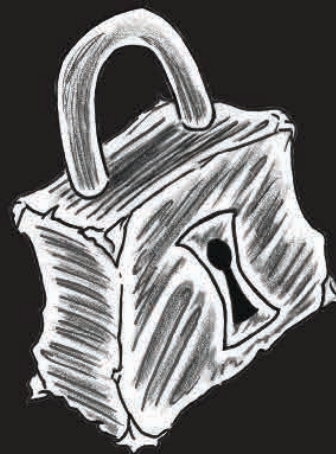
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He says what happened before, can happen ground. The snake turns to you, still in the



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Hugag

This enormous critter's jointless legs require it to sleep standing up and it can never sit down. It does not tire of standing though and have contempt those lounging around.

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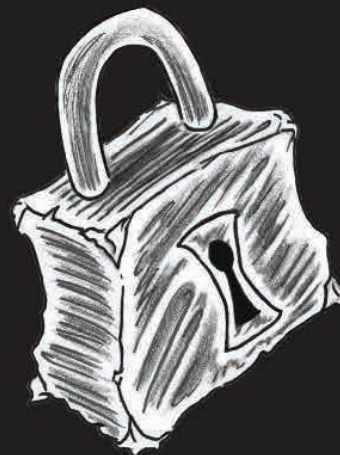
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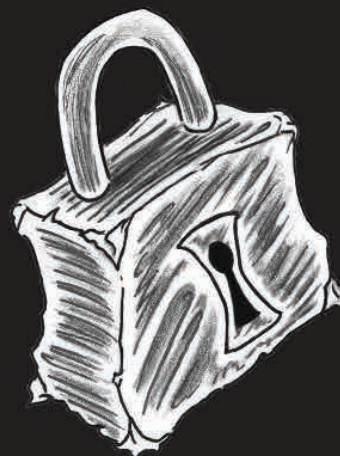
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Hugag

The Nightmare (continued):





Jackalope

The Jackalope has the appearance of a rabbit but with antlers like a deer.

Hunters are advised to wear protective gear when handled this critter. Stovepipes on their legs will work in a pinch.

One of the ways to capture a jackalope is to entice it with whiskey, the jackalope's beverage of choice.

Be aware that the jackalope can imitate the human voice.

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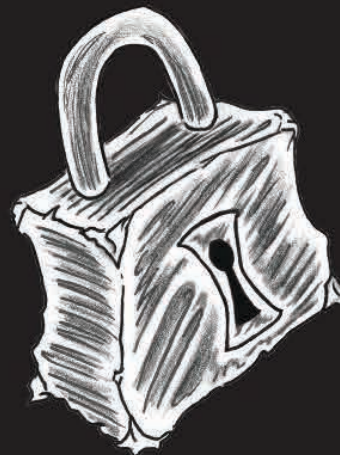
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Now there are three of them and they laugh in chorus.



Jersey Devil

This winged beast terrorizes the wilderness from above

It has what is described as a high-pitched "blood-curdling scream

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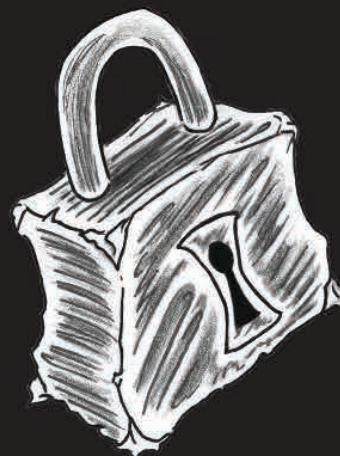
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Joint Snake

The joint snake is seemingly a straightforward critter. When it breaks apart, it can then grow back and thus reassemble itself.

A man once said he cut a joint snake in half with a small pocket knife. He noticed, after looking away, that the snake had melded itself with the knife. The man described this as disconcerting.

