

Curse of the Wolfen



A small aircraft is returning to the U.S. from Cozumel late at Night, when it encounters a fierce, unexpected storm, and is forced down into the Gulf of Mexico. The plane crashes near a small island, and the passengers manage to swim to the tiny body of land. Taking shelter in a small cave near the shore, most of the survivors are unharmed, but one is gravely wounded from the crash. Delirious with pain, the injured man moans incoherently, "...on the plane...", "...vicious!...", "...only at Night...", "...kill us all...", "...Wolfen!...", then falls unconscious.

Unable to help the man, the exhausted survivors eventually fall asleep beneath the thundering skies. In the morning, as the storm begins to clear, the survivors are horrified to discover that the injured man has been murdered - savagely torn limb from limb, as if by a wild animal! Recalling the stranger's warnings, the remaining passengers come to the shocking conclusion that his words were more than just deranged rambling. At least one of them, maybe more, is a Wolfen - transforming at Night into a half-man, half-wolf monstrosity driven by an instinctive urge to kill. With no idea how long it will be until they are rescued, the fearful survivors make a chilling pact. Until the Night killings stop, they agree to hold a drum-head trial each Day and execute the one among them they deem most likely to be a Wolfen. Will mob justice find and eliminate the threat lurking in their midst, or will the crafty Wolfen elude discovery long enough to massacre the rest of the stranded Humans? Will anyone survive the Curse of the Wolfen?...

Curse of the Wolfen is a mind game for a large group of people. Six players is an absolute minimum, but ten or more players is best (these rules can be used for up to 24). An even number of players is preferable, but not mandatory. People of all ages may play, but due to the logistic subtleties (and rather brutal subject matter), *Curse of the Wolfen* is most suited for players ages 12 and up. Based on a classic party game called 'Mafia' or 'Werewolf', this version has a modernized plot setting and a few minor mechanics changes, but is basically the same as its predecessors. The game is simple in form, but can become quite complex in execution, depending on the intelligence and enthusiasm of the players. Overall, the game plays out like a 'live-action' murder-mystery, ...but with Wolfen and Psychics. Though I have created my own set of 'cards' for *Curse of the Wolfen*, it doesn't actually require any specialized equipment, and can indeed be played using only a standard deck of cards (or even scraps of paper, as explained below). To use the included cards, simply print the card pages full-sized (ideally on card-stock) and cut out the cards (there are small black dots on each page that mark the corners of the individual cards). You can even put them in standard-size protective card sleeves if desired. The rules below are a compilation of materials from several different sources online, and I make no claims as to the originality thereof, in whole or in part. The majority of what follows is taken directly from the English translation of the rules for 'Lupus in Tabula', a version of the game currently available commercially from daVinci/Mayfair Games. Enjoy.

MATERIALS

- A deck of 24 cards representing the various roles in the game. If you do not have a special set of cards, you may use standard playing cards with the suits and ranks indicated below in brackets. If all else fails, simply write the roles needed on similar-sized pieces of paper and have the players draw them from a hat rather than shuffling and dealing from a card deck. The roles in *Curse of the Wolfen* are:
 - 4 Wolfen [2-5 of Clubs(♣)]: (Gamma-γ [2♣], Delta-δ [3♣], Beta-β [4♣], and Alpha-α [5♣])
 - 9 Normal Humans [2-10 of Hearts(♥)]: (Athlete [2♥], Doctor [3♥], Gambler [4♥], Inventor [5♥], Photographer [6♥], Pilot [7♥], Programmer [8♥], Soldier [9♥], and Student [10♥])
 - 9 Special Humans [2-10 of Spades(♠)]: (Half-Blood [2♠], Wolfsbane [3♠], Priest [4♠], Occultist [5♠], Romantic [6♠], Magus [7♠], Lunatic [8♠], Troublemaker [9♠], and Werehamster [10♠])
 - 1 Storyteller [Jack of Diamonds(♦): J♦]
 - 1 Psychic [Queen of Spades(♠): Q♠]
- 48 voting tokens (24 red and 24 blue) [poker chips work fine, or dimes and nickels]
- 24 accusation tokens [white poker chips are ideal, or you can use pennies]
- A hat, bag, large cup, or other suitable receptacle from which tokens may be drawn [not mandatory, but helpful]

GOAL

There are two factions in *Curse of the Wolfen*, the Humans and the Wolfen. The Wolfen are trying to slaughter all the Humans one-by-one during the Night, while the Humans seek to identify and execute the Wolfen hiding among them during the Day. Some of the Humans have special powers to assist them, but the Wolfen are cunning and bloodthirsty killers. Naturally, only one faction will prevail.

