

Wolf Dens Guide

Wolf dens (WW dens, or just dens) take place on Woodhallow Isle. Part 1 is a quick overview. Part 2 takes a new crew through a den from start to end. Part 3 is for crews that want the most from it. In this guide, **werewolves** are red, *wolf-kin* are italic, and the game's own messages are blue.

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Part 1: Overview

What a den is

A den is a series of **six rounds**. Each round is a **fight** against a pack of wolves (the game calls it a wave), then a **puzzle window** where the crew splits up to forage and navigate. Each pack is bigger than the last. When the sixth fight is won, the crew plunders the lair.

If you know vampire lairs, a den works the same way. The puzzles are different:

Vampire lair	Wolf den
Swordfight	Rumble (with fur balls)
Carpentry	Navigation (den version)
Treasure haul	Foraging (den version)

The idea behind a den

Three things decide how a den goes:

1. **Survive the fight.** Every pirate alive adds time to the puzzle window.
2. **Turn back every werewolf.** Navigation turns **werewolves** into *wolf-kin* before the next pack arrives. *Wolf-kin* start at half health, so the fight is much easier.
3. **Stop navigating and start foraging** once the last **werewolf** is turned back. Foraging pays for the trip.

Everything else in this guide is detail on these three.

Part 2: A den from start to end

Getting a den

A den is the second half of a werewolf expedition. First you beat werewolf ships at sea. That reveals the island. **Only sloops and cutters** can do a den, and a werewolf ship is always the same type as your ship.

Pick one way to find the werewolf ships:

- **A. With a Wolf-skull Wayfinder.** Put it on your ship's navigation table. It leads you to one werewolf ship. Win the rumble and the island is revealed.
 - The wayfinder is used up whether you win or lose, and also if your ship disengages.
 - It degrades three days after you get it.
 - Wayfinders come from series VIII Black Boxes (10,000 PoE each at the Black Market), and one random winner gets one when a werewolf fray is beaten.
- **B. While pillaging near a full moon.** Werewolf ships turn up among the brigands and barbarians. Beat three in a row, and the third reveals the island.

Spawning the den near an island. You can make the den's island appear at a normal island's landing point, so there is no long sail back with the booty:

- It works only on the route Aimuari charted to Quetzal.
- When you engage the werewolf ship, your ship must sail away from the island's landing point: your back to the island, as with lairs.
- Turn about in place near the island and let the werewolf ship come to you.

Choosing your crew

The wolf packs grow with your crew, so the crew size sets how big every fight is. A crew of 4 meets 4 wolves in round 1 and 15 in round 6. A crew of 12 meets 12, then 45 (full table under "Wolves per round").

Choose the size by how many good pirates you can bring. Many experienced crews run 4 or 5. Part 3 says what a small crew needs.



The three puzzles

Rumble

The fight is the standard Rumble battle with fur balls, the same as on the high seas. A den adds only the wolves and their health:

- **Werewolves** have red names, full health and a bludgeon.
- *Wolf-kin* have white names, start at half health and fight with fists, which drop an easier pattern.

Two things to know in your first den:

- **Survival comes first.** A fallen pirate costs the crew puzzle time between the rounds (less charting and foraging).
- **Finish enemies quickly.** Fewer enemies means less pressure on everyone. The round 1 pack has both kinds, so choose. *Wolf-kin* start at half health, so they fall fast, and under pressure they have little room to build large combos. **Werewolves** take longer to beat, which gives them room for large combos. If you can bring down **werewolves** fast, go for them. Otherwise, finish the *wolf-kin* first to cut the number of enemies.

Part 3 covers targeting.

Navigation

Navigation decides what kind of wolves the next pack has. Charting turns **werewolves** back into *wolf-kin*. If you know duty navigation, the den board works the same way, with extras.

If terms like ring, slot, constellation, chart, line or chain are new to you, "Navigation terminology" in Part 3 explains them.