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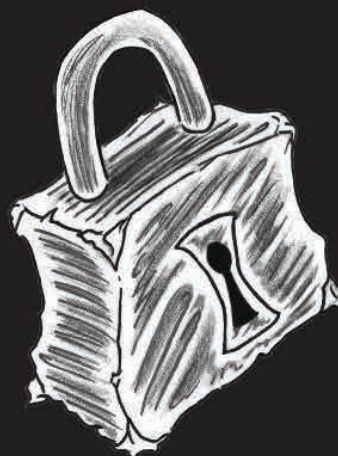
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Otherwise, your nightmare continues, draw a new critter card and resolve its nightmare



Joint Snake

The Nightmare (Continued):

E. try to open the coffin and climb in to escape the snakes around you

The coffin lid is heavy, if you are Babe or Paul go to F.

F. you are Babe or Paul

The lid opens and you climb in. You realize the flaws in your plan as you struggle to move the coffin lid back.

Joint snakes begin to infiltrate your attempted

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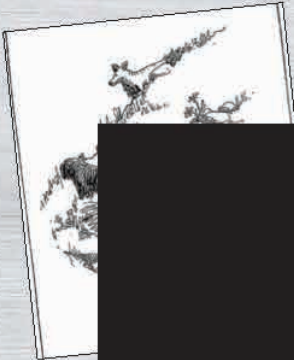


Otherwise, wake up and tell no one

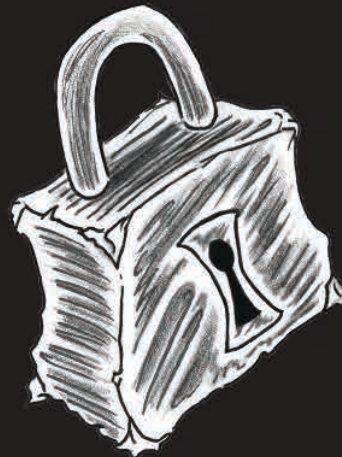
the anxious condition



Sidehill Gouger



This creature is very odd, its legs are taller on one side of its body than the other. Anyone who has paddled a canoe from only one side can attest to the fact that this means the Sidehill Gouger will always travel in a circular path. It considers this a positive adaptation



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Silver Cat

variant of the ball-tailed cat. Approach with caution.

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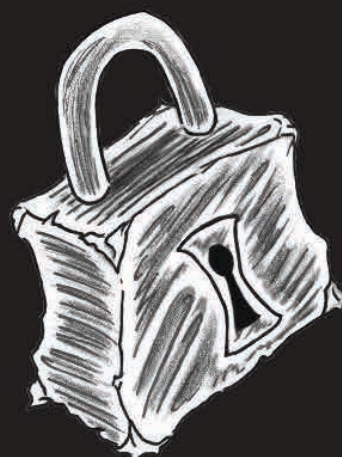
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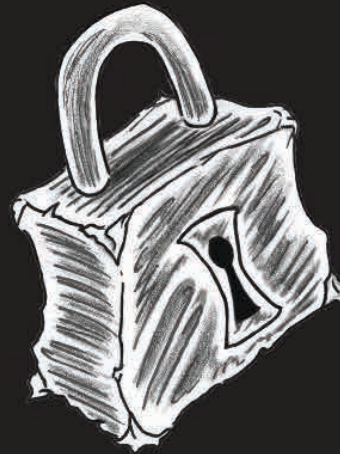
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Snallygaster

The snallygaster is a dragon-like beast

It can fly and should be feared



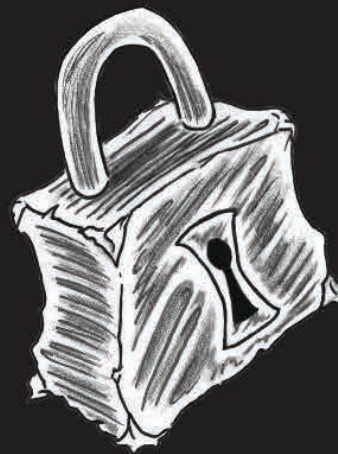
into the lava.

