

The Pact

The Werewolves of Miller's Hollow



A game by Philippe des Pallières and Hervé Marly

To celebrate the founding of the village by Professor Philippe and Sir Hervé, all of the citizens have been invited for a festive feast. With its buildings newly repainted for the occasion, the Great Square is now gleaming.

All of the villagers have gathered here as friends to partake of the feast.

Taking advantage of this historic event, a pact to ensure the village's survival is made between everyone.

Will this brave declaration prove strong enough to resist the darker instincts of those who would do the village harm?

The pact will be tested immediately! Aiming to crush the villagers' newly forged resolve, some of the foulest characters ever to have lived in Miller's Hollow have skilfully hidden themselves among the party guests!

However, to struggle against these evil forces, other highly powerful characters have decided to use their abilities for more noble causes...

Thus some hope remains!

What will be the fate of Miller's Hollow?

***A chronological review of the game and its various releases,
drawn from the lycanthrohistorical research by Professor Philippe and Sir Hervé:***

In 2001, the base game was published:

The Werewolves of Miller's Hollow



In the wild East, the small hamlet of Miller's Hollow has recently become the target of Werewolves. The Villagers must gather their wits to eradicate this new plague returning from past aeons, before the hamlet loses its last inhabitants.

- 24 character cards

In 2006, expansion #1 was published:

New Moon



Secret messengers, risking their lives, have come to warn us about the evolution of the terrible menace. However, resistance is organizing and new characters with

useful talents have joined in the fight against the terrible Werewolves!

- 36 event cards
- 9 variants
- 5 new characters

In 2009, expansion #2 hit the shelves:

The Village



The village of Miller's Hollow was little more than a deserted ruin. From all over the country, volunteers have gathered to settle in the houses, the farms, and the brand-new shops to breathe new life into this wonderful place. However, worrisome rumors persist that sinister Werewolves may have infiltrated the rejuvenated community!

- 29 character cards including 3 new characters
- 29 role tokens
- 14 building silhouettes

In 2012, expansion #3 saw the light of day:

Characters



For many lunar cycles, peace had finally returned to the area of Miller's Hollow. That is, until a young, wild child was heard howling in the forest every night, while shape-shifting

monsters leave traces of their terrible deeds. The desperate Villagers have summoned powerful visitors from the farthest reaches of the lands to aid them in the resurgent threat of this abominable spawn!

- 24 character cards
- 17 new characters



And in 2014, this compilation was released: ***The Pact***.

The citizens of Miller's Hollow have formed a pact to ensure the village's survival. A valiant gesture... but is it enough to resist their enemies' evil instincts?

Already, hiding among the villagers, the foulest and most dangerous characters to have ever lived in Miller's Hollow have arrived to extinguish this fragile hope!

But there remains a chance: other very powerful characters are also present to allow the village to fight these evil forces.

- 47 character cards
- 29 role tokens
- 14 buildings
- 36 event cards
- 9 variants

What's in The Pact?



Contents 36 event cards – 47 character cards

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The Ambiguous

(who can change their characters)



The Thief
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The Devoted Servant
(1 card)
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The Actor
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The Wild Child
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The Wolf-Hound
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Simple Villagers
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The Trusted Villager
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The Defender
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The Seer
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The Elder
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The Scapegoat
(1 card)
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The Village Idiot
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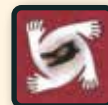
The Hunter
(1 card)
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(1 tile)
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The Loners

(who have their own goal)



The White Werewolf
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The Angel
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The Piper
(1 card)
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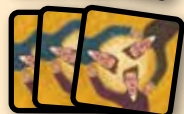
The Prejudiced Manipulator
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29 visible role tokens 14 buildings – 3 tiles

(pages 9 to 12)



The Two Sisters
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The Three Brothers
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The Fox
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The Bear Tamer
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The Wandering Judge
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The Knight with the Rusty Sword
(1 card)
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The Characters of the Village (play only if also using the Buildings)

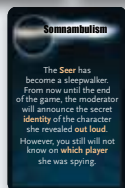
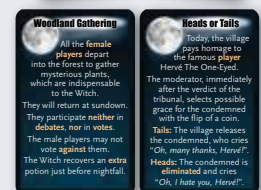


The Pyromaniac
(1 card)
+ 1 Fire tile
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The Scandalmonger
(1 card)
+ 1 Anonymous Accusation Poster
p. 19

36 New Moon Event Cards



Plus 9 variants from New Moon (pages 19 to 22)

The Characters of New Moon

(play only if also using
the Event cards)



The Gypsy
(1 card)
p. 23



The Town Crier
(1 card)
p. 23

The Buildings and Visible Roles Tokens (pages 16 to 18)



15 Vagabond tokens



6 Cow tokens
and 6 Farm buildings



1 Confessor token
and 1 Church building



1 Mortar token
and 1 Hovel building



1 Bread token
and 1 Bakery building



1 Razor token
and 1 Barbershop building



1 Cup token
and 1 Pub building



1 Crest token
and 1 Manor building



1 School Bell token
and 1 School building



1 Key token
and 1 Bailiff's House building



General principles of a game of *The Werewolves of Miller's Hollow*

Under the guidance of a moderator, a game plays out as an alternating series of nights and days.

During the nights, the players all have their eyes closed, and then, in turn, the moderator will ask the nocturnal characters to open their eyes (to wake up) and use their power. When all of the nocturnal roles have been called, the moderator will ask all of the players to open their eyes (the village wakes up).

Each day, when the village wakes up, the possible victims of the nocturnal characters will be revealed. Then, all of the remaining players will debate among themselves before holding a vote to eliminate one of their number.

The goal of each player will depend on their secret identity.

To learn the goals of the various Characters, see the next page (7).

Setup

The players choose or randomly pick a moderator who will not play, but instead leads the game. For the first few games, someone who knows the game well, or someone who fully understands rules, or else someone who's good with a crowd would be the best choice to ensure the best atmosphere.

(For more advice to the moderator, head on to www.loups-garous.com).

The moderator prepares the required character cards as well as the Buildings, if you wish to use them. Then, they deal each player 1 face-down character card and a possible Building token.

Each player discreetly looks at their character card, then places it face-down in front of themselves or in their Building's cutout.

The game can then begin...

Game Overview

It is strictly forbidden to reveal your own character card to anyone, but when it comes to saying things, anything goes!

The moderator will follow the character call-out table to lead the game (see page 24).

A - The moderator puts the village to sleep:

The moderator says: "It's night. The whole village goes to sleep. Players, close your eyes."

All of the players lower their heads and close their eyes. The Moderator then calls in turn the various nocturnal characters in play.

B - When they've all been called, the moderator wakes up the village:

The moderator says: "It's morning. The village wakes up. Players, open your eyes."

