

Our Woodland Gods

Official Errata - updated 11/11/2024

- **Solo Play**

Our Woodland Gods was designed for 3 to 6 players, but we wanted to have a way for couples and individuals to enjoy the game as well. Even with a group, it is supposed to be a challenge to get everything done. In solo play, we have realized that it is almost impossible.

Therefore, the following text should be added to the solo rules on pg 25, section 6, under Solo Only:

- If you are only running a single character, you may spend five rounds at each location in the woods with any sixth round counting as the desperation round. Since there is only one of you, you are less likely to get noticed by the Eldritch Beasts and therefore have more time to accomplish your tasks.

- **Eldritch Opportunity**

Following the Eldritch Opportunity path changes the game in some fundamental ways. Thus the instructions on playing this path often contradict with the instructions under each Stave.

When in doubt, the instructions given in the Eldritch Opportunity section beginning on pg. 61 should take precedence. The following errata and clarifications are also in effect.

pg. 61 - updated wording: “The Rune associated with your cult is now Void.” should instead read “The Rune associated with your cult is now Void (or Beast, if Void is already the heretic rune.)”

pg. 62 - Cut this line: “If the pact completed the pact responsibility, each player may lower their Heresy by one point.” (*Heresy is no longer an option once the Eldritch Opportunity path has been triggered.*)

Clarification: The Eldritch Opportunity tenet is intentionally different from the Death tenet on pg. 218. You must sacrifice a village at the end of EVERY community phase to feed the Eldritch Beast. (*The Death tenet only requires a sacrifice at the end of each Stave.*)

Clarification: An Eldritch Beast will still attack your pact if you choose to take a Desperation round at any location. You are only safe from the random attack draws at the start of each round.

- **Binding: A Triumphant Return**

Clarification: The sacrifice here covers any other sacrifices required by your cult's tenets. (Including the 2nd community phase sacrifice from the Eldritch Opportunity path.)