You are knocked down by critters running



Snipe

The snipe is a very colorful bird. It has both fur and feathers. And to be more specific, the fur is on the inside.





Splinter Cat

The splinter cat has incredible speed. It also has a hard head (physically and mentally). It can smash its head into even the thickest trees and doing so knocks branches off. Often the trees topple over.

This ferocious cat is nocturnal.

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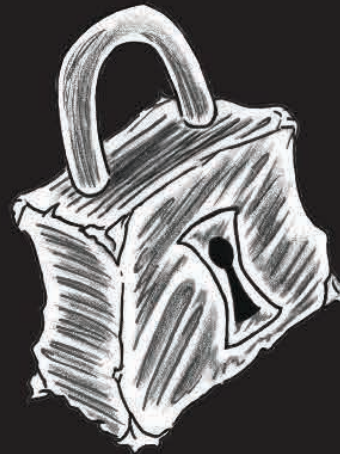
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Splinter Cat

The Nightmare (Continued):

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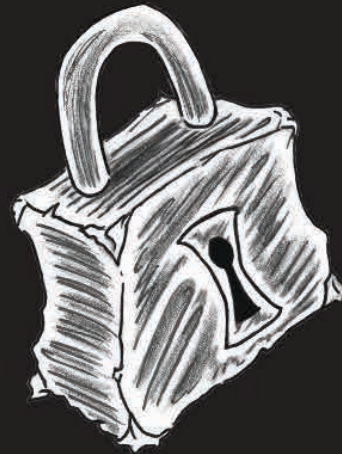
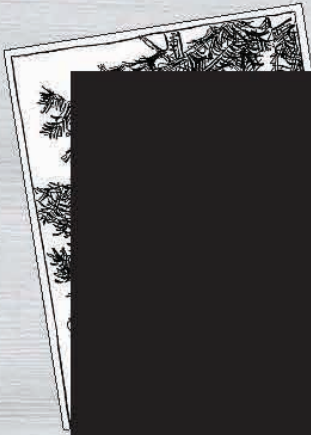


After it jumps and attacks you, it sinks its
teeth into your neck and you lose consciousness
Wake up in the darkness

Roll to wake up,
if you do, remove all existing condi-
tions and take the maniacal condition



Squonk





Teakettler

The Tealettler is named for its small size and screeching cry which sounds like a demented tea kettle

Steam may immit from its mouth and ears while screaming, sometimes other places too

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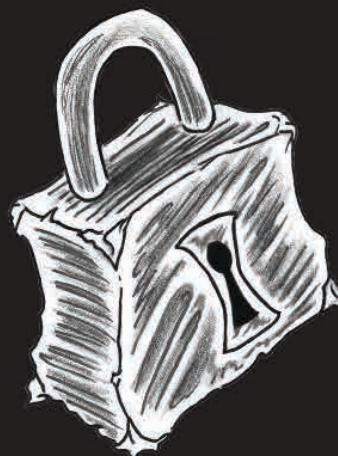
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Tree Squeak

The Tree Squeak squeaks a lot. It makes its nests high up in the tree tops. Its very fast and it's tail is very long.

It is seldom captured due to its small size, incredible speed, and its chameleon-like ability

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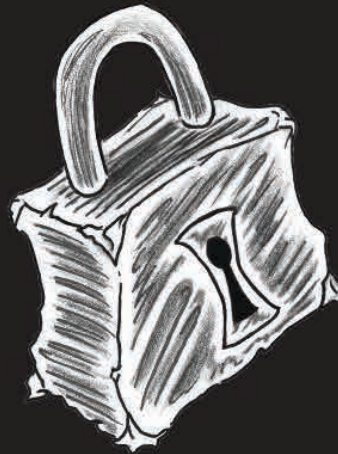
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Wampus Cat

The Wampus Cat is an amphibious feline which has been likened to a large panther. Pioneers claimed it heralds death with its call.



