

The Wolf

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Introduction

The Wolf is an investigation adventure for a group of four or five savage players. It takes place in a setting called **Infernal World**. In Infernal World games, demons conspire and influence the human world according to their dark and, sometimes, unfathomable objectives. And the characters usually find themselves in conflictive situations among themselves, triggered by the same infernal forces which they stand against and which is shown in this adventure in a competitive way.

It is important to advise the game master that this game is no *The Call of Cthulhu*, nor *The Abstract Man*, nor *Kult*, nor *The Trail of Cthulhu*, nor anything similar – this is *Savage Worlds*! Here, even investigations are frantic! This is why the text is full of exclamation marks!

Savage Investigation!

This adventure flirts with horror elements. But this does not mean that it is your typical horror adventure. As we were saying, step away from what you are used to in other games. We're here to play *Savage Worlds*!

If you are one of those who think of films to get into the tone of an adventure, you must not take as a reference traditional horror films, but adventure films like *The Goonies* or *Indiana Jones*, where the horror elements are actually a pretext for the action.

In this adventure there is an investigation which the characters must resolve, but don't worry about that too much as the adventure itself is full of clues and, to tell the truth, it is really hard for your players not to discover how to resolve it. There is a reason for this: the characters must be constantly involved in problems. In this adventure, events must constantly happen and, therefore, we cannot

expect the players to have much time to indulge in deep reflection.

To achieve this effect, the adventure has a main plot, a quite simple one, and a series of episodes in which clues will be given to players and can be used to liven up the action when it is slowing down. Introduce them whenever it suits you the best, and remember, there must be no rest!

Introduction!

The following text can be used to set the scene for your players as if they were being introduced in a film. You can let them read it themselves, you can read it to them, or better still, narrate something similar but in your own words.

"A soft misty rain soaks a smooth hill. At the top, a stone house with a slate roof can be found. A road leads up to the house, and there are forests in the background.

The pastoral scene is broken by a somewhere near 90-year-old woman who, belying her old age, is swiftly moving towards the house, her face reflecting the most utter and pure horror. Something is chasing her out of camera.

The old lady slips on the wet grass, but despite that she manages to carry on until she reaches the front door of her house, locking herself in at the last moment. Worn out due to the great effort made, she throws herself onto the bed and drags herself toward the telephone on the bedside table.

At that very moment, the door breaks open and a huge black mass pounces on her, sinking the room in a sea of fur, teeth, and blood".

Fade to black.

The adventure begins.

The Main Plot

The Setting!

This adventure takes place in Santa Eulalia de Oscos, a little village with a hundred inhabitants. The adventure is designed to be played out over the course of a couple of game sessions.

Abrahe!

Abrahe! is the name of one of the first fallen angels. Along with Luzbel (later named Lucifer), he rebelled against the command of God and was banished to hell. In the Middle Ages he travelled over the human world trying to corrupt the most simple and ignorant of men. At the beginning of the 19th century, a Galician *meiga* (a witch) called Maruxa managed

to set a trap and confine him in a simple fairy tale book.

The demon had been imprisoned in the book, but Maruxa didn't know what to do with it. So she tried to destroy it. But demons such as Abrahe! are difficult creatures to permanently vanquish, and he managed to claim his vengeance from his confinement. The book disappeared into thin air, but 30 years later it materialized in Maruxa's granddaughter's bedroom. By then, the *meiga* was dead, so she never found out that a curse had been placed upon her family. Lucky for her though.

Hans Scheider, His Daughter, and His New Wife!

Hans Scheider is a computer technician from Hannover. Five years ago, during a long journey, he fell asleep while driving and had an accident that killed his wife and eldest son. He has never forgiven himself. Four years ago he decided to leave Germany, which reminded him too much of his lost family. He left with Ana, his only daughter. Ribadeo sounded exotic enough so he decided to settle down there.

In Ribadeo he met Adela Martín, a Galician woman to be reckoned with who found this shy German guy to be quite likeable. It all ended in a wedding and the newly weds moved to Santa Eulalia de Oscos.

Adela has honestly tried to love Ana as a daughter of her own. She has tried with all her heart. But the truth is that she has never felt more than a slight affection for her. She feels guilty about it, but has never told anyone.



The Book!

You, quick-witted reader, have surely already understood what is going to happen. Adela Martín is a descendant of Maruxa. In fact, when just a little girl, she was a victim of the book, although she has only very vague memories of it. She is part of the curse. And now, Ana Scheider is its new victim. Abrahel doesn't care if poor Ana is a descendant of the *meiga* Maruxa or not, it's not a question of blood, but of influence.

One very boring day, poor Ana, who is now eight years old, went up to the attic to find something to play with. There she found her father's German books, which wouldn't have been of the slightest interest to her at all, if her father hadn't strictly forbidden her to look at them. And among them all, one stood out with huge letters, *Kindermärchen* was its name. Her fascination grew upon opening it and finding some beautiful drawings.

Hans still speaks to his daughter in German so that she doesn't forget the language, and the truth is that he has been quite successful as, although Ana cannot read as fluently as in Spanish, she can immerse herself into *Kindermärchen* which, obviously, turns out to be tremendously attractive to a girl like her. Abrahel takes care of that part.

Snow White!

When the innocent soul of Ana began to read the book, Abrahel licked his lips in pleasure. The demon gathered his dormant hatred after so many years and started to slowly savour the poor girl's tender psyche, creating a mystic bond. Now, the girl's imagination, strongly influenced by the stories in the book, becomes real. And in a very cruel and twisted way.

