If we do a sound detection system, I would like there to be a 3% chance that a werewolf will spawn right behind the player and won’t attack until the player turns around if the player hits the top of the sound meter. Another thing could be that you hear a wolf howl and three werewolves come out.

Sam could go to the works to look at the swamp and cementary.

Have false moments that would scare the player like a chair falling over, an owl hoot, birds taking flight, etc.