Fixed difficulty. The den sets the board's difficulty, whatever your navigation rating.

The moon. Each window starts with the moon at 100 %. The full moon stands for about 200 charted points for every **werewolf** in the next pack. Every constellation you chart takes its points off, and the moon percentage shows what is left. One **werewolf** takes more than one constellation to turn back, so the moon moves in small steps. When the moon is dark, the whole next pack is *wolf-kin*. Part 3 has the scoring.



The moon in the navigation board: nearly full, half, and dark (all wolf-kin).

When to stop navigating. Watch the moon in the top right corner of the board, and the chat:

- The crew's charting has turned back half the werewolves! <#> still to come in the next wave.
- <Pirate name>'s charting has turned back more o' the werewolves! Only <#> left in the next wave.
- <Pirate name>'s charting has turned back the last werewolf! The next wave be all wolf-kin.

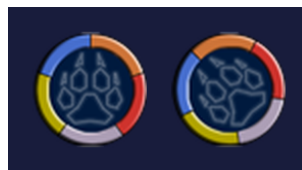
The Ahoy tab shows the moon percentage and the number of **werewolves** too, but it hides the chat.



The Ahoy tab: the next pack (wolf-kin and werewolves) and the moon.

When the last **werewolf** is turned back, **stop navigating and go forage**, even in the middle of a constellation. Check the chat or the moon after every chart, so you do not miss it. Unlike lair carpentry, staying at the station is wasted time.

Finish every constellation with a chain. A chain makes the centre slots of the next constellation wild: a star of any colour fills them. Part 3 shows how.



A wild slot: a paw print ringed in every colour.

The duty report.

- The report lists the navigators by the points they charted.
- It shows each constellation you charted as a moon: a thin moon for a chart with no chain, a fuller moon for a chain of 2, and a full moon for a chain of 3 or more.
- It rates you only for the time you were at that station, so a switch to another station in the middle of a window does not lower both ratings.



Foraging

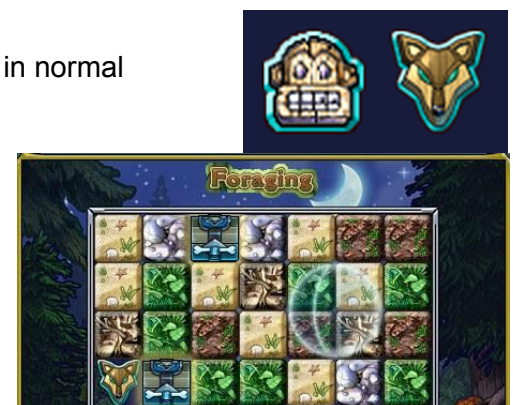
Foraging brings in the treasure. Three kinds of chest:

- **Wolf boxes:** the common chest, from the first window on.
- **Lunar lockers:** less common, from the first window on.
- **Dire chests:** the rarest. They start in round 4, and about three quarters of them come in the final round. Reaching round 6 is worth it.

The chests get richer the deeper you go. The board plays like normal foraging, with two changes: the wolf head and the moons.

The wolf head. The den's wolf head tile does what the monkey does in normal foraging.

Moons. These are pieces of the foraging board, not the navigation moon. A moon rises over a block of 2 by 2 cells.



- Every piece you clear inside the block counts toward the moon. Claw marks show the count.
- On the fourth piece, the moon fires in a T pattern, two rows and two columns wide: it clears every piece under it, then its beams run sideways along its two rows to both edges of the board, and down its two columns to the bottom.
- Beams pass over crates, so they can clear a path for a crate without touching it.
- The moon wanes a quarter with each move that clears pieces, and sets after four. Only one moon is on the board at a time.



A moon firing: its beams clear its two rows across the board and its two columns down.

The island map

A den starts with a fight. After it, each round has a foraging station and a navigation station, until the final fight. After the final fight there is only foraging.



The island: navigation (N) and foraging (F) stations by round, and the two gates.

