



Once upon a time, in a cottage on the edge of the woods, there lived five sisters. One was very clever, one was very sharp, one was very brave, one was very fast and one was very strong. Now, it happened that one day their mother said to them “It has been a long time since there has been word from your grandma on the far side of the forest. Would one of you take this loaf of bread to her and see that she is well?”

Of course, like in all fairy stories, there are going to be quite a few strange and wonderful things along the way!

Welcome to the 2025 Oakbound Advent calendar, we hope you'll have lots of fun discovering the road through the woods. Inside the outer box you should find five character cards with coloured borders, a knapsack card, a rules summary card and the card you scanned to get here. You'll also, of course, find 24 boxes- one for each day in advent. The first two are marked “1st” and “2nd” on the top, the final two are numbered “23rd” and “24th” on the top. The other boxes are all unmarked and can be opened in any order. This means that everyone playing will have a different route through the woods, and if you play several times your route will change each time.

The inside of each box is a tile showing part of the forest, with a model and a number indicating the encounter for that tile. Turn to the appropriate section to find out what happens! The first two boxes will take you through the rules of the game. To open a box simply pull the top up, breaking the sticky seal. Then slide apart the two halves of the inner flap and lay the box flat. You may need to gently press or fold the box the opposite way to make it lie flat.



1

The first sister says “Yes, I’ll take the path through the woods to grandma’s house and see that she is well”.

Saying farewell to your sisters, you pack the loaf of freshly-baked bread into your knapsack and set off on the path through the deep, dark woods.

Place today’s home tile against the edge of a table so that there is plenty of room to place further tiles next to the path leading away from the house. Put the sister miniature on this tile. This is where the game begins.

The first thing to do is find out which of the sisters is going to set out for grandma’s house first. Shuffle the five coloured-border character cards and draw one at random. Put this next to the home tile and place the others to one side. If the first sister fails in her mission you’ll draw one of the remaining cards and try again. Alternatively, if you have a few extra tokens and dice for each sister, they can all adventure together, spreading out to explore the forest faster. This way you can either play solo or with friends. If playing with a group the first person to reach grandma’s house and resolve the encounter is the winner.

Each character card has five circles marked with colours. Letters and containing numbers. These are the five statistics for the character- Wisdom (W), Perception (P), Courage (C), Agility (A) and Strength (S). The higher the number the better the character is in this particular field.

Now take the knapsack card and place it by the home tile. Place the bread miniature onto the box marked ‘Stuff’. This is where you will put useful items you pick up along the way. Bread is a food item, you will find others on your travels. Food is essential for keeping going on your journey. You may eat a food item at any time to recover 3 points of Endurance, we’ll cover Endurance in the next section. Once eaten, remove the food item from your knapsack card. Your goal is to make it to grandma’s house, where she will be expecting at least one food item for her tea.



2

The sun was high overhead as the sister walked along the path into the forest, but the trees loomed dark on either side. Before long she came to a crossroads. Each path lead deeper into the wood, which one should she choose?

Place the crossroads tile next to the home tile so that one of the paths leading off the crossroads tile joins up with the path from the home tile. Whenever you place the next tile at least one path leading off it should connect to the tile the sister miniature is currently stood on. It doesn't matter if all the paths leaving the new tile do not connect to other paths, but the sister can only travel from one tile to the next if there is a path connected to the tile she is currently on. Now move the sister along the path from the home tile to the crossroads tile.

Take the three dice from today's box. Place the black dice on the bottom right corner of the knapsack where there is a black circle marked 'End', with the number 6 in it. Place the dice so that the six face is upwards. This shows how much Endurance you have remaining. The number in the circle (6) is the highest your Endurance can be, it never goes above this level. Endurance is your capacity to carry on going, if it reaches 0 you are exhausted and collapse. From now on, every time the sister miniature moves from one tile to another you must reduce your Endurance by 1. You do not lose Endurance if you are forced to retreat to the previous tile but will, of course, have to spend another point of Endurance attempting to move onwards again. Some encounters may require you to lose further Endurance in other ways.

As mentioned previously, eating food items is the most usual way to recover Endurance. It's worth saying, don't actually eat the miniature items! You can eat a food item at any time, but not once your Endurance drops from 1 to 0, then it's too late! If your Endurance reaches 0 take all the items from your knapsack and place them on the tile with the sister miniature. Then remove the sister and place it back on the home tile. You can now select a new character card, reset your Endurance to 6, place the bread back in your knapsack and set off again as the next sister attempts to make it to grandma's.