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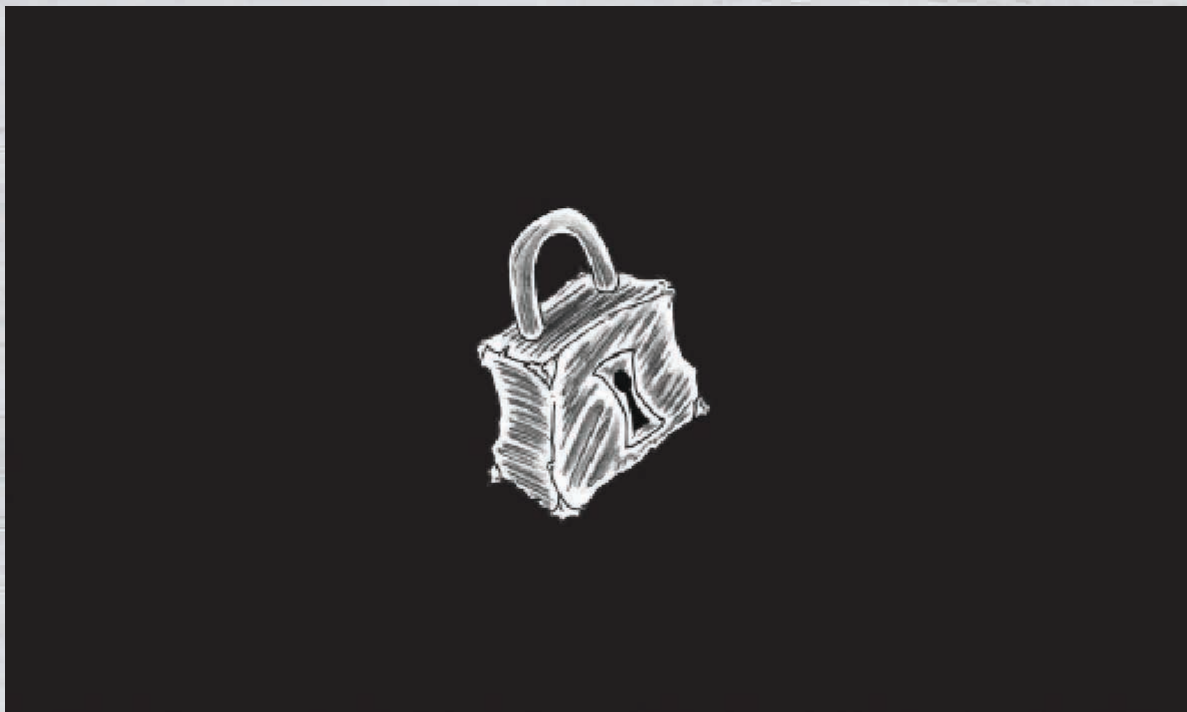
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Congratulations on surviving the wilderness! The team at Geektopia Games thanks you and hopes you enjoyed the game.

