

# *Search for the Wolf's Den*

## *a Scenario for Devil in the Wilderness*

*By Dave Valentine*

After their expedition to Acadia, Major Church and his men made the weary trek back to Salem. If legend can be believed, they did not return alone: a fearsome wolf pack had followed. But, pray you, these were no ordinary wolves which tackle men and tear flesh from bone. No, this pack had far more sinister intentions! They would rend the body only to get at the soul. These creatures were werewolves, their mangy canine features stretched across the frame of a man, vile and deadly. Some among them were larger, fiercer, and more vicious: dire wolves, a yard and a half at the withers, with all the hatred of Hell stuffed inside them. But none held a candle to the pack's leader: the one whose bidding is done without contest or hesitation. Measuring more than eight feet in height, this great Demon werewolf embodied Doom!

As if the witch trial hysteria wasn't enough, the werewolf pack began to torment the residents of Salem. Despite the efforts of Major Church and his men, the wolves returned night after night, leaving more and more villagers torn into mere shreds, strewn about outside their homes, the cries of their loved ones piercing the morning air.

With a memory lurking in the back of his mind, Cotton Mather scoured the pages of the *Witches Hammer*, finally coming across the story of a bewitched man whose dreams would call the werewolves forth, an account which he had read once, some long time before. The means of defeating these horrid creatures could lay with such a man!

In the pitch darkness of that very night, the first piercing cry to be heard was not from the wolves' victim, but from Reverend Samuel Parris, safe in his bed. His night terror woke him only moments before the distant screams, growls and gurgles bore witness to another werewolf attack. The tale of Parris' "visitation" soon reached Mather's ears.

Mather questioned Samuel Parris, who was terrified that Burroughs may have possessed his mind. Mather hypothesized that if they could "cleans" Reverend Parris, they could put an end to the werewolves' predations. However, being from Salem, Parris had seen the form that persecution from Mather and the other hunters could take. What horrors might befall him during this "cleansing" process of theirs? His head pounded and his heart raced at the thought. Pure panic drove him into the woods and beyond their reach.

Night after night, in his hideout on the woods, Reverend Parris's terrors continued. Night after night, werewolves wrought their horrors upon the residents of Salem. Reverend Parris, driven by his visions, creeps about the town, secretly witnessing the results of their violence. He lives in constant fear, torn between his helplessness and his duty to the good people of the town.

But others are watching, even as Reverend Parris hides from Mather. They know what he sees when he sleeps at night, and they are not afraid. Rather, their black souls are filled with joy! The terrible sound of the werewolves' hunting is music to their ears...

Mather, fixated upon the idea that Parris himself is the key, calls upon Major Church and his men to find the man and stop the werewolves. Once again Salem is the field of battle between Darkness and Light!

# The Game Scenario

**Objective:**

Survive the onslaught of the werewolves while trying to find the Reverend Parris. (Whoever controls Reverend Parris, controls the werewolves.)

**Setup:**

Lay out a 4' x 4' board with forest terrain, a crossroads, the Meeting House and the graveyard. Print the two matrix sheets provided. Put spawn markers out on the game board, numbered 1-8. Lay the markers out randomly, no closer than 10" to each other.

Card setup is as normal per the core rules. Remove the Location and Search cards from the core deck for all locations except for the Meeting House and graveyard. The Cave search cards will not be in use at the start of play (there are six of them), but may come into use as the game progresses. Take eight villagers and put them on the Villager matrix, all with full hit points.

In this scenario, there are three options for play:

1. As a Solo game with just the United Colonies or Witch Hunters for player figures
2. As a Co-op game with players running Witch Hunter and United Colonies factions
3. As a competitive game pitting the Witch Hunters against the Witches, competing to find Reverend Parris first

## Game Play: Werewolves, Dire Wolves, and Villagers

Every time you move within 3” of a spawn point, draw a werewolf card and play it out.

Werewolves and their prey – the villagers – are both active in the streets of the town, hunting or being hunted. They move in sudden and unpredictable ways, and the game has a specific mechanic for showing how they appear and disappear from the awareness of the players in the game.

At the end of the turn, each werewolf breaks melee (if any) and may attack a villager. This is done by rolling a D10: On a 1-8, choose the corresponding villager; on a 9 or 10 no one is attacked. When selected, the villager will be placed on the table within strike range of the werewolf which first selected them, and a melee will result. The villagers may not move, but they will defend themselves (if only with bare hands!).

Any resulting damage to a villager or werewolf is recorded on the appropriate matrix, at which point they will be removed from the board (the villager fleeing in panic, and the werewolf making off into the darkness). If no villager is attacked, then it is assumed that none have wandered into range, and the werewolf has simply departed.