The island never changes. The crew lands on the beach and moves along the path one stop per round. Stand near the station you chose (navigation or foraging). The two stations of a round can be screens apart.

- **Round 1:** Navigation 1 and Foraging 1, on the beach.
- **Gate 1** opens after round 1: move in.
- **Rounds 2 to 5:** Navigation 2 to 5 and Foraging 2 to 5, through the village.
- **Gate 2** opens after round 5.
- **Round 6:** foraging only, in the lair (Foraging 6), just past gate 2.

Move before the next fight. Walk to the next stop before the next fight starts, so you stand close to your station when it ends.

A third gate past the lair never opens.

Round by round

Each round has the same loop:

4. The wolf pack arrives (**Beware! More wolf-kin approach!**, then **Transformation! <#> werewolves have transformed!**) and the crew fights it in a rumble.
5. After a won fight (**<X> o' <Y> still standin'! To yer stations!**), the crew splits up: some forage, some navigate.
6. **The wolf-kin gather! 30 seconds!** warns that the window closes. Then the next pack arrives.

The countdown to the next wave shows under the scene view. The Ahoy tab shows the next pack and the moon.



The countdown under the scene view.

Puzzle time

The timer starts when the first pirate takes a station.

- After round 1: always **2:00**, even if pirates fell.
- After rounds 2 to 6: $2:00 + 3:00 \times (\text{pirates alive} / \text{crew size})$. A full crew gets **5:00**.

Each pirate down at the end of a fight costs $3:00 / \text{crew size}$. If the whole crew falls, the den is lost.

Pirates down	Crew 4	Crew 5	Crew 12
none	5:00	5:00	5:00
1	4:15 (-0:45)	4:24 (-0:36)	4:45 (-0:15)
2	3:30 (-1:30)	3:48 (-1:12)	4:30 (-0:30)
3	2:45 (-2:15)	3:12 (-1:48)	4:15 (-0:45)
4		2:36 (-2:24)	4:00 (-1:00)
5			3:45 (-1:15)
6			3:30 (-1:30)

Wolves per round

The wolf pack is the crew size times the round's multiplier, rounded. A pack can differ by one from the figure. Round 1 is fixed: as many wolves as the crew has pirates, and about half of them are already **werewolves**. Nothing can be charted before it.

Round	Multiplier	Crew 4	Crew 5	Crew 12
1	1x	4	5	12
2	1.3x	5 or 6	6 or 7	16
3	1.7x	7	8 or 9	20 or 21
4	2.25x	9	11	27
5	2.9x	11 or 12	14 or 15	35
6	3.75x	15	19	45

The share of **werewolves** in an uncharted pack grows: about half in round 1, then 65 %, 70 %, 80 %, 90 %, and the whole pack in round 6.

Constellations and navigators

Always aim to turn back **every** **werewolf** of the next pack. That is the goal in every window, unless the crew plans to retreat (see "Fight or flee" in Part 3). A **werewolf** takes ≈ 1.6 standard constellations (3 centre, 2 middle and 1 third slot), and chains cut that number.

Standard constellations needed in the window after each round, with no chains:

Window after	Crew 4	Crew 5	Crew 12
Round 1	≈ 6	≈ 7	≈ 16
Round 2	≈ 8	≈ 10	≈ 24
Round 3	≈ 11	≈ 14	≈ 35
Round 4	≈ 17	≈ 21	≈ 51
Round 5	≈ 24	≈ 30	≈ 72

The windows after rounds 4 and 5 need far more charting than the early ones. The window after round 1 is only 2:00, so put extra navigators on it.

Anyone who pays attention can navigate. Check after every constellation whether you need to stop and forage.

