

# Devil in the Wilderness ~ 19 Souls

October 29, 1692, Salem Towne: Governor Phipps orders the Court of Oyer and Terminer (the court overseeing the witch trials) to be dismissed. Those who have followed the court expected twenty of the accused to face punishment, their souls consigned to Hell if they do not repent. The good folk of Salem are excited – twenty executions is a huge event!

But they are to be disappointed – nineteen of the twenty are spared, and only Giles Corey is pressed to death. (In reality 19 people were hung for witchcraft, including Reverend Burroughs, along with Giles Corey being pressed to death). The townsfolk are appalled – the Governor has been influenced by Witches!

The Mathers are outraged at Governor Phipp's change of heart. Embracing the public outcry, have declared their own sentence: there will be a Witch Hunt, and the nineteen souls which have escaped will be brought to justice! There is no need for a second trial – 19 witches will hang!

Reverend Burrough's name is on the list. He has escaped back to Falmouth, and none can tell his whereabouts, but rumors circulate that he has declared a list of nineteen names himself, also slated for execution. But this list contains the names of Witch Hunters! For each Witch that is hunted down, he will make a Witch Hunter pay. (It is also rumored that Giles Corey will return from the dead in the future, but none can say what this portends...).

In this campaign the Witch Hunters must capture 19 Witches and send them to the gallows. The Witches must bring 19 Witch Hunters to the sacrificial circle. Each game has a set time limit. Every captured character moves the counter up one level, measuring the intensity of the feud. At the end of the time limit, bonus points are awarded for which side the level is on, with different factions getting bonus points based on where the intensity level currently sits. If you are using a "neutral" faction, you must declare a side in a game, but can change during the campaign.

This expansion will introduce two elements to Devil in the Wilderness:

1. A campaign system
2. Character decks which can be added to the faction decks



## **Setup**

All setup is the same as the core rule book, except that you will add an additional witch and witch hunter to the respective warband, as well as the “campaign cards” to the witch and witch hunter decks. You will also need to place a gallows and a sacrificial circle on the board. The location of the gallows will be determined by the witch hunter player and the circle will be determined by the witch player. Who places first will be determined by an initiative die roll. Before start of the game, draw a location card for each of the campaign characters. They will start hidden at these locations (rather than the location with the rest of the core warband, as per the core rules). Once you activate them, taking them out of hiding, you will be able to use the “campaign cards”. If they remain in hiding, the opposing side can search locations. A search action will trigger a normal search card, but if the location is the location of the hidden character, they immediately go into melee with the hidden character, and they are revealed (even if all actions have been spent).

## **Campaign**

Each game will have simple objectives.

### **Month 1**

The witches must capture the new witch hunter, Ebenezer Babson, and find the Book of Solomon. You get one objective point for finding the book, one for capturing the witch hunter, and one for successfully bringing them to the sacrificial circle. (one the hunter is in the circle, there is no escape). You also get an objective point for spending the book. The witch hunters must capture the new witch, Margaret Prince, and find the Witches Hammer. You get one objective point for capturing the witch, one for finding the Witches Hammer, and one for successfully bringing them to the gallows (once the witch is at the gallows, there is no escape). If Babson or Prince survive, they stay with the warband for the campaign.

### **Month 2**

In this scenario, Mary Lacy must accuse as many townfolk as possible. The witch hunters job is to get the townfolk to the safety of the meeting house.

#### ***Scenario setup:***

The witch hunters place 5 markers, and the witches place 5 markers (#1-10) on the board, no closer than 6” apart. And no closer than 10” to the meeting house. The witches roll a D10 at the beginning of each turn, that is the current location “locals” will deploy. Deploy one townfolk at that spawn marker. At the end of each turn the witch hunters move any townfolk towards the meeting house (6” movement). The goal of the witch hunters is to get the townfolk safely to the meeting house. The goal of the witch hunters is for Mary Lacy to “accuse” the town folk. This happens by doing more “damage” in a melee with a towns folk than the townfolk does to her. Once a town folk has an accused marker, they are controlled by the witches. Joseph Ballard must melee and do more damage to an accused than the accused does to them, to remove the marker. In this scenario, the town folk take no HP damage and remain on the board.

For organized play at a FLGS, the winners of games will get a special edition campaign foil (different each month) that can be added to their deck. The store will also get a special edition dry erase poster and whichever “side” gets the most wins will get to “X” off the witch or witch hunter “wanted poster”.

## **Character Cards**

Character Cards are different in the fact that only that character can use these cards if the character gets killed during play, their cards are discarded. These cards are a new type. For instance in the core deck, for witch hunters, you have skill cards. Now you will also have “skill – E. Babson”, this is different than a straight “skill” card, and allows you to play both cards. However, only Babson can use the Babson card.