SETUP

Assemble a group of players and seat them around a table or open playing area on the floor. Next, create a deck of cards (or pool of paper slips) which will be used to assign the players their identities. The cards that make up the deck depend upon the number of players in the game. The deck should always include 1 Storyteller card and 1 Psychic card. With 6 players, there is only 1 Wolfen card, the Alpha-α. For 7-12 players, add a second Wolfen, the Beta-β. With 13-18 players, include a third Delta-δ Wolfen, and for 19 or more players, add the final Gamma-γ Wolfen as well. Random Normal Human cards should then be added to the deck until the total number of cards is equal to the total number of players. If the Special Humans are being used, replace half of the Normal Humans (rounded down) with the recommended Special characters as indicated in the table below. As an alternative, it is even possible to complete the deck with a totally random mixture of Normal and Special Humans. Just shuffle all 9 Normal Humans and all 9 Special Humans together, then bring the deck up to its full size with random cards from this mixture. This makes it possible for an unknown variety of characters to be present in almost limitless combinations, and is an enjoyable option for experienced players.

If any player volunteers to be the Storyteller, remove the Storyteller card from the deck and give it to that player (disputes may be settled with a friendly game of Rock-Scissors-Paper). Otherwise, shuffle the deck and deal out one card randomly to each player, face down (or mix up the hat contents and let each player draw out a piece of paper). Whoever received the Storyteller card reveals his identity immediately and places his card face-up in the play area. The rest of the players should each secretly look at their own card, but must not reveal their identity to anyone until the game is over. Maintaining the secrecy of the players' identities is critical to the success of the game! Give each player one red voting token, one blue voting token, and one white accusation token.

Basic Deck Composition

# Players (# Cards)	Wolfen	Storyteller & Psychic	Normal Humans	Special Humans	Recommended Special Humans
6	1	2 (1 each)	2	1	(Half-Blood [2♠])
7	2	2 (1 each)	2	1	
8	2	2 (1 each)	2	2	(+ Wolfsbane [3♠])
9	2	2 (1 each)	3	2	
10	2	2 (1 each)	3	3	(+ Priest [4♠])
11	2	2 (1 each)	4	3	
12	2	2 (1 each)	4	4	(+ Occultist [5♠])
13	3	2 (1 each)	4	4	
14	3	2 (1 each)	5	4	
15	3	2 (1 each)	5	5	(+ Romantic [6♠])
16	3	2 (1 each)	6	5	
17	3	2 (1 each)	6	6	(+ Magus [7♠])
18	3	2 (1 each)	7	6	
19	4	2 (1 each)	7	6	
20	4	2 (1 each)	7	7	(+ Lunatic [8♠])
21	4	2 (1 each)	8	7	
22	4	2 (1 each)	8	8	(+ Troublemaker [9♠])
23	4	2 (1 each)	9	8	
24	4	2 (1 each)	9	9	(+ Werehamster [10♠])

GAME BASICS

Each turn of the game is divided in two cyclic stages: a Night followed by a Day. At Night the Wolfen kill one player of their choice. During the Daytime, all of the players debate about which one of them is most likely a Wolfen, then that player is executed. One of the Humans (the Psychic) has Nightly visions that may or may not help him discover the Wolfen, but he must use this information carefully, as openly claiming to be the Psychic will surely make him the next victim of the Wolfen...

* The Storyteller

The Storyteller does not belong to either the Human or Wolfen faction; he is a neutral observer who manages the flow of the game. The Storyteller's character is the injured survivor from the prologue, and will be automatically slaughtered during the first Night stage of the game. For the remainder of the game, he will oversee the various phases of each Day and Night stage, enforce the rules of play, arbitrate any minor disputes that might arise, and announce when the game has ended and which side has won. The Storyteller may take notes about the players' roles for his own personal use if desired (especially recommended for large groups using many Special Humans), but any such notes should be kept concealed from the players at all times, so that no identities are compromised.

*** A Note on Gender**

Throughout these rules, all players are assumed to be male for the sake of simplicity, and thus referred to with the masculine pronouns 'he', 'his', and 'him'. If there are female players in the game, the Storyteller should take extra care to avoid giving away anyone's identity by accidentally using gender-specific terms. When referencing the players' secret roles, the Storyteller should always use the specific role titles like 'Psychic' or 'Lunatic' instead of pronouns like 'she' or 'him'.

*** Nights and Sleeping**

At Night, all players except the Storyteller 'fall asleep' by bowing their heads and closing their eyes. During the Night, as the Storyteller announces each phase by character title, the corresponding character(s) will 'awaken', lift their heads and open their eyes, then interact silently with the Storyteller as appropriate for their role(s). The Storyteller will then send those players back 'to sleep' before calling on the next phase of the Night and the next player(s). In this way, players with special powers will be able to communicate their choices or intentions to the Storyteller secretly, without any of the other players learning their identities. It is very important for the players who are currently 'awake' to be absolutely silent, so as not to give away their identities. To help maintain secrecy during the Night, players should each make a 'Night Noise': some low-level background interference that will cover up any accidental sounds made by the other players. Examples of Night Noise include lightly patting the table, humming softly, tapping a foot on the floor, etc. Night Noise should be loud enough to prevent the sleeping players from hearing the movements or gestures of the players who are awake and interacting with the Storyteller, but soft enough that the Storyteller's instructions can still be clearly heard by all. Also, players should be careful not to stop their 'Night Noise' when it is their turn to wake up for the Storyteller. If you're the only one at the table humming "Bridge on the River Kwai", and someone notices that the humming stops when the Storyteller awakens the Wolfen, you might not make it through the next Day alive...