How a den ends

How the den ends	Earlier rounds' treasure	Current round's treasure
All six fights won	all	all
An officer orders a retreat	all	three quarters
A fight is lost	three quarters	one quarter

- **Won:** after the round 6 fight, **<X> o' <Y> still standin'! Plunder the lair!** The crew forages the lair until **The lair stirs! 30 seconds left to forage!** Then the crew can roam the island for a while before the ship sails.
- **Retreat:** after each won fight the chat says **Explore further into the forest or retreat! Now's the time to decide.** An officer can order a retreat as soon as any fight is won: **<Officer> has ordered a retreat! The crew will fall back to the ship before the next pack attacks.** The crew keeps working and falls back just before the next pack would attack, so you do not need to watch the timing. **The retreat cost ye <chests>.**
- **Lost:** **The pack has overrun the crew! Ye flee back to the ship.** and **The defeat cost ye <chests>.**

Loot

Chests from a den can hold items found only on werewolf expeditions ([pictures on YPPedia](#)):

- **Clothing:** the Werewolf Captain's Hat (needs officer rank or higher and a badge to wear), and hunter chromas, which change one colour on one item of clothing to hunter.
- **Familiar:** the squirrel, in different colours.
- **Furniture:** dark forest and werewolf furniture, including the Wolf Box, Lunar Locker and Dire Chest. Normal furniture in hunter colour can also drop.
- **Trinkets:** Wolf's Head Crest, Staghorn Fetish, Moonstone Talisman, Lint Roller and Lycanthropic Figurine. They count as collector trinkets.

- **Ship design:** the werewolf class sloop.

Part 3: Making the most of the den (advanced tips)

Small crews

Many experienced crews run a den with 4 or 5 pirates.

- **Everyone must be very good at Rumble.** Every pirate who falls costs 45 seconds of puzzle time on a crew of 4, against 15 seconds on a crew of 12.
- **Plan for at least 3 decent navigators, or 2 star navigators.** In the window after round 5, everyone usually has to navigate.
- The packs are small (4 to 15 wolves for a crew of 4), and the charting is small too (see "Constellations and navigators").

Survival comes first

A fallen pirate costs the crew both foraging time and charting time.

- Big attacks rarely hit you at the start of a fight, so send your first combo as soon as you can.
- If you are targeted, do not build large combos.
- Clear space before an attack lands.
- If you are attacked a lot, play slower: stall.
- If you are close to dying, stall as much as you can.
- In the final two rounds you will probably have 5 or more enemies on you.

Rumble: targeting and defending

This assumes the navigators did their job: the pack is all *wolf-kin*, with no **werewolves**.

Mostly play solo, one pirate on one enemy. Two on one is the most you should use. Solo play:

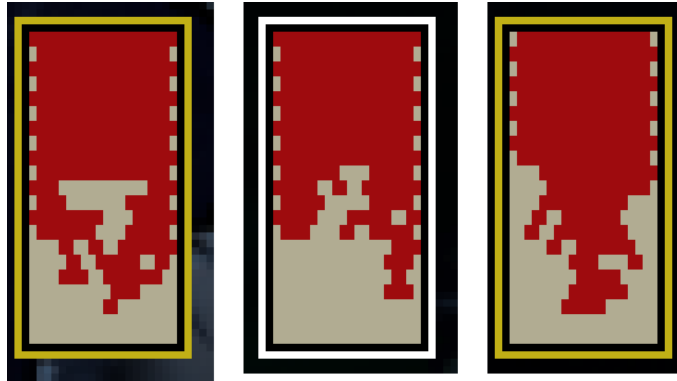
- keeps constant pressure on one enemy,
- takes away its space, so it cannot build large combos,
- lets the Rumble clock kill it when its board is nearly full. Then switch to another enemy.

Kill fast. Every dead enemy means less pressure on everyone.

- Keep your target until there is a reason to switch: it died, or its board is as good as dead.
- **Force their hand.** An enemy that is building a combo often sends it as soon as you target it. Switching to it can stop the combo before it grows.