The moderator then reveals any players who were the victims of nocturnal characters.

The moderator oversees the intervention of any characters who have a power to be used after the revelation of the victims.

Then the village debates their suspicions. The moderator organizes and moderates these debates.

All players are allowed to try to pass themselves off as any character of their choosing. This phase is the core of the game. Let your oratory talents shine, bluff, or tell the truth, but always be credible. Everyone has a 'tell', and the other players will be looking for yours!

C - When they feel the time is right, the moderator starts the village's vote:

At the moderators signal, each player points with their finger in the direction of the player they want to eliminate.

The players should try to eliminate a player suspected of compromising the village's survival. The player with the most votes is eliminated. If there is a tie, nobody is eliminated.

The vote of the Sheriff counts as double. The eliminated player reveals their card and will no longer be able to communicate with the other players.



Start over the game turns from **phase A**, until one player or group of players manage to fulfill their victory condition.



The Various Types of Characters in Play

Each player gets a character card. They are from now on, for better or worse, an inhabitant of the village of Miller's Hollow. This card gives the player a secret identity putting them into one of the following groups, each with their own victory condition. Some characters also have a special power.

The Werewolves (page 8)

The simple Werewolves, the Big Bad Wolf, and the Cursed Wolf-father.

Their victory condition: *Eliminate all other players, while at least one Werewolf is alive.*

The Villagers (pages 9 to 12)

The Simple Villagers, the Trusted Villager, Cupid, the Seer, the Hunter, the Witch, the Little Girl, the Village Idiot, the Elder, the Scapegoat, the Defender, the Scandalmonger, the Pyromaniac, the Knight with the Rusty Sword, the Fox, the Two Sisters, the Three Brothers, the Wandering Judge, and the Bear Tamer.

Their victory condition: *Eliminate all the Werewolves, while at least one Villager is alive.*

The Ambiguous (pages 13 and 14)

The Thief, the Actor, the Wolf Hound, the Wild Child, and the Devoted Servant.

Their victory condition: *Make their side, which can change during the game, win.*

The Loners (page 15)

The White Werewolf, the Prejudiced Manipulator, the Piper, and the Angel.

Their victory condition: *To complete their own objective.*

The Village Personalities (pages 18 and 19)

In addition to their secret identity, a few villagers can receive a building which gives them a public identity.

An additional power linked to the buildings is usable by these people.

Their goal remains the same as that of their secret identity, but they now have greater power to help them reach that goal.

They are: **the Farmers, the Confessor, the Bonesetter, the Schoolmarm, the Bailiff, the Lord, the Baker, the Barkeep, and the Barber.**

The Vagabonds do not have a building, but can have one given to them by the Bailiff if a building ever becomes vacant due to its owner getting eliminated.

Two inhabitants may also be granted a honorific job. These distinctions grant them an extra special power in addition to whatever power they may already have.

They are: **the Sheriff and the Town Crier.** (pages 12 and 23).



The characters from New Moon (page 23)

Some characters only appear if the Event Cards from New Moon are used.

Their goal is the same as that of the other villagers: eliminate the Werewolves while at least one Villager survives.

They are: **the Gypsy and the Town Crier.** (page 23).

In short:

A player could be a Barkeep/Witch elected Sheriff by the village. They'd then have all three powers, which is very good for the village. Unfortunately, they later get bitten by the Cursed Wolf-father.

In addition to their 3 powers, the Barkeep then secretly becomes a Werewolf. Knowing that, on the first night, Cupid made them fall in love with the Barber/Seer, whom the Barkeep had themselves chosen to be Town Crier, what's going to happen?

In the following pages, we'll detail all of the characters' specific abilities and goals.



The Characters of the Pact



The Werewolves

These lethally dangerous monsters are a grave threat to the village's survival.

Their goal: eliminate all other players, while at least one Werewolf remains alive.

They are called out in turn at night by the moderator to use their special powers.

The Werewolves



Each night, all Werewolves wake up together and must decide on a player to devour (they cannot choose a Werewolf). If they can't agree as a group, too bad: nobody gets eaten tonight.

During the day, they try to conceal their identity and vile deeds from the Villagers.

Their number can vary depending on the number of players and the variants used.

The Big Bad Wolf



In Miller's Hollow, little pigs are not the only ones to fear the Big Bad Wolf. This gigantic and ravenous werewolf is said

to have wiped entire villages off the map!

Each night they wake up and feast with the other Werewolves. Afterwards, as long as no Werewolf, Wild Child or Wolf-Hound has been eliminated,

they wake up a second time and devour a second victim (they cannot choose a Werewolf).

The Cursed Wolf-father



The first Werewolf in our lands, the father of their fathers, had two powers: the first, to spread his curse through a special

bite; and the second, to flee from this world by sleeping for centuries at a time. Thankfully for our recent ancestors, he has been slumbering for some time.

But the authors of this work wish much courage to today's villagers, for the Cursed Wolf-Father has now woken up from his slumbers... and he's famished!

Each night, he wakes up and feasts with the other Werewolves. But once per game, if he so wishes, after the Werewolves have fallen asleep, he raises his hand. This means that the victim isn't devoured, but infected.

The moderator then touches the infected player, who immediately becomes a Werewolf and will take part

in their feasts on subsequent nights. If the infected player has a special ability, they may continue to use it as normal, but their goal is now to win with the Werewolves.

See also page 15:

The White Werewolf



The Villagers

All they want is for the village that they call home to survive this menace.

Faced with threats unknown, they'll try to reach out and band together with those they think they can trust in order to eliminate their foes by the power of the vote.

Their goal: eliminate all the Werewolves, with at least one Villager still alive.



The Simple Villager



These regular folks have no special powers beyond their own intuition; they'll have to cooperate to figure out who

can be trusted, analyzing their fellow players' behavior to work out who among them is a Werewolf.

The Trusted Villager



This person's soul is as clear and transparent as the water from a mountain stream. They have earned the trust of their peers and the right to be heard at crucial moments. What power could be greater than to inspire in honest people a sense of absolute confidence?

Will the Werewolves rush to eliminate this person, despite their lack of special powers? Or will they prefer to hunt for more dangerous members of the village whose loyalty is less certain?

On both of its sides, this card has the image of a Simple Villager.

When the cards are dealt, the village will thus have the certainty that its owner is truly an innocent Simple Villager.

Moderator advice: this character can become a trustworthy Sheriff or Town Crier.

The Seer

(called at night)



The Seer can mystically discern people's true identities. Each night, they choose a player, and the moderator

shows the Seer that player's character card. The Seer must try to help the other Villagers with the information they've learned, while remaining discreet to avoid discovery by the Werewolves, who will consider them a major threat.