THE FIRST NIGHT

The first Night of the game is slightly different than all of the subsequent Nights. During the first Night, the Storyteller is simply finding out which players have which identities, and learning of any choices that some Special Humans must make before the game really begins. After the players have memorized their identities, all of them will fall asleep. The Storyteller may read the prologue story to the players at this time, if he desires. The Storyteller will then call aloud each of the various roles in the game, one at a time, and the appropriate player(s) will awaken to make eye-contact with the Storyteller, then go back to sleep. For example, the Storyteller will say aloud, "*Psychic, awaken. Open your eyes and find me.*" After the Psychic opens his eyes and the Storyteller knows who he is, the Storyteller will say, "*Psychic, go back to sleep.*" The Storyteller will then call upon another role, for example, "*Wolfen, Awaken. Open your eyes and look around to find each other and me.*" Once he knows who the Wolfen are, and they have all seen each other, he will say, "*Wolfen, go back to sleep.*" The Storyteller will continue in this fashion until he knows all of the players' identities. Any Special Humans who must make decisions concerning their powers will also do so during this first Night (the Lunatic choosing his faction, the Romantic choosing his Lover, etc.).

If it is common knowledge what Special Characters are being used in the game, then only those roles need to be called and identified. For example, if everyone knows there is no Magus in this game, then there is no need to announce a Magus phase. However, if the composition of the card deck was random, each and every role should be announced in turn so that the Storyteller can determine which roles are being played. A complete list of all the roles and the suggested order in which they should be announced is shown in the Night Sequence Chart following these rules. Note that the Storyteller will never call upon the Norman Humans to awaken at Night, as they have no special powers to use, and knowing exactly which Normal Humans are present (Doctor, Photographer, etc.) is unnecessary, since it has no real bearing on the game.

DAYS

After all of the Nighttime activities are concluded, the Storyteller announces that it is Day, and asks everyone to awaken. All players open their eyes. The Storyteller informs the players that one of them was killed during the previous Night, and points to that player, who immediately becomes a Ghost (see below). (On the very first Day, it will be the Storyteller's body that is found horribly mutilated, but for each dawn following, it will be the player chosen by the Wolfen that Night.) The remaining players must now choose someone they suspect is the murderous Wolfen, then execute him. Players should talk among themselves in order to attempt to identify the Wolfen. Though there are no restrictions on what may be said by the players (truth, misdirection, lies...), remember that players may not actually reveal their cards to anyone. The Wolfen will obviously try to throw suspicion on the Humans (especially anyone they

think has special powers). Any Special Human will try to incriminate the Wolfen he's discovered, without revealing his identity and making himself the most likely victim of the Wolfen in the coming Night. The only information the Humans have is what other players say and who dies. Accusing someone of being a Wolfen is suspicious. Not accusing anyone is also suspicious. Agreeing with another player a lot is suspicious, and therefore so is pretending not to agree with another player. Never voting to kill a particular player is very suspicious for both of them. It is important that the Storyteller not speak outside his official capacity, even to correct a blatant misstatement about a matter of record, lest he inadvertently divulge information about someone's identity. It is up to the players to decide who is a Wolfen, without the aid of the Storyteller.

*** Accusations**

The Storyteller should limit the wild speculation to about 1 minute per surviving player. After this time has elapsed, the Storyteller informs the players that discussions are over for the Day. Players then begin casting their accusations. Starting with the player sitting to the right of the last player slaughtered (and closest to the Storyteller's right, in the case of multiple deaths that Night), each player in clockwise order gives his white 'accusation' token to the player he believes should be executed. Players may accuse themselves if they wish, but they must give their accusation token to someone (nobody may 'abstain'). After all players have cast their accusations, the two players with the most accusation tokens become that Day's nominees for execution. (In the unlikely event that only 1 player receives all of the accusations for the day, there is no need to pick a second nominee for execution; the unanimously accused player will be executed without further voting, as explained below.)

If there are any ties in the accusation process, they must be randomly broken so that there are only 2 nominees. In the case that 3 or more players are tied for the most accusations, toss a number of tokens equal to the number of tied players into a hat. Make sure that only 2 of these tokens are white; the rest should be blue or red. Each tied player must draw 1 token blindly from the hat. The 2 players who draw the 2 white tokens become the nominees for execution, and the rest are off the hook for that Day. If 1 player clearly has the greatest accusation total, but 2 or more players are tied for the second most, the tie is broken in a similar fashion. Put 1 token into the hat for each player in the tie, but this time include only 1 white token. The tied player drawing the white token becomes the second nominee for the Day.