Ending #1



Ending #2



Ending #3

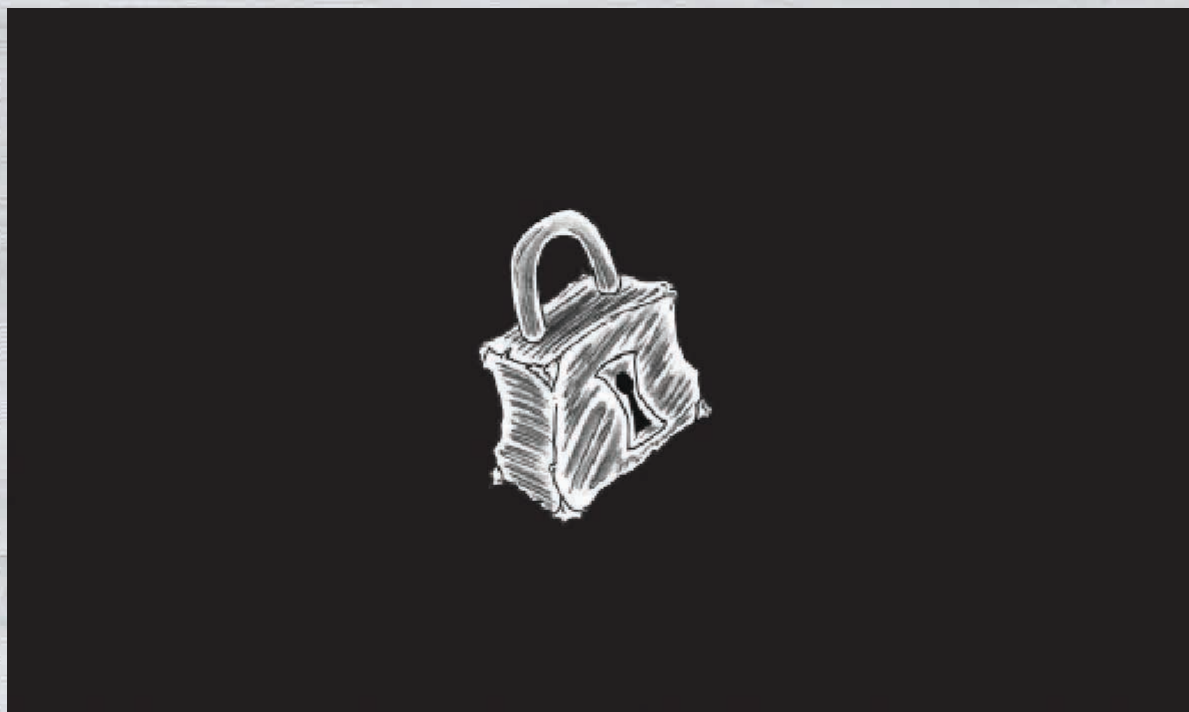


Ending #4



Ending #5





Thanks to everyone who backed Fearsome Wilderness on Kickstarter

Agropelters:

Benjamin Kissel, Blop, Daniel Tiecher, Elwoods Adventures, Flaedda, Michael Sieber-Baskal, Raimund Ruppel, Robert McGehee, Sarana

Hodags:

Aaron Rucker, Adam Daniel, Aj Stephens, Andrew Miller, armourdefense, Arryn Pidwell, Aubry Thonon, Bjarne Hindborg Rasmussen, Brandy Pastore, Brazen Sigilos, Bryan Kurpierz, Bugz, Casper Span, Chloe Miller, Chris 'Pesti' S., Christian FALOTICO, Claus, Craig McNaughton, Cristovao Neto, D., Tony Vernola, DaddyGee, Dalibor Nikic, Damian Storm, Danil Bulatov, Darren "Rubber" Fong, Daryl Pruett, David Hepburn, deb longoria, Dominique Holthaus, Don Judd, DragonChemist, Eduardo Barrocal, Gaurav Gandher, Greg Krywusha, Guillaume DECLER, Guillaume Suarez, Guy Thompson, Hayden Robertson, Harley, Humble Hero Games, Incandescent Dragon Creations, InTheTreesByeByeHead, ioannis Diakatos, Jacob Watt, Jake Hutchings, James Edward, Jason Dickerson, Jenks, Jennifer Patterson, Jeremiah Baumann, Jesse Busch, Jim Hackett, Joan Queralto Ibañez, Joe J. Larsen, John Madigan, John P Rogers, John Pemberton, Jonathan Jefferies, Joshua E Palmer, Kassie M., Kenai Melton, kstfff, LadyAth, Lars Laakes, Leopold Goldimire, Lou Hambro, M. Zottmann, Marco Pizzuti, Mark Johnson, Mark Nixon, Marshall B., Marti3P, Matt Bizzell, Matthew, Robert Plank, Mellowdramatix, Micah R Maloney, Michael Gerald Moore, Mike Martin, Mike Morine, Mike Worcester, Mitchell Kessler, Morgan Gordon, Murray Oates, Nick Huffman, Oberlachs, Orlando Luque, Pabtrack, Paul Buss, Peter Giles, Preston Lintzenich, Rebis, Rich Hiner, Rob Steinberger, Robert D. Wilson, Ross Nendick, Sal Robertson, Samuel G Hing, Santo Gajof, Scott Bradley, Scott Hogan, Scott M., Shawn Hakl, Simon Powell, Squig, Stefan Dorn, Stephan Ziemke, Stephen Pfann Jr., Stewart Walker, Stuart Wells, Svend Andersen, T Darsam, Tatiana Quigley, The Hardy Family, Thomas Holm, Thomas Redden, Timothy Wascoe, Todd Agthe, Todd Gdula, Tom Giannone, Tóth Fruzsí, Trevor Dawson, Troemmelche, Tyler Dax, Ulrich Brasche III, Uwe Schreiber, Vandenn, WarOrdos, Will Harrower, Wim D., Woz, Xóchitl Estrada, Zechariah Stephens