The other two dice are used for rolling tests. The green dice is yours, the purple dice represents whatever creature you are facing. When asked to 'test' a stat (Test Courage, Test Strength, Test Wisdom etc) roll the green dice. If you roll equal or under your stat then you succeed. For example, if asked to Test Courage and your courage is 3 a roll of 1, 2 or 3 would be a success. The encounter will tell you what to do if you succeed or fail. You may be asked to make an 'Opposed Test'. In this case roll both the green and purple dice. Add your stat to the green dice and that of the creature to the purple dice. Whichever total is highest wins. For example, if you are asked to make an Opposed Wisdom roll to solve the sphinx's riddle you roll the green dice and add your Wisdom (let's say 3). You roll the purple dice and add the stat given for the sphinx (let's say 4). If the total of your Wisdom (3) and the green dice is higher than the total of the sphinx's Wisdom (4) and the purple dice then you win and answer the riddle correctly. If it is a draw, you win! As with regular Tests, the encounter will tell you what the outcome of an Opposed Test is.

Some encounters say that you can Sneak them. To Sneak, Test Agility. If successful you may stealthily move to one of the exits of the new tile. You do not encounter whatever is on it, but should leave the miniature there for the next time you come to this tile. If you fail to Sneak, or are not given the option, you must face the encounter.

The next 20 boxes are unmarked. It doesn't matter what order you open them in. Leave the boxes marked 23rd and 24th until you have used all the other boxes, then place 23.





3

A grove of apple trees surrounds the path. At the foot of one of the trees stands an old crone. She is peering up through the canopy, looking for something in the branches above.

You may Sneak this encounter.

If you choose to continue down the path, the old lady tells you she is looking for a very special apple that grows in these woods. It is pure gold. If you find it for her she will give you a reward.

If you have a golden apple in your knapsack you may give it to the old lady. Turn to 25.

If you do not have a golden apple, or do not wish to give it to the old lady, she continues searching. Leave her miniature on this tile, you may return to it at a later point.

The trees around this tile are full of ripe apples. You may eat as many as you like here, restoring 3 Endurance for each eaten. If you try to take any apples with you, however, they rot and turn maggots as soon as you step off the tile.



4

As you walk down the path a strange man dressed all in green with a long feather in his cap leaps out from a tree in front. "Greetings fair maiden! I am Robin in the Green, defender of travellers and watcher of the forest".

If you are carrying a horn turn to 26.

If you do not have the horn he says "May I accompany you on your journey?". If you accept Robin's company move his miniature along with the sister miniature. Robin has the following stats- W5 P5 C5 A5 S5. He will undertake the first Opposed Test you are asked to roll on your behalf. If he fails you may retreat from the tile without penalty. Once he has undertaken the Test he will announce "And now, fair maid, I bid thee farewell!" and disappear back into the trees. Remove his miniature from the tile.





5

You notice a small shrine by the side of the path.

Test Perception.

If you are successful you spot the glint of a small golden key hanging from a nail at the back of the shrine. You may place this in your knapsack, otherwise leave it on this tile. If you return to this tile again you may test perception to try and spot the key.



6

From a gnarled oak tree in the centre of the crossroads hangs a large horn bound in silver. Next to it a wooden board reads: "Wanderer, thou getst one, wind of thee horn. Shallt the green come unto thee, makest thine way straight and fayre".

If you wish you may place the horn in your knapsack, otherwise leave it on this tile.



7

*From a distance you can see something bulky lying across the road ahead.
Up close you see the wreckage of a cart, covered in moss and rotting away. It's obviously
been here for some time.*

Test Perception.

If successful your eyes catch a dull glint on the verge a few feet away from the cart. Half-buried in the earth is a metal ring. Digging it out you find it to be a small golden crown. You may place this in your knapsack, otherwise leave it on this tile.

If unsuccessful you may return to this tile to search the cart again, however you must move away before you can do another search. you return to this tile again you may test perception to try and spot the key.



8

Long shadows stretch across the path, like claws reaching out to grab you. They seem to lengthen as you approach. Suddenly there is a wild jabbering from the trees around you. Dark shapes flit from branch to branch above your head.

You may Sneak this encounter.

Like a flash the goblins are upon you, tearing at your knapsack. They aren't strong, but they're determined and there are lots of them! Make an Opposed Test of Courage against the goblins (Courage 4). If you are unsuccessful they steal one item at random from your knapsack, remove it. If you are successful you manage to drive them away this time. Leave their miniature on the tile. They will attack again any time you pass through this tile. If you have no items for them to steal instead reduce your Endurance by 1 if you are unsuccessful.