*** Execution**

If only one player stands unanimously accused (he received all of the accusation tokens that day, including his own), that player is executed without further voting and the day ends. Usually, however, the players must vote to determine which of the two nominees will be executed. The Storyteller should collect all the accusation tokens and redistribute them so that each player has his accusation token back. Each of the execution nominees may defend themselves with one more brief speech, less than one minute long. After these pleas, the nominee closest to the Storyteller's right should hold up his red token where all players can see it clearly. The other nominee will hold up and display his blue token. Each surviving player except the two nominees decides which of these two he will vote for, then secretly places his voting token matching that nominee's color in a closed hand in front of him. (Each player's unused voting token should be concealed in their other hand, either beneath the table or behind their back.) Each surviving player not nominated for execution must cast a vote for one of the nominees (nobody may 'abstain'). There should be no discussion during this execution vote. Once all the eligible voters are holding the hand containing their vote out into the center of the play area, the Storyteller will ask all voters to reveal their voting tokens simultaneously. The nominee with the most execution votes matching his token color is executed and immediately becomes a Ghost (see below), but may still not reveal his card. If the execution vote is a tie, the speeches and voting should be repeated a second time. If this second vote is still a tie, the Storyteller must break the tie by placing one red and one blue token into a hat, then drawing one at random. The nominee matching the chosen token's color is executed.

SECOND AND SUBSEQUENT NIGHTS

After each execution, the Day is over. The Storyteller asks all players to go to sleep, and the next Night stage begins. Each Night after the first is conducted according to a set sequence, with the different players awakening to interact with the Storyteller when their roles are announced. (A Night Sequence Chart with a summary of these phases in proper order follows these rules.) Each role that was shuffled into the card deck before the game must be played every Night, even if the corresponding player has already been eliminated. In order to not give away the identities of the killed players, the Storyteller will simply call out the phase of each eliminated player, as usual, then end the phase after a brief pause, giving the remaining players reason to believe that the role is still in use. The Storyteller should be careful to always talk towards the center of the group at Night. If, for example, he turns to face the Magus when he says "Magus, awaken," the Wolfen may detect the change in acoustics.

*** The Psychic**

This Human secretly has supernatural psychic visions. Once per Night, he has a vision about one other player of his choice and discovers if that player is a Wolfen or a Human. Each Night after the first, the Storyteller announces the Psychic phase by saying, "*Psychic, awaken. Open your eyes and choose your player.*" The Psychic may then quietly point to any other living player of his choice. The Storyteller will silently respond with a thumbs-up if the Psychic pointed at a Wolfen or a thumbs-down otherwise. The Storyteller then calls the end of the Psychic phase with, "*Psychic, go back to sleep,*" then continues with the next phase of the Night.

*** The Wolfen**

When the Storyteller calls the Wolfen phase each Night (after the first) the Wolfen awaken and quietly agree on one Human to slaughter. It is critical that they remain silent during their deliberations, so as not to give themselves away. Any sign language is acceptable, including pointing, nodding, raising eyebrows, and so on. The Wolfen should try to reach a consensus quickly, usually in less than 1 minute per surviving Wolfen. When the Wolfen have reached a decision, the Storyteller should also point at the player they have chosen so that the Wolfen may nod in confirmation. If the Wolfen are unable to reach a unanimous agreement on who is to be killed within the time allotted, then it falls upon the highest-ranking Wolfen still alive to make the final decision. In the Wolfen pack hierarchy, the Alpha- α Wolfen is the leader, outranking all other Wolfen. Beta- β is the second in command, and will make this decision if the Alpha- α Wolfen has been killed. The Delta- δ Wolfen is next in line, followed by the Gamma- γ Wolfen (the runt of the litter), who is outranked by all the other Wolfen. The Storyteller is allowed to inspect the Wolfen players' cards to confirm and/or clarify their ranks if necessary. Once the Wolfen victim has been confirmed by the Storyteller, the Wolfen will be sent back to sleep and the Night is over. The Storyteller then awakens all the players and announces that the player chosen by the Wolfen has been brutally murdered while they slept. That player immediately becomes a Ghost and is given a Ghost token by the Storyteller (see below). It is now Day, and the entire cycle begins again.

It should be pointed out that it is technically possible for the Wolfen to decide to slaughter one of their own during the Night, if they so choose. For this to occur, a majority of the surviving Wolfen (3 out of 4, or 2 out of 3) must agree that the one dissenter among them should die. If so, the chosen Wolfen is killed, regardless of rank, and is found torn to shreds in the morning just like a normal Wolfen victim. Note that this option is almost always detrimental to the chances of the Wolfen actually winning the game, and should be used only in the rarest of circumstances (like against an Alpha- α Wolfen who constantly abuses his 'override' authority over the wishes of the other Wolfen at Night).