Cupid

(called on the first night)



'Cupid' is the village matchmaker. They received their nickname because of their ability to make any two people fall instantly in love.

During the first night, Cupid chooses two players who will be 'in love' with one another for the rest of the game (they may

choose themselves as one of the Lovers). Afterwards, Cupid acts as a Simple Villager for the rest of the game.

The moderator touches the two Lovers to let them know they were chosen by Cupid, and the Lovers then briefly wake up to recognize each other.

If one of the Lovers dies, the other immediately dies in a fit of grief. A Lover cannot, even as a bluff, vote to lynch their partner.

Special Case: if one of the Lovers is a Villager and the other is a Werewolf or the Piper, the object of the game changes for these two players. The pair's only wish is to live undisturbed in love and peace, and therefore they must eliminate all other players (Werewolves and Villagers alike) from the game, through careful manipulation of the Werewolves' feasts and the village's votes. If they are the only two players remaining, they win.

The Witch

(called at night)



The Witch knows how to make two very powerful potions.

The first is a healing potion, which can be used to resurrect

a player who has just been attacked by the Werewolves. The second is a poison, used during the night to eliminate one player.

When they are woken up at night, the Witch will be shown by the moderator which player has become the Werewolves' latest victim. They will have the chance to use their healing potion by offering a thumbs-up. Whether or not they use the healing potion, they will then get the chance to use their potion of poison by pointing at a player.

Both potions can be used on the same night, but each potion may only be used once per game. The Witch may use either potion on themselves if they so choose. Their healing potion does not remove the Piper's charm or the Cursed Wolf-Father's infection.

The Hunter



If the Hunter is eaten by the Werewolves or eliminated by the villager's vote, they won't go quietly. With their dying breath, they immediately choose another player to shoot, eliminating them as well.

Special Case: if the Hunter is also a Lover and dies out of grief when their partner is eliminated, their ability still triggers. It is therefore possible in this way for a situation to arise in which no players are left alive. If this happens, no side can claim victory.

The Little Girl



The Little Girl is very curious. She can open her eyes, just a little bit, during the night to spy on the Werewolves.

However, if she is caught in the act by the Werewolves, she is immediately devoured, instead of that night's chosen victim.

The Little Girl can only spy during the night when the Werewolves are awake, and she is not allowed to open her eyes wide to pass herself off as a Werewolf - she may only try to peek subtly. When the Little Girl is in play, all players must avoid covering their faces during the night.

The Defender

(called at night)



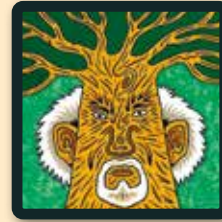
This powerful character can protect the Villagers from the bite of the Werewolves.

Each night, the Defender chooses a player (tradition requires that, before indicating their target to the moderator, the Defender reproduces the hand gesture depicted on their card). The chosen player will be protected from the Werewolves until the next morning. Even if chosen to be devoured, they will not be eliminated.

Note:

- The Defender may protect themselves.
- The Defender cannot protect the same player for two consecutive nights.
- The Defender's protection has no effect on the Little Girl (nobody can keep that unruly scamp out of trouble).
- The Defender does not protect against the Piper's charm or the Cursed Wolf-Father's infection.

The Elder



Having lived through all that life can throw at them, the Elder is a hardy and resilient soul. The Werewolves

will have to catch them twice in order to finally devour them...

The first time that the Elder of the village is attacked by the Werewolves, they survive (the moderator does not announce that this has happened). The Elder is eliminated only the second time that they are devoured.

The village's vote, the Witch's potion of poison, the Hunter's shot and the Barber's razor will all eliminate the Elder on the first attempt. However, filled with despair from having eliminated such a wise and valued citizen, the Villagers lose their special abilities until the end of the game if any of these things happen.

The Elder is not affected by the Cursed Wolf-Father if it's the first time that they've been bitten.

Note: if the Elder is healed by the Witch, they recover only one life. (Variant for the brave: if the Village Idiot has already been revealed, they are eliminated alongside the Elder for the village, having lost its wisdom, goes back on its decision to spare the Idiot.)

The Scapegoat



It's hardly fair but, when something goes awry in Miller's Hollow, the finger of blame always falls here first...

If the village vote ends in a tie, the Scapegoat is eliminated instead (even if they were not one of the tied players). However, if the Scapegoat is eliminated, they still have one final act of recrimination: they immediately choose which Villagers are allowed to vote during the next day. Each Villager not chosen cannot vote during the next day.

Note: Choosing only one player to have the power of the vote makes that Villager likely to be devoured by the Werewolves during the night. If this happens, and there are no Villagers alive during the next day who are permitted to vote, then there is no vote that day and no elimination. (Of course, the chosen player could be a Werewolf, or the Werewolves could intentionally decide against eliminating them...)

The Village Idiot



Which village doesn't have an Idiot? They're not good for much, but nobody wants anything bad to happen to them.

If the village votes against them, the Village Idiot turns over their card. Instantly, the Villagers realize their mistake and pardon the Idiot. From now on, the Idiot continues to play but has lost the right to vote for the rest of the game. After all, what would the vote of an idiot be worth?

After the Village Idiot is revealed, there is no alternative voting. The game proceeds to night without an elimination.

Note: If devoured by the Werewolves or shot by the Hunter, the Village Idiot is eliminated. If the Idiot was the village's Sheriff, the honor will not be passed on - and thus its ability is lost for good.

The Two Sisters

(called on the first night)

Some locals find it easy to confuse the Two Sisters when they meet them around town.



It's hard to decipher the smile that lights up their faces when someone tries their luck at the name game: is she happy to have been correctly identified, or laughing at the mistake? In any case, the Two Sisters are two peas in a pod. It's comforting to have someone you can count on during uncertain times!

The first night, upon the moderator's call, they wake up together and recognize each other.

When playing with experienced players, the moderator may choose to wake them up again every other night or so, giving them a chance to silently communicate about their suspicions.

Moderator advice: particularly powerful with players who know sign language.

The Three Brothers

(called on the first night)

The entire village rings with the joyous sound of their voices when they return home after working in the field. They can read each other with just a glance, and will work together to do the right thing for the village.



The first night, upon the moderator's call, they wake up together and recognize one another.

When playing with experienced players, the moderator may choose to wake them up again every other night or so, giving them a chance to silently communicate about their suspicions.

Moderator advice: particularly powerful with players who know sign language. To be used only in large villages. If the village is very large, you can even add the Two Sisters to it!

The Fox

(called at night)



Everyone in Miller's Hollow appreciates the flair of this vivacious yet discreet character, except for maybe the chickens

and especially the Werewolves.