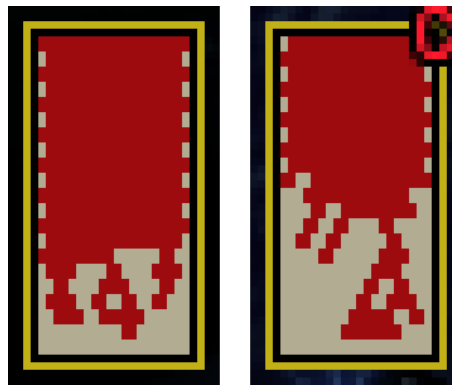
Reading an enemy's board. Each bar shows how full one enemy's board is: red is pieces, pale is free space. Four situations tell you what to do:

- **Disrupt.** The enemy has room left and a shape is forming. It is probably building a combo. Send a sprinkle or a combo, whichever breaks up the shape before the enemy's combo is ready.



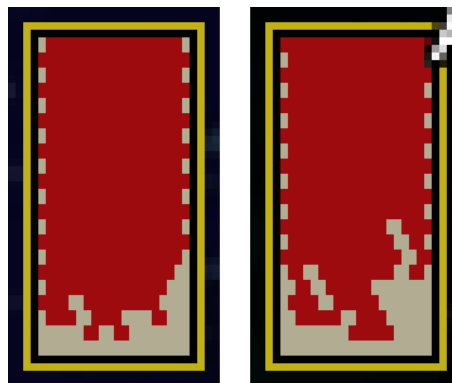
Three boards to disrupt: room left, and pieces stacking in a shape.

- **Sprinkle to finish.** A few rows are left, with pieces hanging down. A sprinkle brings them to the bottom and ends the board.



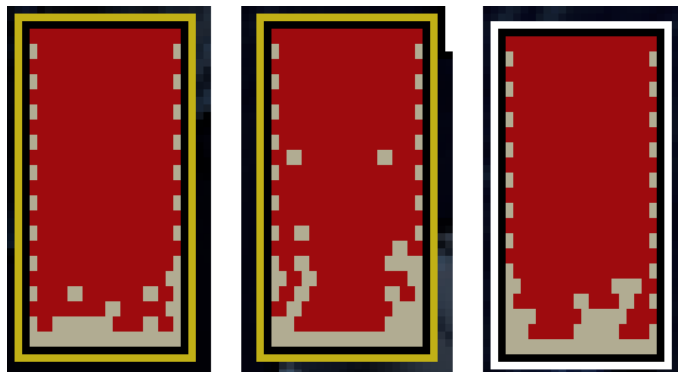
Two boards to finish with a sprinkle.

- **Borderline dead.** One or two rows are left. The clock will probably finish it. Switch to another enemy, unless one more sprinkle ends it now. The enemy may still clear its board. If that happens, retarget it.



Two boards that are nearly dead.

- **Dead, move away.** No room is left. The board is as good as dead. Leave it.



Three boards that are dead.

Defending comes last. Do not defend a crewmate just because enemies target them. If you defend from the start against 5 attackers, you never lower the number of enemies. Defend someone only when:

- their board is dense (more than half full),
- 3 or more enemies are attacking them, and
- they can recover.

Then defend for a while. Otherwise you do more by killing enemies. Check that they still need it: their attackers may have died or switched to another target.

Fight or flee

Losing a fight costs a quarter of the earlier rounds' treasure and three quarters of the current round's. Retreating in time costs only a quarter of the current round's.