GHOSTS

In *Curse of the Wolfen*, dead men do tell tales. Any player who has been slaughtered or executed becomes a Ghost, and must immediately give his blue and red voting tokens to the Storyteller. During the following Days (but not Nights), a Ghost can freely talk and try to actively persuade other players in any way, and may also still cast his accusation token to decide the nominees for execution. This represents the 'bad karma' these restless spirits confer upon those they feel are responsible for their deaths (and it's a great way to keep players active in the game even after their characters have been killed). Note that Ghosts can only use their accusation tokens to select the nominees; they do not participate in the real execution vote once the two nominees have been selected (they have no voting tokens). At Night, Ghosts close their eyes just like all the other players, and they do not have any special abilities, regardless of the character they were while alive (even if they were Wolfen). Remember that even though they are dead, Ghosts must still keep their true identities a secret. Any Ghost who shows another player his card before the end of the game is immediately sent to Purgatory, just as if he had committed Suicide (see below).

SUICIDE

Players can make any kind of claims they wish about their true identities (from honest truths to bald-faced lies), but a player who actually reveals his card to anyone (other than the Storyteller) is considered to have committed Suicide. A Suicide always brings an abrupt end to the current phase of the game. Any Suicides during the Day immediately end that Day, without any further discussion, voting, or an execution. Likewise, any Suicides at Night bring an end to that Night and dawn occurs immediately, without further use of any special powers or any killings taking place (even if one or more victim(s) had already been chosen). For game purposes, the characters of such players will obviously have taken their own lives, and their bodies can not be mistaken for Wolfen victims. Players who commit Suicide do not become Ghosts; their souls are sent directly to Purgatory (a very special level of Hell reserved for Suicides, child molesters, and people who talk at the theater). They may no longer talk, comment, cast accusations, vote, or otherwise participate in the game in any way. While it is a legal game option, Suicide is strongly discouraged, as that player is basically removing himself from the game entirely.

WINNING

The Day and Night cycles continue until one of two victory conditions is met. If the last Wolfen is executed (or slaughtered), the Storyteller immediately announces that the game has ended and the Humans have won. On the other hand, if the Wolfen have butchered (or cause to be executed) enough Humans so that their numbers are equal (for example: 2 Wolfen and 2 Humans still alive, or 3 and 3, or 1 and 1, etc.), then the Storyteller calls the end of the game with a victory for the Wolfen (as they would now be able to overwhelm the Humans openly). Note that factions always win as a team. If the Human faction wins, then all of the Humans have won, including those whose characters were killed. If the Wolfen faction wins, then the whole Wolfen pack wins, even the dead ones. (When playing with the Special Humans, remember that the Half-Blood is actually part of the Wolfen faction, the Lunatic chooses his faction during the first Night, and the Werehamster is a faction unto himself, as detailed in their descriptions below.) Once the game is over, all the players may finally reveal their cards and identities and congratulate the winners on their outstanding performances (or unbelievable luck).

CHEATING

Though it is an abominable concept, this note should be made for the official record. Cheating is **WRONG**. It takes all the fun out of the game. A focal concept of this game is secrecy, and any deliberate attempts by players to learn information that they should not know is **ILLEGAL**. For this reason, anyone caught by the Storyteller attempting to peek at other players' activities during the Night, or steal a glance at other players' identity cards, will be considered to have committed Suicide, and will be immediately removed from the game (...and ideally the room and the building, if not the city in question...). That said, the occasional player or Storyteller error is an unavoidable fact of life. If the Storyteller accidentally reveals someone's identity, or a player mistakenly awakens during the wrong phase at Night, the players should try to minimize the damage done and continue the game if possible, or if the game is spoiled, simply toss in their cards and re-deal a new game.

NORMAL HUMANS

The Normal Human cards I use in my *Curse of the Wolfen* set have a variety of identities printed on them: Athlete, Doctor, Gambler, Inventor, Photographer, Pilot, Programmer, Soldier, and Student. Note that these 'identities' are used purely for flare, and have no effect on the game. If the players wish, they may use their identities as a basis for 'role-playing' their characters during Daytime discussions, but for the purposes of game mechanics, they're all the same. Normal Humans are never called upon during the Night, have no special powers, and are basically just lambs to the slaughter...

SPECIAL HUMANS

Besides the Psychic, there are 9 other Humans with special powers that can allow them to influence the game in different ways. For an advanced group of players that understands the basic rules, adding these Special Humans into the deck during setup can make the game much more interesting (and challenging). If all players agree, you can add one or more of the following characters to the playing deck. (If you are using my personal cards for more than 14 players, you will be forced to use at least some of the Special Humans, as I have only included 9 Normal Humans in my set.) All 9 Special Humans are listed here alphabetically for ease of reference. The number in parenthesis is the suggested minimum number of players for introducing that character, but this is not an absolute.