Jackalopes:

Adam Slota, Anna Dobosz, Austin logatto, BackAlleyBen, backeis, Backer #446, Brian Kish, Bufler, ChitChatXD, Chris Scanlon, cobe gilpin, Cramptons, Dallas Benavides, Daniel R. Boucher, Darren Davis, David DePino, Derek Galloway, Garrett Byerley, Half-Monster Games, Heikki Lehtonen, Holly Rankin & Alex Staniloff, Ian Lovecraft, Jack S., Jax, Jeremiah Castle, John Crawford, Jonathan Gostelow, Joseph, Mary Katherine, and Daniel Watson, Justin Reis, Kellen Dyer, Kevin Ha, Li'l Sébastien O'Chavez, Luigi Di Francescangelo, Malcolm Trotter II - Gentleman Gamemaster, Mark & Izzy Crudo, Mel Follmer, Michael Hedrick, Michael Moondogs Larkin, Nicole Wagenblast, Orlando Carrillo, Renegade Garou, Richard Dearth, Richard Ross, Samira & Kingston, Shasta & Nate Williams, Tim Ballard, Tom Baxendale, Trevor Adams, Turd Ferguson, Tyler Winsborrow, Vin Villon, Warren Griffin Lockwood, William List, Xavier "Wendigo" Picchi

Snallygasters:

Adrian Havens, Alec Burns, Alex (ffxi xalex) Chinchilla, Alex R Ott, Alie Cat Crafts, Allan Osgood, Allen Denison, Amber Diana, Asher Smooté, Beau Oehlenschläger, Blauer Max, Bodo, Boris Steinhauser, Brian, Bryan Daly, bungoll, Byron Bedenbaugh, C. Frech, CarolynC, Casey Brown and Tara Goldsby, Casey Patrick Kleiman, Cecelia Rafferty, Chip "Malkinn" Heusinger, comdata55, Cong Pham, Danny Bigard, Deri Morgan, Derrick Cook, Dremcyfer, DW, Dylan "Caligula" Distasio, Edward Duggan, flypirat, In remembrance of Jon McCarter, Jacob Watkins, Jared Shurin, Jason Hamilton, Jason Kurtz, Jeff Galinski, Jimmy Diaz, Joe Labruzzo, Joe Nesvara, John Gemlo, John Vitale, Jon M. Cross, Jordan Muncrief & Rachael Gallegos Muncrief, Joseph Mannarino, Joshua Shutts, JP. Arnold, Justin McCormick, Justin Vick, Karen Grant, Karen Joy, Karl Fischer, Knight Raven, Manheimer, Mark Jose, Martin Brownlow, Martin Henrich, Matt Brooks, Matthias Lohde, Megan Dippold, Michel Strack-Zimmermann, Mike McVeigh, Mike Trisevic, Owangolama, Paul DeKoninck, Philip Redmond, rajdo, Richard Carnicky, Rob Schleicher, Robert F Walker III, Ross Wilkinson, "Rutir" Alexander, Saranac Lake, Shaun Spielman, Steve Lamoreaux, Styx Babin, Taylor Bonell, Ted Takahashi, Terry & Bertha Dano, Thom VandenBossche, Timothy Roller, Esq., Tom Anderson, Trey Mercer, tslater2006, Tyler-Morgan "Sindri" Sellors, Wendy Frankovich, Will and Alyssa, Will Wilson, Yamato, Zalamandar