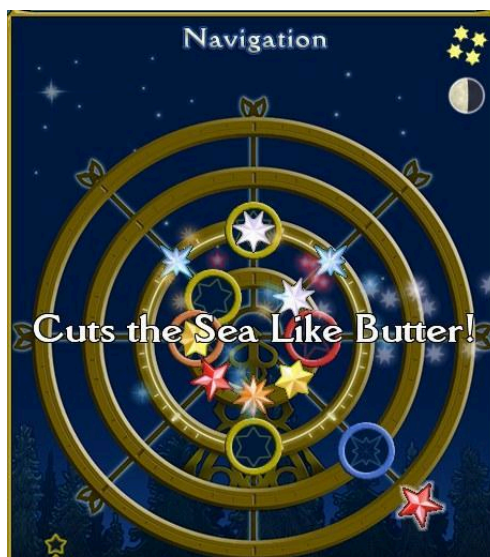
- **Early warning.** Around round 4, if more than 1 pirate has fallen, the crew is struggling.
- **By round 5, decide.** If 3 or more pirates have fallen, you will not reach round 6. Forage fully and order the retreat.
- **Otherwise, commit.** Everyone navigates before round 6, so the last pack is all *wolf-kin*.
- A late retreat still works. Even after [Beware! More wolf-kin approach!](#) and the werewolf count have shown, the crew falls back about 12 seconds later, before the fight.

Navigation terminology

These are the game's own words, used the same way in the rest of this guide.

Rings are counted from the centre out: **centre**, **middle**, **third** and **fourth**. The fourth ring is the outer one. It has no slots. It is extra room, mainly for setting up chains.

- **Constellation:** the pattern of slots dealt on the board. Normally 3 slots in the centre ring, 2 in the middle ring and 1 in the third ring. **The first constellation of a board has only 1 centre slot.**
- **Slot:** one place in the constellation that needs a star of one colour. A **wild slot** takes a star of any colour.
- **Chart:** to fill every slot of a constellation. The game says "charted".
- **Line:** 3 or more stars of one colour next to each other, along a ring or down a column (a spoke from the outer ring to the centre). A line **clears**.



- **Chain:** one move that makes more than one clear or chart. The next section explains why chains matter.

Navigation: chains and combo patterns

Chains matter for two reasons:

- **Wild centre.** In either order, a chain makes the centre slots of the next constellation wild. That is a free centre ring.
- **Points.** Only a clear **before** the chart multiplies the chart's points. A clear after the chart does not.

Do not reset to start a fresh board. A new board starts with the first constellation, which has only 1 centre slot and is worth 71. A chain gives the next constellation 3 wild centre slots. Chains are the way to go, even when they add no points.

The pattern names below are ours. The game does not use them. We name each chain by what comes first. A **Trapdoor** clears first, then charts: it multiplies the chart and wilds the next centre. An **Echo** charts first, then clears: it only wilds the next centre. Each name ends in H when its clear runs along a ring, or V when it runs down a column. In the pictures, an outline in the stars' colour marks each setup, arrows show turns and falling stars, an orange band marks the stars that clear, and a see-through star marks the cell that a move fills.

A Trapdoor also pays in normal Navigation. An Echo only helps in a den, because only den boards have wild slots.

Trapdoor H: clear first, then chart

Trapdoor H: clear first, then chart

1. Fill the centre and middle slots. Put a blue pair on the red slot of the third ring, with an empty cell beside it.
2. Fill the third ring under the turn path. Park a blue with a red behind it on the fourth ring. One turn drops the blue into the empty cell.
3. Step 1: three blue clear. Step 2: the red falls into its slot. The chart is worth double.
4. The next constellation starts with its centre slots wild.

Trapdoor H: a blue pair on the red slot, the turn, the clear, and the red falling into its slot.

- The third ring is the easiest place for a Trapdoor, but it works on any ring that has a ring above it.
- Fill the centre and middle slots first, then build the platform: fill the third-ring cells under the path that the parked stars travel. A star on the fourth ring stays up only over a full column, so a gap in the path drops it early.
- If the falling star has the pair's colour, you can also drop it straight into the empty cell.
- Watch for three of one colour in a column. A star that falls or turns into place can line them up, and they clear at once. That can take away a pair star, a platform cell or a filled slot.

Echo: chart first, then clear

The chart comes first, so its points get no multiplier. The line that clears after it comes from the stars that fall into the emptied slots (mostly in the centre ring, which is always full), or from the move that finishes the

constellation. The game checks the constellation before it clears lines, so a line that the same move makes still clears after the chart.