Werewolves will appear as summoned forth by the werewolf cards. Villager will only appear at the end of a turn when they are attacked by a werewolf.

At the start of the game, there will be no werewolves or dire wolves on the matrix (the Demon Wolf is always in his cell on the matrix, since there is only one). As werewolves and dire wolves are called into play, they will appear on the table, and then – when they retreat into the night at the end of the turn - be placed on the Werewolf Matrix in any empty cell, with their current number of hit points recorded.

Once the cells of the Werewolf Matrix start to be populated, you will need to roll a d10 to see if any given werewolf or dire wolf is a new one, or one which has already appeared. For each werewolf/dire wolf needed, roll:

1-8: Look at that cell to see if it is occupied. If it is a wolf of the correct type, it will appear (that is, if you need any of that type of wolf, it will be one of them). If that cell contains the wrong type of wolf, or if it is empty, then a new wolf of the needed type will appear.

9, 10: A new wolf of the needed type appears, with full hit points.

If, at the end of the turn, there are any werewolves or dire wolves not assigned to cells in the matrix, then they will be placed in any empty cells. If you run out of matrix cells, just keep track of their hit points and place them in empty cells which become available in the order they entered the game (you may have to make a “waiting list” of new werewolves and dire wolves looking to fill empty cells).

When called on to appear on the table, werewolves are selected by rolling a d10. On a 1-8, the werewolf or dire wolf of that number on the Werewolf Matrix will appear, with their current hit points. If the indicated cell on the matrix is empty, then a new werewolf or dire wolf will be spawned, with full hit points, and will take up position in that cell.

Whenever a villager is killed, they are replaced with a fresh one at full hit points. (You might remark that it is a good thing the villagers have such big families, because the werewolves are *always* hungry!)

## Game Play: Chaos Level

As in other *Devil in the Wilderness* scenarios, the Chaos Level will influence play (and possibly be used as a victory condition – see below). The Chaos Level starts at 4 at the beginning of play. It will be moved up and down at the end of each turn, based on what has happened:

- For every werewolf (of any kind) killed, move the Chaos Level up one (for the Witch faction, move it down one level instead).
- For every non-player character (NPC) villager killed, move the Chaos Level down by one.
- Every time a player character (PC) is killed, move the Chaos Level down (up for the Witch faction), and respawn that character at the beginning of the next turn. At the beginning of the turn, roll a D10. You respawn at the number rolled. If you roll a 9 or 10, you choose where to respawn (marker 1-8).

## Game Play: Notes on Cards

When a cave is discovered/appears (as the result of a werewolf event card) all six of the search cards for the cave come into play. It is a new location on the board. Note that if there is more than one cave, they will all use the same search cards.

Some cards will also allow for werewolves to be trapped (the “Full Moon & Deep Hole” cards). There are two United Colonies event cards which will indicate that a werewolf has appeared and may be trapped. Roll a d10 to select the werewolf from the Werewolf Matrix – if there is an empty cell, or a 9/10 is rolled, and a new werewolf is needed, roll again. On a 1-5 it is a werewolf, and on a 6-10 a dire wolf.

Wolves which appear in this way may be trapped if the matching trap card is played when they appear on the board, or if there is already a trap. A trapped werewolf will not move or attack (it is trapped!). Trapped werewolves are also subject to being pressed into service by playing a skill card, “The Lycanthrope’s Master”. If an attempt is made to master a trapped werewolf, and it fails, the werewolf will be free at the end of the turn to go and find a villager to eat, to make themselves feel better!

## End of Game:

There are several different victory conditions which can be used, depending on whether the game is played solo, coop, or as a competitive game. These should be decided before play starts.

You can play until you find Reverend Parris and take him to the Meeting House (for non-Witches) or capture him (for Witches) as the sole victory condition. If you want a longer game, you can require that non-Witches also raise the Chaos Level to 7, or Witches lower it to 1, for a total victory.

You can also play a limited number of turns, or for a limited length of time, and use the Chaos Level as the indicator of victory (above 4 is a non-Witch victory; below 4 is a Witch victory). If this type of game is chosen, you may wish to assign the faction which controls him at the end of play a Chaos Level up or down.

## Werewolf Matrix

HP Left	Werewolf/Dire Wolf	HP Left	Werewolf/Dire Wolf
	1		5
	2		6
	3		7
	4		8
		Demon Werewolf	

## Villager Matrix

HP Left	Villager	HP Left	Villager
	1		5
	2		6
	3		7
	4		8