At night, upon the moderator's call, the Fox may choose a group of three neighboring players, by pointing to the player in the center of the group. If there is at least one Werewolf in that group of three, the moderator gives the Fox a thumbs-up. If there is no Werewolf in the chosen group, the Fox receives a thumbs-down and loses their power for good; however, they now have important information clearing three players at once.

Note: the moderator calls the Fox each night, but that player is not forced to use their power each night.

Moderator advice: the Fox doesn't see their targets' cards; the moderator simply lets them know whether or not the group contains any Werewolves.

The Bear Tamer



We have precious memories in the village of the Bear Tamer leading their companion, Ursus, in a brilliant and graceful ballet.

We used to cry at the beauty of it every summer. Ursus was even more special than as a performer, though, as he could smell the hidden danger of lycanthropy.

Each morning, right after the revelation of any nocturnal victims, if at least one Werewolf is or has just become a direct neighbor to the Bear Tamer, then the moderator grunts to let the players know that the Tamer's bear has smelled danger.

Only players who have not been eliminated count for the purposes of determining the Bear Tamer's neighbors.

Moderator advice: to make things easier, consider having eliminated players leave the game area or step away from the table. If the Bear Tamer is *infected**, then the moderator will grunt each turn, until the Bear Tamer is eliminated.

** See the Cursed Wolf-father, page 8.*

The Wandering Judge



The miller's youngest child was good in school and dreamed about becoming a lawyer. As their father's business

had been successful, he was able to send them to learn law in the nearest big city. But the youngster never quite achieved all that they hoped to. They returned to the village having failed to make a career out of law, but still seek

to see justice done and are still known to the locals as the Wandering Judge.

Once per game, the Wandering Judge can decide that there will be two consecutive votes and two eliminations on the same day. During the first night, upon the moderator's call, the Wandering Judge will show the moderator a distinctive signal or hand motion.

When they want to use their power, the Wandering Judge lets the moderator know by using that special signal during the village's vote. Once the vote is complete and a player is eliminated, the moderator announces the Judge's decision and the second vote starts immediately without debate.

Moderator advice: always be attentive to the Wandering Judge's behavior during the votes, in order to avoid missing their signal.

The Knight with the Rusty Sword



Weary from a life of questing around the world, this old retired knight no longer takes good care of his noble sword. His

trusty blade might be rusty but the knight has not yet completely lost his edge! So be careful because his sword is always by his side, even when he sleeps...

If the Knight is devoured, he is eliminated, but a wound from the rusty sword will leave one of the Werewolves diseased. The first Werewolf to the left of the Knight with the Rusty Sword will survive for another full day before being eliminated at the end of the following night. The moderator will announce that the Werewolf's elimination was caused by disease.

Be careful: players will be able to deduce that all the players sitting between the dead Knight with the Rusty Sword and the diseased Werewolf are innocent villagers.

Honorifics and Elected Positions

Some well-respected villagers can be given honorific responsibilities. This gives them a special ability to be used wisely.

The Sheriff



At the start of the game or a little later, at the moderator's discretion, the players vote to elect a Sheriff.

Anyone except the moderator can be a candidate. If elected, the Sheriff cannot refuse the honor, and they take on

the responsibility in addition to the role on their character card. From now on, that player's vote counts as two votes. They also cast the deciding vote in case of a tie. If the Sheriff is eliminated, they choose their successor with their dying breath.

See also the Town Crier, page 23

The Ambiguous

They could very well be allies of the village or become its enemies.
During the game, they can change sides or characters.

Their goal: make the side to which they belong win.

The Thief

(called on the first night)



If the Thief is used, two additional Simple Villager cards are added to the deck at the beginning of the game. After the

cards are shuffled and dealt, the two leftover cards are placed face-down in the center of the table. During the first night, the Thief looks at these two cards, and may trade their card with one of the spares. However, if both cards are Werewolves, the Thief must trade their card with one of them. If the Thief does take a new card, they assume that role for the rest of the game.

The Devoted Servant



Who could dream of a better servant than one willing to give their life for their master?

Don't rejoice too fast, for this

servant's devouring ambition could spell the end of the village!

When a player is eliminated by the village's vote, before their card is revealed, the Devoted Servant can reveal themselves by showing their own card.

If they do, the Devoted Servant discards their card and replaces it with the eliminated player's card without showing

it to the other players. For the rest of the game, that card is their new role.

Note: if they are one of the Lovers, the Devoted Servant cannot use their power, as their love is stronger than their desire to reinvent themselves.

Moderator advice: make sure to wait when the village's vote is decided before revealing the victim's card, in order to allow the Devoted Servant an opportunity to reveal themselves.

After the card switch, the moderator looks at the Devoted Servant's new card. The Servant's new role must be called on the next night, so that they and the moderator can trade any necessary information, if need be.

As a general rule, the Devoted Servant's new role is considered brand-new, with its powers refreshed as if it were at the start of the game.

However, any effects that were previously applied to the eliminated player are cancelled.

Clarifications: if the eliminated player was *infected**, in love, charmed, Sheriff, Town Crier, or Cupid, the ex-Devoted Servant isn't.

If the ex-Devoted Servant was charmed, Sheriff, or Town Crier, they no longer are.

If the ex-Devoted Servant was *infected**, they still are.

If the ex-Devoted Servant becomes:

- **the Piper**, the moderator indicates to this new Piper which players were previously charmed.

- the Actor, Town Crier, or Gypsy:

new cards are not dealt; only those remaining are used. If none remain, too bad!

For more clarifications, head to www.loups-garous.com

* See *the Cursed Wolf-Father*, page 8.

The Actor

(called at night)



A tireless wandering artist, they stopped in the village to put on a few shows before leaving to spend winter

in warmer climes. As gifted at telling jokes and puns as they are at performing great tragedies, they have all the talent necessary to perform a vast catalog of beloved plays.

Before the game, the moderator chooses three character cards with special powers. After each player has been given their role, these cards are placed face-down in the middle of the table.

Each night, upon the moderator's call, the Actor may choose one of these cards and use the corresponding power until the next night. If the Actor uses a character card, the moderator removes that card from the table. It can not be used again.

Note: the cards offered cannot be Werewolf cards.

Moderator advice: in choosing cards to offer to the Actor, you can look to introduce a bit of chaos into the village or provide the power to counter a strong Werewolf clan.

If the Thief is also present, you should prepare their cards first, followed by the Actor's.

The Actor is a Villager and wins if the Village wins.

The Wild Child



Abandoned in the forest as an infant, the Wild Child was found and raised by wolves. As soon as they could walk on all fours, they began wandering near Miller's Hollow.

One day, the Wild Child became fascinated when they spotted a villager walking gracefully on two legs, and secretly made that villager their role model. Deciding to follow their lead and join the community of Miller's Hollow, they entered the village full of nerves but were welcomed warmly by the locals who were moved by their frailty.