Keep pairs of one colour in the centre ring next to centre slots. The centre ring fills anyway, so a pair there costs no extra stars. Three Echo shapes cost almost nothing to set up: Edge Pair H, Sandwich H and Edge Pair V.

Edge Pair H: chart first, then a ring clear



1. A red pair sits in the centre ring beside a centre slot, with a red right above that slot. Turn the third ring once.



2. The blue lands on its slot: every slot is filled, and the constellation charts.



3. Its stars vanish. The red above falls in at the edge of the pair: three in a row clear.



4. The next constellation starts with its centre slots wild.

Edge Pair H: the turn finishes the constellation, and a red falls in at the edge of a red pair.

Sandwich H: chart first, then a ring clear



1. A centre slot sits between two yellow, with a yellow right above it. Turn the third ring once.



2. The red lands on its slot: every slot is filled, and the constellation charts.



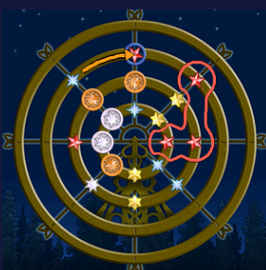
3. Its stars vanish. The yellow above falls in between the two: three in a row clear, and the stars above make one more clear.



4. Two clears: the next constellation gets its centre slots wild and one extra wild slot.

Sandwich H: a yellow falls in between two yellows, and the stars above clear once more.

Edge Pair V: the finishing move lines up a column



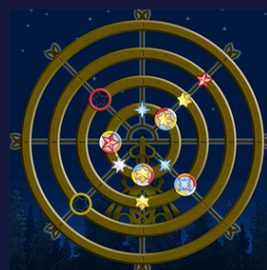
1. Two red stand in one column. One turn of the third ring puts a red on top and the blue onto its slot.



2. Every slot is filled. The game checks the constellation before lines, so it charts first.



3. Then the column of three red clears: a clear after the chart.

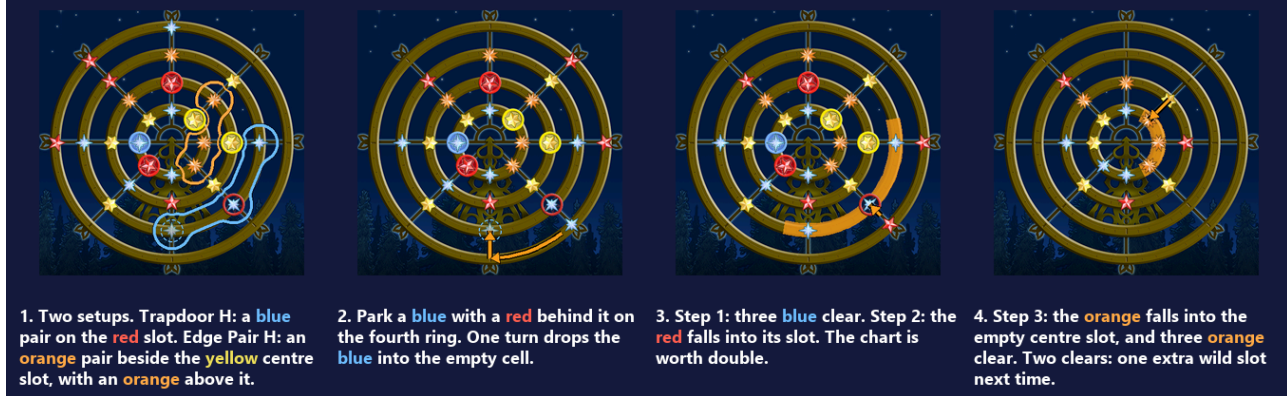


4. The next constellation starts with its centre slots wild.

Edge Pair V: one turn puts a red on a red column and the blue onto its slot.

