

WIRTS & GREGS

You are lost in the **WOODS**. Your mission is to find your way home, make new friends, and protect the denizens of the woods. Nothing is quite as you expect it here, and the absurd and magical seems commonplace.

PLAYERS: CREATE CHARACTERS

I Choose what your character is: **HUMAN, FROG, BIRD, CAT, PUMPKIN** or **SPIRIT**

II Choose who your character is or once was: **HIGHSCHOOLER, FARMER, WOODSMAN, WITCH, NOBLE** or **MUSICIAN**

III Choose your **NUMBER**, from 2 to 5. A high number means you're more like **WIRT** (cold rationality; calm, precise action). A low number means you're more like **GREG** (intuition; impulsivity, socializing).

IV Give your character a folksy fairytale name, like Lady Maplefeather.

YOU HAVE: The clothes on your back, and few random knick knacks that you probably shouldn't.

PLAYER GOAL: To get home.

CHARACTER GOAL: Choose one or create your own: **DISPEL THE SPIRIT THAT HAUNTS YOU, RETURN TO YOUR TRUE FORM, RAISE ENOUGH MONEY FOR THAT ONE THING, PROTECT YOUR SIBLING OR FRIEND, RESCUE A LOVED ONE WHO IS LOST,** or **KEEP BEING SILLY**

ROLLING THE DICE

When you do something risky, roll **1D6** to find out how it goes. Roll **+1D** if you have a useful **RESOURCE** (like a lantern, or a feather, or magic fingers) and **+1D** if you have **EXPERIENCE** (you paid attention in highschool, you've used an ax before). The GM tells you how many dice to roll, based on your

character and the situation. **ROLL YOUR DICE AND COMPARE EACH DIE RESULT TO YOUR NUMBER.**

If you're acting like **WIRT** (cautious, rational) you want to roll **under** your number.



If you're acting like **GREG**, (charming, rash) you want to roll **over** your number.



IF NONE OF YOUR DICE SUCCEED, it goes wrong. The GM says how things get worse somehow.

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IF ONE DIE SUCCEEDS, you barely manage it. The GM inflicts a complication, harm, or cost.

1

IF TWO DICE SUCCEED, you do it well. Good job!

2

IF THREE DICE SUCCEED, you get a critical success! The GM tells you some extra effect you get.

3

IF YOU ROLL YOUR NUMBER EXACTLY, you get to say **"WAIT, THAT'S DUMB."** Alternatively, you may use any other quotable line instead, like, **"That's a rock fact!"** You have a sudden epiphany and understand what's really going on here, and for a moment you stop acting like your typical foolish self. Ask the GM a question and they'll answer you honestly.

!

SOME GOOD QUESTIONS: *What are they really feeling? Who's behind this? How could I get them to _____? What should I be on the lookout for? What's the best way to _____? What's really going on here?*

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1D**.

GM: CREATE THIS NECK OF THE WOODS

Pick a season: **FALL, WINTER, SPRING** or **SUMMER**

Pick a location: **A FIELD, A LAKE, A RIVER, PLEASANT WOODS, DARK WOODS, TALL WOODS, MARSHLANDS** or **FARMLANDS**

Pick a landmark, occupied or abandoned: **A HAMLET, A VILLAGE, A WINDMILL, A WATERMILL, A CABIN, A MANSION** or **AN OLD SHRINE**

RUNNING THE GAME

Play to find out how the players can help people in this neck of the woods. How does this get them closer to their home? Introduce evidence of the denizen, either through rumors, markings, or a chance encounter. Before anything bad happens to the characters, show signs that it's about to happen, then ask them what they do. *"The wolf-headed ghouls raise their matted paws to swipe at you. What do you do?"* *"The teacher raises her voice and threatens to kick you out. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill. Ask questions and build on the answers. *"Have you been to this part of the woods before? When? What happened?"*

GM: CREATE AN ADVENTURE

Roll or choose from the table below.

A DENIZEN OF THE WOODS..

1. The Beast	5. A mysterious hunter
2. An old witch	5. A wealthy businessman
3. A powerful spirit	6. The town mayor

..WANTS TO..

1. Steal people's souls	4. Take down their rival
2. Keep someone imprisoned	5. Cast a major spell
3. Drive people out	6. Put on a festival

..IN ORDER TO..

1. Reclaim their honor	4. Reunite with their lover
2. Stay young forever	5. Keep an old secret hidden
3. Launch their business venture	6. Stave off their loneliness

..BUT..

1. They're wracked with guilt	4. They're missing the final piece
2. They can't do it alone	5. They've been misled
3. They're running out of time	6. Someone's fighting back

WIRTS & GREGS: AN OVER THE GARDEN WALL TRIBUTE RPG (v1.0)

The game text is © 2023 by Andi Licht.

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