What will happen to the Wild Child: will they remain an honest Villager or regress to a terrible Werewolf? This duality has raged in the Wild Child's heart for their whole life. Hopefully their role model will let their newfound humanity hold.

The Wild Child is a villager. The first night, upon the moderator's call, the Wild Child chooses a player to be their role model. If that player is ever eliminated, the Wild Child immediately becomes a Werewolf and will wake up on the following night with their brethren, to feast with them each night

until the end of the game. However, for as long as their role model is alive, the Wild Child remains a villager. Whether or not their role model is a Werewolf changes nothing!

Nothing prevents the Wild Child from taking part in the elimination of their role model if they so desire.

If their role model is alive when all of the Werewolves have been eliminated, the Wild Child wins with the villagers. If their role model is eliminated and the Werewolves win, then it's also a victory for the Wild Child.

Moderator advice: not revealing the true nature of the Wild Child when eliminated can be amusing. The doubt regarding their true identity then remains: were they a villager or a Werewolf?

The Wolf-Hound



All dogs know in the bottom of their hearts that their ancestors were wolves and that humanity has restrained them

as fearful and childlike companions, though they are faithful and generous masters.

Only the Wolf-Hound can decide if they will obey their civilized human master, or if they'll follow the call of the wild deep within them.

On the first night, the Wolf-Hound decides if they want to be a Simple Villager or a Werewolf. If they want to be a Werewolf, they'll wake up with them every night and take part in the nightly feast, winning only if the Werewolves win. If not, they must keep their eyes closed every night and can only win with the Villagers.

This choice is final!

Moderator advice: not revealing the true nature of the Wolf-Hound when eliminated can be amusing. The doubt about their true identity then remains: were they a villager or a Werewolf?



The Loners

They all have their reasons for resenting the inhabitants of Miller's Hollow.

But their sheer presence is a cause for great concern!

Their goal: to complete their own specific objectives.

The White Werewolf

(called at night)



Experts have recently observed that a strange mutation has taken place in the heart of the lycanthropic

population. This wretched character hates the other Werewolves every bit as much as they hate the Villagers!

Each night, the White Werewolf wakes up and feasts with the other Werewolves. However, every other night, upon the moderator's call, they wake up a second time, alone, and may eliminate one of the Werewolves.

This character's goal is to be the sole survivor in the village. If they succeed, they win the game. If the rest of the Werewolves meet their win condition, the game ends as usual but the White Werewolf does not share the victory.

The Angel



As disgusted by the unglamorous village life as they are by the infestation of evil creatures, the Angel wants

nothing more than for this to all have been one horrible nightmare and to wake up with a start in their comfortable bed.

When the Angel is in play, the game starts with a debate and a vote before the first night. If the Angel is eliminated in the first vote or during the first night, they win and the game ends. If they are alive at the start of the second day, they accept the reality of their situation and become a Simple Villager for the rest of the game.

Note: If the Angel is one of the Lovers, they give up their personal goal.

Moderator advice: Don't hesitate to raise the tension during the first day by reminding players during that the Angel is in play!

The Piper

(called at night)



Cruelly driven out of the village, the Piper has returned years later under a false identity to exact their terrible vengeance.

Each night, upon the moderator's call, the Piper chooses two players to charm. The moderator touches each chosen player's shoulders.

After the Piper has gone back to sleep, the moderator asks all players who have ever been charmed — on this night or any other — to wake up. They recognise each other, then go back to sleep.

If it ever comes to pass that every living player apart from the Piper has been charmed, then the Piper instantly wins

and every other player loses. (Even if that occurs following a vote, or thanks to the Werewolves.)

If infected by the Cursed Wolf-Father, the Piper becomes a simple Werewolf. Their original objective is abandoned and they no longer wake up when the moderator calls the Piper.

Note: the Piper cannot charm themselves. The Defender does not protect players from being charmed. The Witch can't heal the charm. Werewolves are not immune to the charm. The charm is not transmitted between Lovers. Charmed players retain all of their abilities and characteristics.

The Prejudiced Manipulator



Since childhood, this poor soul has boiled with self-loathing, probably due to a lack of affection or attention from

those close to them. As they grew up, that hatred has been projected onto those who are different to them.

Before the beginning of the game, the moderator divides the village into two groups, according to an obvious criterion (age, glasses, clothing, etc.) and announces it to everyone. The Prejudiced Manipulator will obviously be part of one of these two groups.

The only way that the Prejudiced Manipulator can win the game is if every

member of the other group is eliminated. If this happens, they win immediately and leave the game (the game continues, if possible, for the remaining players). The Prejudiced Manipulator has no special powers; their skill at manipulating the villagers is their only weapon!

If they are infected by the Cursed Wolf-Father, they become a simple Werewolf and their original objective is abandoned.

Moderator advice: the two groups do not need to be of equal size. Don't hesitate, if necessary, to specify which players belong to which group.

The Characters Specific to The Village

See pages 18 and 19:

The Scandalmonger
and the Pyromaniac.

The Characters Specific to New Moon

See page 25:

The Town Crier and the Gypsy.



The buildings and Visible Role Tokens

Some inhabitants of Miller's Hollow occupy a building which grants them an extra power. This power is either permanent, meaning active for the entire game, or unique, which can be used only once.

A destroyed building keeps its occupant from being able to use the associated power. Its corresponding token is given to the moderator and will not be returned into play.

An occupant who is eliminated returns their token to the moderator. The building then becomes available for use by a Vagabond.

If they so wish, a Vagabond chosen by the Bailiff will be able to occupy that building from now on and benefit from its entirely restored power.

29 Visible Role tokens

These tokens are used to divide the visible roles between all players, in a way chosen by the moderator:

15 Vagabond
Bindles



6 Cows for
the Farmers

The Confessor's
Rosary



The
Bonesetter's
Mortar

The Bailiff's
Keys



The Barber's
Razor

The Baker's
Bread



The Barkeep's
Cup

The School Bell



The Lord's
Crest

The Farms

occupied by the Farmers
(there are 6 farms in play)

Permanent power.



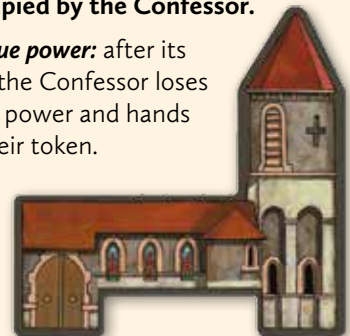
In this idyllic countryside, Farmers are numerous and their influence remains very important.

- Starting on the second turn, the Farmers debate and vote amongst themselves to choose one of them to be the Sheriff.
- If they are eliminated, the Sheriff must choose their successor only from among the remaining living Farmers.
- If the last Farmer is eliminated, there will no longer be a Sheriff.