Inspired by:

Richard Proenneke who built his cabin alone in Twin Lakes, Alaska.

Fearsome Creatures of the Lumberwoods, With a Few Desert and Mountain Beasts.

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Fearsome Wilderness, the tabletop board game and miniatures collection from Geektopia Games was created by Matt Cross. Original art of the heroes, critters, and trees were created by Bud Wheeler. Conditions art was created by Willis Harrower.

Thanks to everyone who helped us bring this game to life.



Richard Proenneke at his cabin in Twin Lakes, Alaska.
National Parks Service photo taken by Richard Proenneke and
donated by Raymond Proenneke

Icon Reference



Axe - used when attempting to fell trees



Critter Paw Print - used when attempting to attack critters



Leaf - used when attempting to calm oneself



Water Canteen - used to gather water. gain 1 water token for each icon showing



Campfire Food - used to gather food. gain 1 food token for each icon showing



Skull - this represents a wilderness accident, take 1 damage to your folk hero



Broken bone - take the Broken condition



Antlers - take the Mutated condition



1 scratch - take 1 damage



2 scratches - take 2 damage



3 scratches - take 3 damage



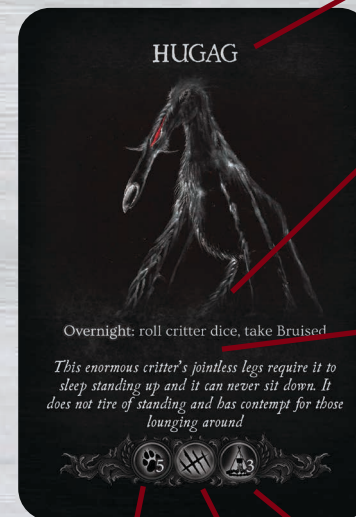
X - cancel all critter dice effects this roll

If you roll **two of a kind**, resolve the effect. If you roll two of a kind more than once, resolve each pair independently.

Name of the critter.

Critters usually have "Overnight Effects" that trigger if you are on a space with that critter during the night phase. See page 16.

Each card has flavor text with fun facts and horrific descriptions. The flavor text is mostly for immersion but it may relate to certain Condition cards. For example, the Bleeding Ears condition makes you immune to attacks from critter's whose flavor text mentions a noise or scream.



Designates what is required to defeat the critter.

Determines the number of Critter Dice needed to roll when required. Each critter has a different number of scratches on their icon. This is only on Critter cards.

This icon determines what resource and how many of them are gained after defeating a critter. Defeating a critter often yields food tokens.

Cannot plant trees on this space	1 tree maximum	2 trees maximum	3 trees maximum	4 trees maximum
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Nightmares

When a critter or tree card would cause you to experience a Nightmare, first draw a random Critter Card from the Critter Deck. Then get out the Rulebook and find the page corresponding to that Critter. Read the Nightmare text.

During Nightmares, you will periodically be instructed to "Roll to wake up". When instructed, roll 1 Hero Die. If it's a Leaf icon, you wake up. If it's a Skull, you wake up and take 1 Damage. If you do not roll a Leaf or Skull, continue reading the Nightmare.