* **Half-Blood (6)**

Though he is technically a Human, one of his distant ancestors was an outcast Wolfen. The lycanthropy gene is not strong enough for him to transform at Night, but he still feels an instinctive sympathetic connection with the Wolfen. The Half-Blood and Wolfen players do not know each other's identities, but if the Wolfen win the game, so does the Half-Blood. Conversely, if the Humans win, the Half-Blood loses along with the Wolfen.

* **Lunatic (20)**

Though this person is a Human, he is also unfortunately a homicidal maniac. During the first Night, the Storyteller will ask the Lunatic to show a thumbs-up if he wishes to ally with the Wolfen, or a thumbs-down if he will remain with the Humans. If the Lunatic joins the Wolfen, he will still not know who they are, but will win the game only if the Wolfen win. If he remains allied with the Humans, he will win if they win, as usual. During each Night (starting with the second one), when the Storyteller calls the Lunatic phase, the Lunatic may choose to point at any player still alive (including himself). The chosen player is killed during the Night, and their body will be found in the morning along with that of the Wolfen victim. The use of the Lunatic's power is not mandatory; he may decide not to

kill anyone on any particular Night(s), or he may kill once every Night if he desires (though the latter will shorten the game substantially). The Lunatic mutilates his victims' just as horribly as the Wolfen do, so bodies left by him will indistinguishable from those mauled by the Wolfen (making it appear as if the Wolfen killed two victims that Night). Should the Lunatic choose to kill himself, this does not count as a Suicide (it is a special exception to the Suicide rules, as explained above).

*** Magus (17)**

The Magus is a Human with a heritage steeped in magickal tradition. All the members in his family are practitioners of their ancestral druidic religion, which includes a number of ancient Celtic magickal rites and ceremonies. He has two spells at his disposal for use during the game, but he has the materials to perform each rite only once. The first ceremony is a powerful blessing, performed at dusk, which requires him to crush a small crystal given to him by his great-grandfather. Once cast, the magick will protect everyone on the island from harm at the hands of another, but only until the next sunrise. The second spell is a deadly jinx, fueled by an elixir of herbs he carries in a tiny concealed vial. Once he drinks the fluid himself and speaks a dark incantation, a single chosen target of his wrath will be attacked by invisible demons that very Night. When the Storyteller calls the Magus phase at Night (starting with the second one), the Magus may point at any surviving player (including himself) to use his lethal jinx, or nod 'yes' to use his protective blessing, or shake his head 'no' if he does not wish to use either spell that Night. If the blessing is used, then no players may be killed by other players that Night. Unless someone commits Suicide (or the Lunatic kills himself), the Storyteller will simply announce the next morning that nobody died during the Night. If the jinx is used, the chosen player is killed (unless they are the Wolfsbane or were protected by the Priest's prayers). Their body will be found the next morning, mutilated by the unseen demons in a manner identical to victims of the Wolfen and/or Lunatic. As with the Lunatic, if the Magus targets himself with his jinx, it does not count as a Suicide, and is exempt from the Suicide rules (explained above). Remember that each spell may be used only once per game, maximum, and they may not both be used in the same Night. After the Magus has used both of his spells, he becomes a normal Human (with no special powers) for the rest of the game.

*** Occultist (12)**

This Human has an exceptional knowledge of the occult, and can perform a brief arcane ritual to tell if a non-mutilated corpse is Human or Wolfen. At the beginning of the Night (starting from the second one), the Storyteller calls the Occultist phase, and shows the Occultist a thumbs-up if the last player executed was a Wolfen, thumbs-down if not.

*** Priest (10)**

This Human may protect one player of his choice each Night through the power of prayer. At Night (starting with the second one), when the Storyteller calls the Priest phase, the Priest may point at any other surviving player (he may not pray for himself). If a Wolfen (or Magus) chooses the protected player as a victim that Night, that player is not killed. As with the Magus or Wolfsbane, this could result in a Night with no deaths at all. Note also that the Priest's prayers will not protect a player from being killed by the Lunatic.

*** Romantic (15)**

The Romantic is an intelligent, affluent, and very attractive Human who relies on his numerous persuasive charms to find companionship wherever he goes. During the first Night, when the Storyteller calls the Romantic phase, the Romantic must choose and point to one other player to be his Lover. The Storyteller will then walk once around the playing area, discreetly tapping the chosen player on the shoulder as he walks past. The chosen Lover (whose shoulder was tapped) will then open his eyes and silently recognize the Romantic with a nod. For the remainder of the game, neither the Romantic nor the Lover may nominate the other for execution, or vote in favor of the other being executed if they do become nominated. This restriction also carries over into death; the Romantic and the Lover must continue to protect each other even if one of them was killed and has become a Ghost. If the chosen Lover is the Lunatic or Magus, he (obviously) may not use his power to kill the Romantic. In addition, if it turns out that the chosen Lover is a Wolfen, none of the Wolfen may choose the Romantic as a victim for slaughter at Night as long as the Wolfen Lover is still alive.