The Church

occupied by the Confessor.

Unique power: after its use, the Confessor loses their power and hands in their token.



This character can hear the confession of a player of their choice, whose secrets they'd like to learn.

- At any point during the day, even after the choice of the eliminated player via vote, the Confessor chooses a player who must immediately and secretly show them their character card.

The Hovel occupied by the Bonesetter.

Unique power: after its use, the Bonesetter loses their power and hands in their token.



In a few seconds, the talented Bonesetter can give you back your youth as well as all of its benefits.

At any point during the day, the Bonesetter can make a player regain the unique power for a building that they've already used. The moderator hands the building's corresponding token back to the selected player (for a new unique use).

The School occupied by the Schoolmarm.

Permanent power.



In the village, the Schoolmarm often reprimands those who point fingers.

- Each day, right before the votes, the Schoolmarm can forbid up to two players from voting that turn. The Schoolmarm may never vote.
- The Schoolmarm and the players kept from voting can still take part in debates.
- The Schoolmarm can stop the Barkeep from voting.
- The Schoolmarm cannot stop a Vagabond from voting.

The Bakery occupied by the Baker.

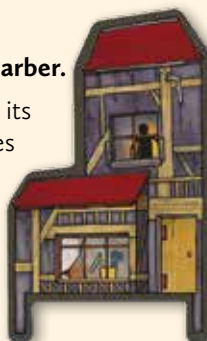
Permanent power.

In Miller's Hollow, the Baker is always the first one up to get their daily ovenful ready. Sometimes, right before dawn, they could swear that they can see Werewolves slinking home after their misdeeds...

Each night, the Baker opens their eyes immediately after the moderator finishes saying "...the Werewolves go to sleep!" After a few seconds, the moderator asks the Baker to go back to sleep.

The Barber shop Occupied by the Barber.

Unique power: after its use, the Barber loses their power and hands in their token.



This famous Barber is an artist with a razor. They sometimes take advantage of their tool to mete out justice by themselves, in order to eliminate somebody whom they feel is suspect...

- At any point during the day, the Barber can eliminate a player of their choice.
- If the player eliminated is a Werewolf of any kind, the Barber is congratulated by the village and survives their action. Otherwise the Barber is immediately eliminated.
- The Barber cannot eliminate a Vagabond.

The Pub occupied by the Barkeep.

Power: permanent and conditional.

To keep business booming, the Barkeep takes care not to run afoul of any of their patrons, especially as their tavern is open all hours...

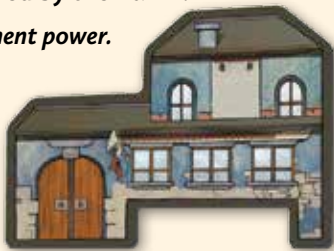
- The Werewolves can't devour them, and the villagers can't vote against them.
- If they vote against someone who is then eliminated (even if they're saved before actually being eliminated), the Barkeep loses their immunity and their token.
- Tradition demands that they always vote alone before anyone else (unless they've lost their immunity), which can complicate their task.

Remark: Of course, all special powers work against them (their immunity is quite relative).



The Bailiff's house Occupied by the Bailiff.

Permanent power.

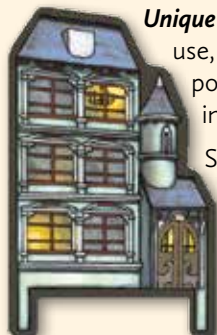


Representing law and order, they're the one who has the task of granting vacant houses to the Vagabonds.

- When a building is freed due to the death of its occupant, the Bailiff can choose a Vagabond. This Vagabond changes places to sit behind the building, hands the moderator in their bindle token, and gets the building's corresponding token back from the moderator if it had previously been used.
- If, come morning, multiple buildings are free, this selection will take place for each building.

Remark: the elimination of the Bailiff will cause the end of the housing distribution. The Bailiff's house will remain empty. The Vagabonds thus have a vested interest in protecting the Bailiff if they hope to claim a building!

The Manor occupied by the Lord.



Unique power: after its use, the Lord loses their power and hands in their token.

Sure, the Lord's arrogant attitude might be annoying at times, but they're the only one who, due to an old and still-lingering

tradition, can pardon a convict. The Lord thus remains a respected personality with whom it's better to stay on good terms.

- After any vote, the Lord can, when requested by the player in question, pardon a villager chosen by the village's vote. The player will thus not get eliminated and will not reveal their character card. No replacement vote will be held; the game will proceed to night.
- A selfish Lord can, of course, pardon themselves...



The Vagabonds (no buildings)

Permanent power.

Though they don't yet have any property of their own, these brave people wish to join the village and fulfil their potential.

- The powers of the Schoolmarm, the Barber, the Scandal monger, and the Pyromaniac have no effect on the Vagabonds.
- When a building is freed due to the death of its occupant, the Bailiff chooses a Vagabond. The chosen player changes places to sit behind the building, hands in their bindle token and gets the building's corresponding token back from the moderator if it had previously been used.
- A Vagabond can refuse to occupy a house offered by the Bailiff.

Characters Specific to the Village

The Pyromaniac (called at night)



This character is hampered by an explosive compulsion. Let's hope they can keep their incendiary vice in check, at least by focusing it on the right house at the right time to help the threatened village!

Upon the moderator's call, the Pyromaniac may wake up and choose a building on which the moderator will place the 'fire' tile. This may only be done once per game!

The next morning, after the moderator announces which building was set on fire, that building is removed from the game for good. Its former occupant is not eliminated but becomes a Vagabond.

If the Pyromaniac's chosen building was home to the player who was attacked by the Werewolves that night, then the fire panics the Werewolves and they are unable to settle down for their meal! Their intended target survives, and instead the first Werewolf to the right of their target is eliminated due to burns.

Note: This character cannot be used without the buildings.

(cannot be played without buildings)

The Scandalmonger

(called at night)



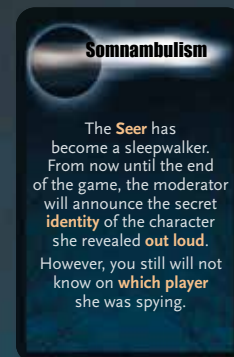
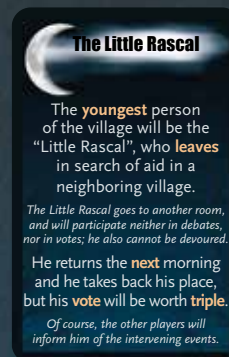
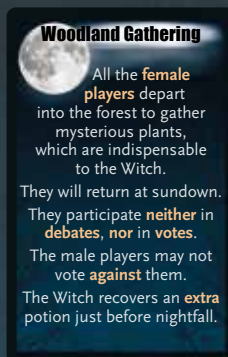
This individual loves to spread rumor and gossip. Just before dawn every morning, they put up an anonymous poster full of scandalous accusations against one person who has drawn their ire.