The first victim of this change was Adela, her stepmother, whose sense of guilt made her vulnerable. To justify her failure in lov-



ing her stepdaughter, Adela's subconscious started blaming her for unending imaginary failures. The gentle affection that Adela felt for Ana swiftly turned into resentment, and resentment into hatred. Up to the point of even trying to murder her.

Influenced by Abrahel's power, Adela rubbed an apple against some mushrooms she knew were poisonous (*Amanita vinosa*) and, a few days ago, she gave it to Ana to eat. The dosage that the poor girl consumed was enough to have killed an adult, but Abrahel didn't want to end the game so soon, so he decided to prevent the worst scenario. The girl remained in a coma.

Now Ana is in the Jarrio Hospital, with her father who is in a state of great despair. The demon Abrahel is taking advantage of the unconsciousness of the girl to make her dream very quickly and speed up the effects. Because of this, a great many of the fairy tales are becoming real, with the book as the focus.

The Characters

Competitive Mode!

We have tried this adventure out in two ways: both assuming that the characters are allies from the beginning as well as introducing reasons for distrusting and competing against each other until they understand that they must cooperate. You can choose either of these options, according to your table's preferences. The first option is easier to play and master while the second one adds depth to the adventure.

The Media!

All the media will go to "cover the news," with an attitude usually associated with vultures, but in truth that isn't fair to these noble birds. There could be a PC among these reporters. In our test games, most reporters were people who found themselves in a sensationalist job they didn't like but were forced to carry out. But we think that a character who willing and will genuinely throw itself into the dirt could be a really fun way to play.

If you chose to play this game in a cooperative way, the PCs can all belong to the same network. Maybe one is the camera operator, one a make-up artist, another the anchor, etc. However, if you chose the competitive game and you have several reporter characters, they might belong to rival networks and have been sent as an advance party to collect information. Perhaps they do the dirty work so that their co-workers on the talk shows can score the points.

On the other hand, if any of your players are excited to play a famous television character, go ahead and let them, it will be fun!

If none of your players are with the press, it could still be fun to make an NPC reporter appear. Play them as morbid news-thirsty people, who do not care about stomping on their interviewee's feelings nor hindering a criminal investigation in order to score a couple of points. If you manage to make them particularly annoying, you're doing it right!

The Cops!

The Spanish police are divided into several forces and in this area the most noticeable are the National Police, who usually investigate major crimes, and the Civil Guard takes care of the smaller incidents affecting small villages like Santa Eulalia de Oscos. There is a small Civil Guard office in the village while the nearest National Police station is located at Ribadeo (a half-hour car ride away).

Wolves are widespread all over the north of Spain, but the last fatal attack on a human being occurred in 1974, when a hungry female wolf attacked and killed a little three-year-old boy in a village in the Ourense province. Even in this isolated case, we must say, investigations believe it was a wild dog rather than a wolf. And, as we said, it was a small child. To find a case of wolves attacking adults we have to go way back to the 50s when two Civil Guards died under strange circumstances and was arguably caused by a wolf attack.

Under these circumstances, a wolf killing an adult woman, even though an elderly woman, is strange enough for the National Police to undertake an investigation. Particularly bearing in mind that the death didn't occur in the middle of the woods but in the old lady's house.

One or two detectives have been dispatched to the area along with a scientific police team. The Civil Guard have been instructed to cooperate as much as possible.

If any of your players belong to this team, you can point out that the starting theories being considered are the following:

- **A murder:** The possibility that the wolf attack was in fact a tricky way to cover up a crime cannot be ruled out.
- **A dog attack:** Dog attacks are far more frequent than wolf attacks, and a dog attack as serious as this one always ends with the animal being put down. It's possible that an unforeseen attack took place and somebody could be interested in disguising it as a wolf attack in order to save their pet.
- **A wolf attack:** Even though things should turn out to be what they seem, the wolf must be tracked down and captured, something the National Police expects to do with the help of the Civil Guard and local hunters. It is important to capture the wolf and analyze it in case it has rabies, an illness considered to be eradicated in the north of Spain and which would not be pleasant to find again. The possibility of having rabies outbreaks concerns the health authorities.

If there is only one National Police character in your group the best idea is playing a detective, leading the rest of the NPC team members.

If you chose the competitive option, you can divide your cop players between National Police and Civil Guard and create a jurisdiction conflict (the National Police consider it their case because a murder is being investigated while the Civil Guard considers that a wild animal attack belongs in their jurisdiction therefore the National Police have nothing to do there). Think of the confrontations between police and FBI in movies.

The Green Party!

The recovery of the Spanish wolf is one of those rare nice pieces of good news that ecologists periodically receive. In the 1950s, after considering the extinction of the Iberian wolf to be inevitable, today there is a healthy and diverse population that has allowed its "endangered species" condition, to be changed to just "threatened species." The cases of the wolf and the brown bear are internationally mentioned as good examples for hope. The problem is that the improvement has been based on, mostly, the success of convincing the locals of not seeing them as harmful animals. Needless to say, all this could be threatened if, suddenly, the wolf is once again seen as a dangerous animal to humans.

To avoid this, a few ecologists have quickly mobilised in order to get heard by the press and try to avoid the possibility, not to be ruled out, of a multitude of locals slaughtering wolves throughout the region.

If you chose the competitive version of this adventure the ecologists will be particularly useful as they will be seen as a great nuisance by both cops and press players.

If you have several green players and want to cause a row among them, you could make them be part of different conflicting groups and they could even hate each other. As a reference think of the different anti-Roman rebel groups in *The Life of Brian*.

Local Characters!

Having at least one player who knows the area has proved very useful. A civil guard, for example, might have been posted to the region for several years and knows his way around very well. Or a player could also be a local forest warden, or any neighbour from Santa Eulalia. In any case, don't worry about this too much.