*** Troublemaker (22)**

The Troublemaker is a Human with a special gift for rousing suspicion and mistrust among the other surviving Humans. During each Night, the Storyteller calls the phase of the Troublemaker, who may choose to point at any player still alive (even himself). During the Day, play proceeds as normal until after all players have cast accusations for the two nominees to be executed. If any player was chosen by the Troublemaker during the previous Night, that person automatically becomes the first nominee for execution, as if their accusation total was the highest. The player with the second 'most' accusations will become the second nominee, as usual. If the person chosen by the Troublemaker was one of the two nominees anyway, or was found dead that morning, then his choice has no effect.

*** Werehamster (24)**

Carrier of an extremely rare strain of lycanthropy, the Werehamster actually plays as a faction of his own. He cannot be killed by the Wolfen (a hamster is small enough to elude them at Night), so if the Wolfen choose him as a victim, then nobody is killed by the Wolfen that Night. (Likewise, the Lunatic may not kill him either.) With respect to ending the game and to the Occultist's power, the Werehamster is considered to be a Human, and he can still vote with and be executed by the rest of the players during the Day. If the Psychic points at the Werehamster during the Night, the vision will reveal him to be Human, but the backlash from the psychic connection kills the tiny Werehamster! Literally ripping himself apart as he reverts rapidly and uncontrollably to Human form, the Werehamster's shredded body will be found in the morning, announced together with the player(s) chosen by the Wolfen (and/or Lunatic/Magus). Note that if the Magus uses his protective blessing or the Priest prays for the Werehamster on the Night he is chosen by the Psychic, then the Werehamster will miraculously survive. If the Werehamster dies during the game, then he loses, even if the remaining Humans eventually win. If the Werehamster manages to still be alive when the game ends, then he is declared the only winner (regardless of whether the Humans or the Wolfen should actually have won)!

*** Wolfsbane (8)**

This is a Human who leads an exceptionally charmed existence. Maybe he wears a talisman that wards away evil, or it could be that his faith protects him from harm, or possibly his blood is somehow poisonous to supernatural creatures. Whatever the reason, if the Wolfen (or Magus) choose this player as a victim, the Wolfsbane is not killed. (As with the Priest or Magus, this could result in a Night with no deaths at all). The Wolfsbane can still be killed by the Lunatic however, or executed by his fellow Humans during the Day.

TOURNAMENT/CAMPAIGN SCORING

In a situation where several games will be played over the course of one Night, or where a regular group of players meets often to play Curse of the Wolfen, the following scoring system may be used to determine an overall winner and/or individual standings within a league. After each game is concluded, 3 points are given to each player in the winning faction, 1 point is given to each player in the losing faction, and 2 points are given to the Storyteller. Suicides receive no points. In addition to this basic score, a total of 2 bonus points are awarded by the players themselves; 1 to the player in the group who best acted out and/or role-played his character, and the other 1 to the player in the group who made the game the most fun. After everyone's cards have been revealed and everyone has had a good laugh, these bonus points are disbursed as follows. Each player should give his red voting token to the single player he thinks acted the most 'in-character' and give his blue token to the player that he feels contributed the most to making the game enjoyable. This process is obviously a subjective matter of personal opinion, and is not really open to debate or discussion. A player may give his tokens to anyone he chooses, even the Storyteller or himself (though giving a token to oneself is considered poor form), or he may choose not to hand out his tokens at all. Once all players have given away their tokens (or opted not to do so), the player with the most red tokens gets 1 bonus point for being the best role-player, and the player with the most blue tokens gets 1 point for adding the most enjoyment to the game. Both bonus points may be given to the same player if he has the most tokens of both colors. In the case of a tie in one or both categories, each player in the tie receives a full bonus point. At the end of the gaming session, the player with the most campaign points is considered the winner. For standings in a regular league, each individual's ranking should be determined by his total points divided by the total number of games he has played.

~Fin~

Night Sequence Chart

First Night (Setup)

The Storyteller should call upon and identify the players' roles, as follows:

- **Everyone**, go to sleep.
- **Wolfen**, find each other and me. **Wolfen**, go back to sleep.
- **Psychic**, let me find you. **Psychic**, go back to sleep.
- **Wolfsbane**, let me find you. **Wolfsbane**, go back to sleep.
- **Priest**, let me find you. **Priest**, go back to sleep.
- **Occultist**, let me find you. **Occultist**, go back to sleep.
- **Romantic**, let me find you. **Romantic**, choose your Lover.
[Storyteller circles and taps the Lover's shoulder]
- **Lover**, find the Romantic. **Romantic and Lover**, go back to sleep.
- **Magus**, let me find you. **Magus**, go back to sleep.
- **Lunatic**, let me find you. Which side will you join? **Lunatic**, go back to sleep.
- **Troublemaker**, let me find you. **Troublemaker**, go back to sleep.
- **Werehamster**, let me find you. **Werehamster**, go back to sleep.