Each night, upon the moderator's call, the Scandalmonger chooses a player. The moderator then places the anonymous accusation poster in front of the chosen player's building. This player will automatically have two extra votes against them during the next vote. The Scandalmonger can place the anonymous accusation poster on the Pub, even if the Barkeep has yet to be complicit in any of the days' eliminations.

The Scandalmonger cannot choose a Vagabond.

New Moon

Combine the **36 event cards** from New Moon with the various characters to get thrilling games!



The variants

Not to mention the following **9 variants** as well as the 2 additional characters to discover in the pages to come...

- | | |
|---|-------------------------|
| 1 - Moonlight | 6 - Harvest Festival |
| 2 - Community of Hamlets | 7 - The Black Plague |
| 3 - "In any case, it surely isn't him!" | 8 - Lycanthropic Trance |
| 4 - The Writing's on the Wall | 9 - New Moon |
| 5 - Double You | |

Moonlight

The eerie atmosphere of this variant can be used in conjunction with any of the others, to really set the scene!

Set yourselves up outside the under the starry sky, and form a circle around the moderator. Wear period clothing and put on some music appropriate for a time long past.

In this arcane environment where one can almost hear the howl of the wolves, set a small lit candle in front of each player.

From now on, each morning, the moderator blows out the candle in front of the Werewolves' victim. Each evening, after the vote, the village's victim extinguishes their own candle.

Darkness and tension will slowly ratchet up in the village and the survivors will be the only ones visible, ready to be devoured.

You can also try a version of this variant that's more difficult and dangerous for the Werewolves: they are the ones who must extinguish their victims' candles!

Note: if more than one candle is extinguished, there is no victim.

Community of Hamlets

When you gather a lot of friends to play a game of The Werewolves of Miller's Hollow, you can create multiple villages.

The best way to do this would be to have one room per village. If playing outside, you can play by spacing the groups by about 20 meters.

Each village requires a full copy of the game. We recommend having one moderator per village who coordinate so that the day and night phases happen simultaneously in all of the villages.

The games play out normally, but players can decide to leave their village at any point, as long as it is during the day and the day's vote has not yet begun.

The player who decides to change villages leaves the table with their card, which they keep secret. They go to another village of their choice and knock on the door or wait at a distance until they are authorized to join their new village.

To avoid too great an upheaval, the Moderators could decide to limit the comings and goings (for example, no more than two departures per village). It is possible that there will be several identical characters in a village. It's even possible for the Werewolves to desert a village that they consider to be too dangerous. In this case, the Villagers of that village win their game.

Note that by moving too often, you are taking an additional risk: the Villagers of the region of Howl's Vale are often narrow-minded. A stranger is always suspect... we witnessed villages in which every newcomer was systematically condemned by the popular vote.

"In any case, it surely isn't him!"

A mini-variant which offers a new way of voting to determine the day's elimination.

All the Villagers still in the game rise. The player to the left of the most recently eliminated player chooses another Villager whom they believe to be innocent. This first voter remains standing: they will have to be vouched for if they want to survive.

The Villager who was declared innocent sits down, and then in turn chooses another Villager whom they wish to save who will then sit down as well. Continue like this until one player is left standing.

This last player is the victim of the village vote.

Of course, debate is still welcome during the vote.

Caution: In this variant, the Werewolves can easily declare one another innocent, and thus escape their just punishment. Be very attentive to who clears whom. The village will only be sure to eliminate one of the Werewolves if the Werewolves are the very last to vote.

The Writing's on the Wall

This variant can be used in combination with the others.

Before nightfall, the inhabitants of Miller's Hollow have the habit of coming to read the small, anonymous graffiti written on the little wall behind the town hall.

Each villager still in the game writes a short phrase of their choice on a slip of paper and gives it to the moderator. The author of each piece of graffiti must remain anonymous, but each one is free to write whatever they want: suspicions, warnings, comments, denunciations, compliments, declarations of love...

When they've all been gathered up, the moderator reads all the graffiti in a random order.

The villagers can then fall asleep, their minds still troubled by these short messages.

Double You

(For 7 to 9 players; if you wish to play this variant with larger groups, you will need a second copy of the base game.)

a) The small complication

This variant permits each player to roleplay more actively, their character being visible to all: the Seer, the Hunter,

the Witch, Cupid, the Defender, the Elder, the Scapegoat and up to two Simple Villagers are the characters whom you will portray. Deal each player one of these cards face-up.

Then deal to each player a second card face-down, called the alignment card, from the following: 2 Werewolves and 5 to 7 Simple Villagers, depending on the number of players.

Each player keeps their alignment card secret as long as they are not eliminated.

This alignment card tells the player to which team they belong: Werewolves or Villagers.

The goal of the players whose alignment card is a Werewolf is to eliminate the players whose alignment card is a Villager, and vice versa.

Don't use the following characters: Thief, Little Girl, Village Idiot, Piper.

b) The big complication

Prepare the cards as in a), shuffle them all together, then deal two cards face-down to each player. These cards will remain secret.

This opens up some new possibilities:

- the Witch could also be the Seer,
- the Hunter could also be the Defender,
- the Elder could also be the Scapegoat,
- and so on.

When a player has at least one Werewolf card, they are a Werewolf. If this player has a special ability on their other card, they can use it as well.

The Harvest Festival in Miller's Hollow

It is recommended to include more Werewolves than usual when playing this variant.

Excessive drinking at the festival causes certain disruptions to each player's abilities:

- The Werewolves can only devour a player who is next to one of them.
- The Seer cannot distinguish between the visions that appear in their mind. As usual, they choose a player whose identity they wish to investigate but, in response, the moderator shows them the identities of three players: the chosen player and each of their two living neighbors. The moderator should not specify which card belongs to which player.
- The Hunter must choose their victim from one of their two living neighbors.
- The Little Girl has trouble managing her slumber. She wakes too late to spot the Werewolves and can only spy on the Witch.
- The Thief, if they did not swap their card during the setup round, must — with the help of the moderator — exchange their card with another player of their choice during the first night. Each player will have to check their identity at the start of the following morning.
- The Sheriff will have to vote before all of the other players.
- The Scapegoat is no longer eliminated in the event of a tie, but rather in the place of one of their two living neighbors, should they be eliminated by village vote.
- The Village Idiot is no more (or less) idiotic than usual when drunk; nothing changes for them.
- The Witch is distracted, having mislaid one of their potions — and they're not sure which one is missing. The Witch can only use their ability once

and, after they have chosen a player, the moderator tosses the lid and bottom of the game box before announcing aloud the result of the potion depending on how they land on the floor.