9

As you approach the next junction in the path you can hear the sound of two people squabbling.

You may Sneak this encounter.

Stepping into the clearing you see two rotund figures wrestling with each other, seemingly trying to keep hold of a rattle and force the other to let go. They stop as you approach and turn little, piggy eyes upon you.

“Stop there” says the first, “You’re not passing this way”. “No how” says the second.

The Tweedles are unpleasant urchins who move their massive bulk together to block your path whichever way you go.

You may leave this tile by the path you came in on, but if you wish to leave via one of the others you must outwit the pair. Test Wisdom to gain access to one of the paths. If you are successful you may leave the tile via that exit, but leave the Tweedles’ miniature on the tile, you’ll need to face them again if you pass this way.

Alternatively, you can take an Opposed Wisdom Test against their Wisdom (2). If successful they mope off huffily into the trees, leaving all exits clear, remove their miniature. If unsuccessful in the Opposed Test you are forced to withdraw to the previous tile. The inane debate has so muddled your brain your Wisdom is lowered by 1, it cannot drop below 1. Make a note of this for future Wisdom Tests.



10

Rustling in the bushes to either side of you grows fiercer, now you're not so sure it's just the breeze. From both sides comes a wave of large rats, flowing and dragging you towards a fork in the road. Standing at the centre of the fork is a lean man in motley with sharp, rat-like features. In fact, now you're closer, you can see he does have long, wiry whiskers like a rat, pointed ears and weird eyes. At his feet is a ring of rats, their tails knotted and woven around his spindly legs.

"Aha, a traveller! You are in our kingdom, the realm of the rats, and we demand a toll of you".

His voice is high-pitched and makes you want to scratch.

The rat king will accept any food or gold item from your knapsack, he is uninterested in anything else. If you do not wish to give him anything, or cannot, then you must make an Opposed Strength Test to force your way through the sea of rats and escape. The rats have a Strength of 3.

If you have a golden crown and give it to him the rat king will be extremely pleased and will not only let you pass but stand aside forever, remove his miniature from the tile. Otherwise leave his miniature on this tile, he will demand a toll every time you pass through.



11

The sound of gentle music floats through the leaves ahead. You see the path branching into two and between the tracks stands an ancient, blasted tree stump. On top of this is a golden harp. You feel drowsy as you approach the instrument, lulled by its soft notes.

Test Courage.

If you are successful you may take the harp. It stops playing as soon as you touch it but will start again when placed somewhere. If you put the harp onto a tile then any creature there will fall asleep and you can pass unchallenged. Remove the harp from the tile when you leave it but leave the creature there, you must encounter it again if you pass back through.

If unsuccessful you fall asleep. When you awake you feel refreshed (restore up to 3 Endurance) but the harp has vanished. Remove its miniature from the tile.



12

Someone has been digging a hole beside the road here. A spade lies beside a pile of freshly dug soil. If you're quick you might be able to retrieve whatever it is before the digger comes back.

If you wish to try and dig Test Strength. If you are successful you find the buried item, it is a bag of gold! Put it in your knapsack, this is a gold item. If you are unsuccessful you may try again, but each time you try roll the purple dice. If you roll equal to or less than the number of attempts you have made then the digger returns! Test Agility to escape to an adjoining tile or lose 1 Endurance. Either way you must abandon your digging.

If you return to this tile again the hole has been filled in, the spade is gone and there is no sign left as to where to dig.



13

The rushing noise of a swift stream grows louder as you approach an old, stone bridge.

You may Sneak this encounter.

The bridge is the only way to cross the torrent. If you wish to cross then, as you are half-way across, a slimy, warty hand reaches over the parapet and the hideous bulk of a troll pulls itself onto the walkway in front of you. To pass the troll you must give up all the food in your knapsack. If you do not have any, or don't want to, you will have to fight past him. Make an Opposed Strength Test (Troll Strength 5). If you are successful you may go on your journey, but leave the troll miniature on the tile, he will attack again should you pass this way. If you are unsuccessful you must return the way you have come and lose 2 Endurance from the Troll's punches.





14

A colourful pavilion stands by the side of the road ahead. In front of it a lanky man in bright white armour is fencing with a scarecrow. He stops as you approach and salutes you.

“Greetings fair traveller. I am sir Gebbon the white, questing knight, at your service. Have you, by any chance, seen any terrible adversaries upon your road?”

The white knight will run off to attack any creature with a miniature still on the board. You may remove his miniature and one other from any tile. If you do not wish sir Gebbon to fight a creature for you leave him on this tile. He bids you farewell, and to return to him should you find a worthy foe for him to battle.