Trapdoor into Edge Pair: clear, chart, clear

Trapdoor H into Edge Pair H: clear, chart, clear



Trapdoor H into Edge Pair H: three blue clear, the red charts the constellation, and three orange clear in the centre ring.

A Trapdoor can set off an Edge Pair or a Sandwich that waits in the centre ring. Build the Edge Pairs while you fill the constellation, then finish with a Trapdoor. If the Trapdoor does not come together, the Edge Pair still makes the finish an Echo. Two clears also give the next constellation a fourth wild centre slot.

Wild slots from one constellation to the next

Each constellation looks only at how the one before it was charted:

- **Charted in a chain:** the next constellation starts with its 3 centre slots wild.
- **Chain with 2 or more clears:** a fourth wild slot also joins the centre ring.
- **Charted plainly** (no clear before or after the chart): the next constellation starts normal. **One plain chart breaks the run.**
- **The benefit never grows beyond that.** Ten chained constellations in a row each give the next one the same benefit.

Only the next constellation gets wild slots, and only the centre ring turns wild as a whole. A clear in a chain also turns wild any slot on or right beside the cells it cleared. For a clear after the chart, those are slots of the next constellation.

Navigation: scoring and the moon

A constellation scores per ring: $\text{weight} \times (1.5 \times \text{slots on that ring})^2$. The weights are centre 3, middle 5 and third 9. The game rounds each ring down. Example, 3 centre slots: $3 \times (1.5 \times 3)^2 = 3 \times 20.25 = 60$. Because of the square, each extra slot on a ring pays more than the one before.

Constellation	Centre	Middle (2 slots)	Third (1 slot)	Total
The first one (1 centre slot)	6	45	20	71
Standard (3 centre slots)	60	45	20	125
After a chain with 2 or more clears (4 centre slots)	108	45	20	173

A wild slot pays like any other slot. The extra wild slot adds points only because it is one more slot.

A chain multiplies each step by its step number:

What charts	Chain step	Points
A single: nothing clears before it	1	125
A double: one clear, then the chart	2	250
A triple: two clears, then the chart	3	375

Line clears in a chain multiply too, but they stay small: a line of 3 pays 3 points, and 6 or 9 in a chain.

Why a longer chain does not pay much more

Each step of a chain multiplies only its own points. The chart is the only large number, and only the clears before it raise its multiplier. A clear after the chart multiplies its own 3 to 9 points: step 4 of a 3-star line pays 12. The wild slots also stop at two clears.

- A double is easy to set up with a Trapdoor.
- A triple needs about eight stars in exact places, so it rarely pays the time.
- The game's tutorial says a long chain can deal each new constellation already wild. When the stars on the board already fill a newly dealt constellation, it charts in the same chain, on a later step. This is rare.

The moon

The full moon stands for about 200 points per **werewolf** at the start of the window (the exact value varies by a few percent). Each chart takes its points off. With 10 **werewolves** ($\approx 2,000$ points), a standard single (125) takes $\approx 6\%$ off, a double $\approx 12\%$, and the first constellation (71) $\approx 4\%$. The game's own tutorial says *it be the worth ye chart that holds back the wolf-kin*. The **werewolves** left in the next pack are the moon percentage times the **werewolves** at the start, rounded.

Constellations needed to turn the **werewolves** back ($\approx 200 \div 125 = 1.6$ standard singles per **werewolf**):

Werewolves to turn	Singles	or doubles	or triples
10	≈ 16	≈ 8	≈ 6
14	≈ 24	≈ 12	≈ 8
22	≈ 35	≈ 18	≈ 12
32	≈ 51	≈ 26	≈ 17

From round 2 on, you know the number before the window starts: it is the **werewolves** of the next pack. At half moon the chat tells you how many are left.

Foraging tips

Play foraging as you would anywhere else. One den habit helps: the moon's beams can free stuck pieces, so make your clears inside the moon's block.