The storm has passed; it is Day. **Everyone**, awaken and discover that I am dead.

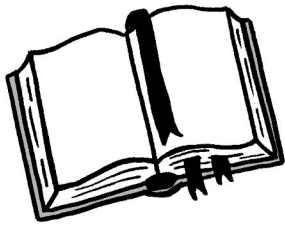
Subsequent Nights

The Storyteller should conduct the players' phases in this order:

- **Everyone**, go to sleep.
- **Psychic**, awaken and choose your player. **Psychic**, go back to sleep.
- **Priest**, awaken and choose your player to protect. **Priest**, go back to sleep.
- **Occultist**, awaken and see if a Wolfen was executed. **Occultist**, go back to sleep.
- **Magus**, awaken and use a spell if you wish. **Magus**, go back to sleep.
- **Lunatic**, awaken and choose your victim, if you wish. **Lunatic**, go back to sleep.
- **Troublemaker**, awaken and choose your player. **Troublemaker**, go back to sleep.
- **Wolfen**, awaken and choose your victim. **Wolfen**, go back to sleep.

The Night is over; the sun is rising. **Everyone**, awaken and see whom the Wolfen have killed.

Storyteller



You knew Wolfen were on the plane, but helpless after the crash, you were their first target. Now you are the chronicler of the "Curse of the Wolfen"...

Psychic



Your family 'gift' has never helped you win the lottery, but maybe it will help you find the Wolfen. Unless, of course, they find you first...

Wolfen



Every day you hide among the Humans. At night, you change into a savage beast and slaughter one of them. Kill them all, before they discover your secret...

Wolfen



Every day you hide among the Humans. At night, you change into a savage beast and slaughter one of them. Kill them all, before they discover your secret...

Wolfen



Every day you hide among the Humans. At night, you change into a savage beast and slaughter one of them. Kill them all, before they discover your secret...

Wolfen



Every day you hide among the Humans. At night, you change into a savage beast and slaughter one of them. Kill them all, before they discover your secret...

You'd much rather be in a nice, friendly casino than on this godforsaken island, but that's life. You just have to play the hand you're dealt...



Gambler

You possess the lore of ten generations of druids, but the relics for only 2 powerful spells. Use them wisely and you might just survive this ordeal...



Magus

Priest



Though you retired from the clergy long ago, you still carry your Rosary wherever you go. Maybe your prayers can still do some good. God help you...

Werehamster



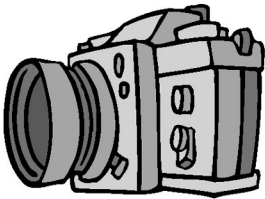
If you can elude your violent Wolfen kin at night and convince the other Humans of your innocence, then maybe you alone can emerge victorious...

Troublemaker



Drama and conflict are your forte. You should have no problems manipulating the others into voting with you. Now if you can just figure out who is Wolfen...

Photographer



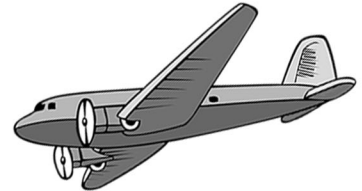
Too bad your camera was ruined in the crash, or you could possibly snap a good pic of a Wolfen. Now you'll just have to hope one doesn't snap YOU...

Lunatic



Wolfen?... Really?... Well, ...that's interesting. ...No reason they should get to have all of the fun for themselves... Do you smell pickles?...

Pilot



A fat lot of good being a pilot does you while your plane is at the bottom of the ocean and you're stranded on an island with bloodthirsty Wolfen...

Romantic



Well, your charm has gotten you out of some pretty sticky situations before, maybe it will pay off again. Assuming you seduce the right person...

Wolfsbane



Your friends always say you lead a charmed life, but now you'll really get to put your good fortune to the test. Better hope that Wolfen believe in luck...

Programmer



An expert in the field of computers, you know nothing about the field of ravenous Wolfen. You're just hoping you don't get deleted...

Inventor



You're not famous, but you have a patent or two under your belt. Building a Wolfen-Detector is now at the top of your list. If you make it home...

Doctor



Not much you can do for a Wolfen victim, even if you find all the pieces. It'd be nice to have some morphine though, and not just for medicinal purposes...

Occultist



You never imagined your hobby of studying the dark arts would ever have a practical use. Too bad you can't tell if a LIVE body is Wolfen or not...

Half-Blood



True, the back of your neck always itches when the moon is full, but can that really explain why part of you secretly hopes the Wolfen will win?...

Student



You just wanted a little vacation from the endless exams. Now you'd give anything for a physics lecture, instead of another dawn lesson in 'Gore 101'...

Athlete



You've made a career of pushing your body to its limits for fame and glory. Hope it helps you against 300 snarling, hairy pounds of teeth and claws...

Soldier



Nothing in any combat zone you've seen even remotely compares to what Wolfen do to a body. Guess they didn't attend the Geneva Convention...