15

The bushes along one side of the path slowly give way to a rough stone wall. After some distance along its length there is a wooden door. It won't open. From beyond comes the sound of cheerful singing.

If you have a golden key you may unlock the door, turn to 27. Otherwise you may pass by up the path.

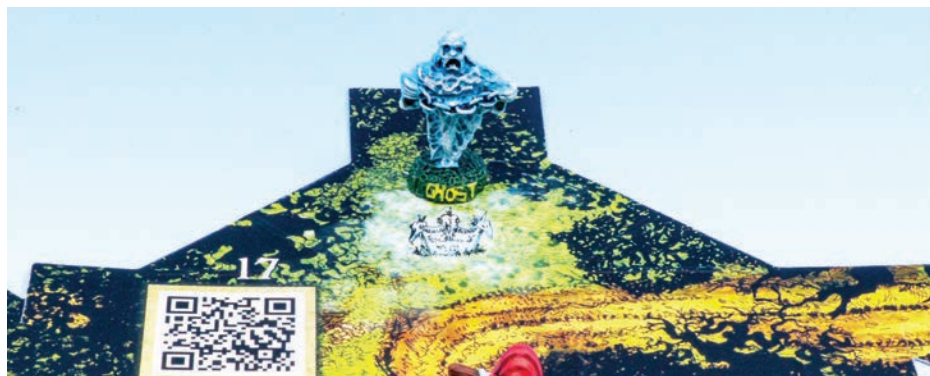


16

Juicy, ripe apples hand from the branches around you.

You may pick as many as you like from the low-hanging boughs, each will restore up to 3 Endurance, they are delicious. If you put an apple in your knapsack to take with you as soon as you step off the tile you discover it has turned gold. But it's still delicious! It's golden and delicious (both gold and a food item).

You may only take a single apple with you, any others taken rot immediately, but you can return for another any time you are not currently carrying a golden apple.



17

A chill breeze blows around you.

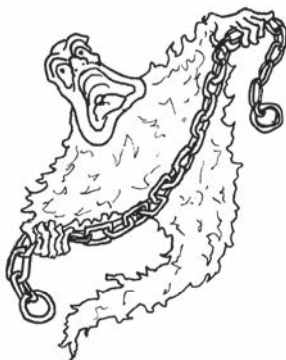
You may Sneak this encounter.

In a small clearing by a turn in the path stands a crumbling gravestone. A pale mist swirls about it. As you approach it rises and twists into the looming shape of a figure. Test Courage. If successful you may remain on the tile. If not lose 1 Endurance and flee back to the tile from which you have come.

The spectre is now visibly, if somewhat transparently, that of an ancient king with a long, withered beard and deep eye sockets. He raises a bony finger to his bald head and gestures to the empty space above.

If you have a crown in your knapsack you may place it on the tombstone. The ghost gestures thanks and vanishes, along with the crown.

Otherwise leave the ghost miniature on this tile, you will have to encounter it every time you pass.





18

A picnic rug lies by the side of the path. There is no sign of whoever was dining here.

On the rug is a wedge of cheese. This is a food item, which you may take.



19

A large tree has been felled across the path.

To one side is an axe which you may take. The axe will increase your Strength by 1.



20

The delicious scent of apple pie drifts on the air. A little way from the side of the path you see a tumble down cottage with a steaming pudding resting on an open windowsill.

If you wish you may Test Agility to grab the pie. It is a food item. If you are unsuccessful the lady who owns the cottage spots you and comes rushing out with a rolling pin to defend her baking. Make an Opposed Strength Test (lady's Strength 2). If you are successful you escape unharmed, if not lose 2 Endurance.

Whenever you eat the pie return its miniature to this tile. The cottage owner is constantly baking!



21

The path ends abruptly at a cliff face. A low growl emanates from a crack in the rocks and a pair of shining, yellow eyes regard you evilly. With a rush the wolf is upon you.

Test Agility to fall back to the tile you came from. Move the wolf miniature to the same tile. Each time you move to a new tile you must Test Agility to evade the wolf.

If you fail the wolf catches you. Make an Opposed Strength Test against the wolf's Strength (4). If you fail lose 2 Endurance, the wolf's pursuit continues. If you succeed you fight off the wolf, remove its miniature from the board.

If, for any reason, the wolf ends up by itself on a tile it will remain there. If you pass through again it will resume the pursuit.





22

Hot, acrid smoke blows down the path towards you.

You may Sneak this encounter.

Beside the track stands a huge cauldron, bubbling with unpleasant green broth. Bottles of the stuff lie scattered around the clearing.