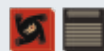
> Healed



> Healed and turned into a Simple Villager



> Healed and transformed into a Werewolf



> Eliminated

- Cupid chooses the two Lovers, who see each other and fall asleep again, just like normal; they are the True Lovers. After that, however, Cupid points at one of the True Lovers and one other player. The moderator awakens them so they can see each other. The chosen True Lover becomes the Deceitful Lover while the new Lover becomes the Secret Lover, and they go back to sleep. The True Lover who wasn't chosen becomes the Jilted Lover.

From then on:

- If the Jilted Lover is killed, neither of the other Lovers die.
- If the Deceitful Lover is killed, both of the other Lovers die.
- If the Secret Lover is killed, then only the Deceitful Lover dies — the Jilted Lover realizes that they have been jilted and does not die.

The Jilted Lover may not vote against the Deceitful Lover, but the Deceitful Lover may vote for the Jilted Lover.

- The Defender can only protect themselves or one of their two neighbors.
- The Piper only charms one player at a time.

In order for this variant to be interesting, its use must be known only to the moderator. With this in mind, we have written the text so that only a mirror will reveal it to you!

The spectacle of the total
incomprehension of all the poor

amusing to slip in a little Black plague. In a long even of play it is always
 of unjustifiable elimination!

The Werewolves win if they mesmerize the second-to-last Villager.

From now on, with each awakening of the village, the most recently eliminated player reads the top card out loud.

- ☾ immediate but temporary,
- ☾☐ temporary but with a later twist,
- or permanent.

- The first few times that you play this variant, draw a new event every second or third morning rather than every single one.
- An experienced moderator can stack the deck with their preferred cards so as to set up the game exactly as they want it. They can also choose certain permanent cards and simply apply their effects at the beginning of the game.

The former villager will respond with a 'yes' or 'no'.



The characters specific to New Moon (who cannot be played without event cards)

The Town Crier



Every Villager has dreamed of one day wearing that prestigious uniform, of rolling the Town Crier's drum, and

announcing the news of the day to the entire hamlet.

This is an extra power publicly granted by the Sheriff to another player of their choice. There is no way of combining the responsibilities: the Sheriff cannot choose themselves. Before the game, the moderator chooses a certain number of Event cards (other than the Spiritualism cards) and gives them to the Town Crier as soon as they are appointed. Each morning, starting from the day after their nomination, the moderator asks the Town Crier if they have something to announce. If the answer is affirmative, the Town Crier then reads out loud the event card of their choice, as if it were a public announcement, and its effects are applied. The card is then discarded.

At any point, after the announcements of an event and before the village's vote, the Sheriff can revoke the role of Town Crier then name a new one.

Moderator advice: If your players are unfamiliar with New Moon, set aside no more than five cards to give to the Town Crier. Be careful: some of these cards are lethal!

Clarifications: If a Town Crier is chosen as the new Sheriff, they must pass on their responsibility as Town Crier to another inhabitant.

If the Town Crier is eliminated, the Sheriff chooses their successor. The new Town Crier is given any event cards not yet used by previous Town Criers.

If the Sheriff is eliminated, the new Sheriff may immediately choose a new Town Crier or keep the old one.

The Gypsy (called at night)



Esmeralda's sister, who was simply nicknamed the Gypsy, knew the Ways of Beyond. Just by concentrating

and gazing at the sky during the new moon, she could communicate with the souls of the departed.

At the beginning of the game, the moderator takes the five Spiritualism cards from New Moon and keeps them in hand. Each night, the moderator calls upon the Gypsy and asks her if she wants to use her power. If she does, the moderator reads out loud the four questions on a Spiritualism card of their choice. The Gypsy picks one of the questions by holding up a number of fingers (one finger for the first question, etc.). Then, she points at a player who will have to ask that question.

The next morning, the chosen player becomes a Medium and asks the chosen question out loud. In their best ghostly voice, the first player who was eliminated answers the question with a 'yes' or a 'no'. The card is then discarded.

TURN OVERVIEW

Preparation before the game:

- Character cards are dealt.
- Buildings are dealt.
- Village is separated into two groups for the Prejudiced Manipulator.
- Gypsy's cards.
- Town Crier's cards.
- Thief's cards and then Actor's cards.
- Sheriff's Election (can be later at moderator's discretion).

Character call order:

Characters called on the first night:

- The Thief.
- The Actor.
- Cupid.
- The Seer.
- The Fox.
- The Lovers.
- The Wandering Judge (choose signal).
- The Two Sisters.
- The Three Brothers.
- The Wild Child.
- The Bear Tamer.
- The Scandalmonger.
- The Pyromaniac.
- The Defender.

- All of the Werewolves, including the Wolf-Hound if they've chosen to be a Werewolf, the White Werewolf, the Cursed Wolf-Father, and the Big Bad Wolf. The Little Girl can spy.
- The Baker opens and then quickly closes their eyes.
- The Cursed Wolf-Father.
- The Big Bad Wolf.
- The Witch.
- The Gypsy (can choose a Medium).
- The Piper.
- Charmed players.

Each night:

- The Actor.
- The Seer.
- The Fox.
- The Scandalmonger.
- The Pyromaniac.
- The Defender.
- All of the Werewolves, including the Wolf-Hound if their choice was to be a Werewolf, the Wild Child if their role model is eliminated, and the player who may be infected by the Cursed Wolf-Father. The Little Girl can spy.
- The Baker opens and then quickly closes their eyes.

- The White Werewolf (every other night).
- The Cursed Wolf-Father.
- The Big Bad Wolf (as long as no Werewolf has been eliminated).
- The Witch.
- The Gypsy (can choose a Medium).
- The Piper.
- Charmed players.

Each day:

- Victims are revealed.
- Bear's grunt.
- Medium (chosen by the Gypsy).
- The Town Crier.
- Debate.
- Vote (then check for the Devoted Servant's ability).
- Angel wins (only if eliminated on the first vote).
- Possible second vote (if the Wandering Judge so wishes) then check for the Devoted Servant's ability.

Start over at the "each night" step, etc.

We recommend that the moderator get some help to manage the game, possibly from the first player eliminated. You can also use a copy of the chart above in order not to miss any characters.

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Artwork for The Village: Stéphane Poinot

Artwork for Character and design of the box for The Pact: Misda & Christine Deschamps

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We'd like to thank the hundreds of people who have helped us since the start of The Werewolves of Miller's Hollow adventure, sometime last century, and who are far too numerous to all be named.

The Pact is designed by Philippe des Pallières and Hervé Marly.

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