If you have already met the witch and given her what she wanted place her miniature here. She recognises you and grants you a wish. She will increase any one of your stats by 1, make a note for future tests.

If you have not yet met the witch, or she is still looking elsewhere, you may take one of the filled potion bottles. If you drink it replace the miniature back on this tile and roll the purple dice:

- 1: Poison -2 Endurance
- 2: Potion of Intellect +1 Wisdom
- 3: Potion of Fortitude +1 Courage
- 4: Potion of Resilience +1 Strength
- 5: Potion of Speed +1 Agility
- 6: Potion of Sight +1 Perception

Each sister can only receive the effects of a potion once, further potions have no effect.



23

“Hey, you there!” A red-faced man in tight breeches and a large, floppy hat blocks your way. Beyond you can see the chimney of grandma’s cottage poking out of the trees.

You may only place the 24th tile beyond this one.

The man blocking your path is the local baron. Your grandma has fallen behind in her rent, it appears, and he has come to throw her out. He is demanding immediate payment.

If you have any gold items in your knapsack the baron will gladly accept them as payment and stand aside. Otherwise you will have to try another method.

Firstly you must pass a Courage Test to summon the bravery to challenge the baron.

Next you must pass a Perception Test to spot that he is, in fact, wearing a very cheap wig below his large hat.

Then pass a Wisdom Test to recall that the baron is very sensitive about his appearance.

Then pass an Agility Test to grab hat and wig from his head, uncovering his baldness.

Lastly, pass a Strength Test to hurl the headpiece as far as possible into the bushes.

If you are successful on all counts the baron howls in rage and anguish and dives off into the undergrowth to retrieve his lost dignity. The way to grandma’s is now clear. If you fail any one of these Tests you must withdraw to the previous tile and collect yourself ready to try again.



24

“Granny, are you home?” You call gladly as you approach the brightly-painted door of the cottage. To your surprise you find that it is unlocked and swinging open. A little nervously you step inside.

Against the far wall of the cottage is an enormous wooden bed with green velvet hangings around it. The cottage is dark and musty-smelling, but a single candle stands alight on the nightstand. “Is that you, dear?” a frail voice croaks from the depths of the bedding. “Yes grandma, I have come to visit” you reply. “Oh good,” replies the voice, a little more rasping than before, “I was getting a little peckish”. As it speaks the drapes fly apart and a terrible creature, all fur and fangs, dressed in grandma’s mop cap leaps at you.

My, grandma, what big teeth you have!

The grandma-beast has a Strength of 6 and an Agility of 4. If you wish to flee you can make an Opposed Agility Test. If successful you escape, but must flee all the way back to your home. If you wish to fight the beast you must make an Opposed Strength Test.

If successful you win the game. We leave it up to you if grandma is alive and well and can be rescued, if she’s been eaten or if she had transformed into the very beast that attacked you!

If you fail either of these tests the grandma-beast devours you.

If you have any food items in your knapsack you may throw them at the beast. Each one thrown adds +1 to your Opposed Test roll.

25

She grins in triumph.

“Thank you my dear! Just what I was looking for. Let me give you a special gift to reward you”.

The old lady is a witch and will cast a spell on you, raising your lowest statistic by 1. If more than one of your stats is equally low you may choose which one to raise. Remember this if you are required to Test it in the future.

Once she has been given the golden apple, remove the witch miniature from the tile.

26

Robin says “Ah, you bear the horn! Sound it should you be in trouble and I, Robin in the Green, shall come to thine aid. Every traveller gets my help once” then he vanishes again into the trees.

Leave his miniature on the tile. If you need his help at any time you may remove the horn from your knapsack and discard it. Move Robin to the current tile, he will make the Test on your behalf. Robin has the following stats- W5 P5 C5 A5 S5. If he fails you may retreat from the tile without penalty. Once he has undertaken the Test he will announce “And now, fair maid, I bid thee farewell!” and disappear back into the trees. Remove his miniature from the tile.

27

When you open the door you see a neat little garden full of roses. At the middle of this, by a fountain, is a small lady in a bright pink dress with a tall, pointed hat. She is smiling broadly and singing to herself as she flits around, waving a small silver branch at dead rose heads, turning them back into glorious blooms. Seeing you she smiles.

“Welcome to my garden mortal. This is a pleasant place, is it not? But your kind should not be here sad to say. Where do you wish to go?”

The fairy will transport you to any tile on the board for free. Simply place the sister miniature on any tile you have previously laid. Leave the fairy here, she can be visited again.