

New Moon

Expansion for the Werewolves of Miller's Hollow



A game by Philippe des Pallières & Hervé Marly
For 8 to 18 players, ages 10 and up

*“Welcome to this latest tale from Howl’s Vale,
as the inhabitants of the devastated hamlet of Miller’s Hollow
call the region around their town.*

*“The village has become too dangerous for some of us, and it is in
self-imposed exile that we put the finishing touches to this work.*

*“Secret messengers, risking their lives, came to find us in
our hidden retreat, and warned us that the terrible menace
has evolved.*

*“However, a resistance is being organised, and new characters
with helpful abilities have joined the battle against the terrible
Werewolves!”*

Hervé the One-Eyed & Philippe the Lame.

WHAT'S IN THE NEW MOON BOX?

- 1 Moonlight (p. 6):** Play outdoors in a magical ambiance.
- 2 Community of Hamlets (p. 7):** Are there a great number of you? You can all play together...
- 3 "In any case, it surely isn't him!" (p.9):** Change the voting system.
- 4 The Writing's on the Wall (p. 10):** Express your feelings on the small wall behind the town hall.
- 5 Double You (p. 11):** The Villagers reveal hidden depths to their identities.
- 6 Harvest Festival (p. 14):** The Villagers' antics at the festivities cause unusual modifications to their abilities.
- 7 The Black Plague (p. 18):** A surprise from the moderator, to be kept secret from all the players.

- 8 Lycanthropic Trance (p. 20):** The Werewolves behave differently, mesmerising their victims instead of killing them.
- 9 New Moon (p. 21):** The magnum opus of this expansion: 36 event cards that shake up your adventures each morning with the awakening of the Villagers.

And, of course, some new characters to enrich your collection (p. 23 to 28): the Defender, the Elder, the Scapegoat, the Piper and the Village Idiot.

Contents

- This 32-page booklet.
- 36 event cards for the New Moon variant (see p.21).
- A sheet with 5 precut self-adhesive stickers to apply to the center of 5 Simple Villager cards from your base game of The Werewolves of Miller's Hollow. *With each new game, the moderator decides whether these cards represent Simple Villagers or the role depicted on the sticker.*

THE VARIANTS



There are many ways to play the Werewolves of Miller's Hollow beyond the basic rules.

These variants have been borne out of jokes and experiments from the innumerable games that we have conducted, as well as a selection of the many ideas that we received from players on our website:

www.loups-garous.com

We offer you here the best of these variants, tested and optimized to offer your games a new lease of life.

1: MOONLIGHT



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

Set yourselves up outside **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.

2: COMMUNITY OF HAMLETS



When you gather **many friends** to play the Werewolves of Miller's Hollow, you can create **several villages**.

The ideal in this variant would be to have **one room per village** – if you are playing **outside**, you can play by separating the groups by about 60 feet.

Each village needs to be a complete game.

It is recommended to have **one moderator per village**, who coordinate so that the day and night phases happen **simultaneously** for 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.

3: 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.**

4: 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.

5: 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 2 Simple Villagers are the characters whom you will portray. Deal each one 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, according to 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.

Do not distribute the following characters: Thief, Little Girl, Village Idiot, Piper.

B) THE GREAT COMPLICATION

Prepare the cards as before, shuffle them, 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.

6: 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 someone 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 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 a hard time 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 transformed
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**, the new lover becomes the **Secret Lover**, and they fall asleep again. The True Lover who wasn't selected 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 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.

It is forbidden for the Secret Lover and the Deceitful Lover to vote against one another.

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



7: THE BLACK PLAGUE



In order for this variant to be interesting, it must be known exclusively by the moderator of the game.

With this in mind, we have rendered the text so that only a magic mirror will reveal it to you!

to all its inhabitants (this is very rare).

In order to win, the survivors will have to realize that something is decidedly fishy in this game! Those who have already played this variant will have to specify clearly that it is the Black Plague.

The spectacle of the total incomprehension of all the poor, innocent villagers, who accuse each other in an increasingly incoherent way, is really irresistible for the other players, so unjustly eliminated!

In a long evening of play, it is always amusing to sit in a little Black Plague.

▶ The great secrecy required by this variant lies in the fact that there is no Werewolf in this game! The moderator does not indicate that they are playing a special variant and, each night, they will call upon the Werewolves as if they were really present.

The first night, they themselves choose the victim of the Werewolves. (We greatly encourage the moderator to take advantage of this variant to get revenge on particularly disruptive players who have got on their nerves!) Each victim will be revealed as having been chosen by the Werewolves, although they were actually killed by the terrible Black Plague! The rest of the day and the village vote will be played normally.

During the heat of the debates, the moderator or an accomplice will discreetly inform the player eliminated the previous night that they were not the victim of Werewolves but of the very contagious Black Plague, and that, as the last plague-stricken player, they must choose the next 'victim' of the Werewolves. Continue this way until the village is empty

8: LYCANTHROPIC TRANCE



In order to operate as **discreetly** as possible, the Werewolves develop the ability to **mesmerize** their victims, rather than devour them.

Each victim of the Werewolves is no longer eliminated from the game, but instead immediately loses all their abilities.

Each night, the Werewolves **choose** one victim who must keep their eyes closed. In order to let them know that they were mesmerized, the moderator discreetly **touches** their head. In the morning, they remain anonymous.

Therefore, as the nights pass, there will be more and more mesmerized victims.

Note, if one of the mesmerized victims gets lynched, all of the other mesmerized players are immediately eliminated as well...

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

9: NEW MOON



Each morning, except the very first one, an event will upset the quiet routine of the village of Miller's Hollow.

Shuffle the event cards, then place them **face-down** in a deck between the players.

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

The event's effects will either be immediate but temporary , temporary but with a later twist , or a permanent effect .

Remarks:

- The first few times that you play this variant, draw a new card 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.

EXPLANATION OF THE SPIRITUALISM CARD

When a Spiritualism event card is drawn, the player to the **left of the last player eliminated** becomes a Medium. The Villagers hold hands and the Medium **reads out loud** all of the questions on the Spiritualism card.

Then the Medium addresses the **first player** eliminated, choosing only one of the questions to ask them.

The former Villager will respond with **yes** or **no**.



NEW CHARACTERS



Here are the new characters
in order of appearance*:



1 - the Village
Idiot



4 - the Defender



2 - the Elder



5 - the Piper



3 - the Scapegoat

** See page 32 for the order in which to call the characters
at night.*



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. *(Variant for the brave: If the Idiot has already been revealed when the Elder (see page 25) is eliminated by the vote, the Witch's poison or the Hunter's shot, then the Idiot is immediately eliminated as well. The village, having lost its wisdom, goes back on its decision to spare the Idiot.)*



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 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 and the Hunter's shot 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.

NOTE:

If the Elder is healed by the Witch, they recover only one life. If the Elder is one of the Lovers and their partner is eliminated, the Elder dies of grief but the Villagers do not lose their powers.



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 DEFENDER

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 PIPER

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 and recognize each other. 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.)

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 being charmed. The charm is not transmitted between Lovers. Charmed players

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A game by
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Characters

Discover another expansion for the Werewolves of Miller's Hollow!



In this expansion, you'll find even scarier Werewolves, including the Big Bad Wolf who eats two Villagers every night, and the Cursed Wolf-Father who can turn one Villager into a Werewolf!



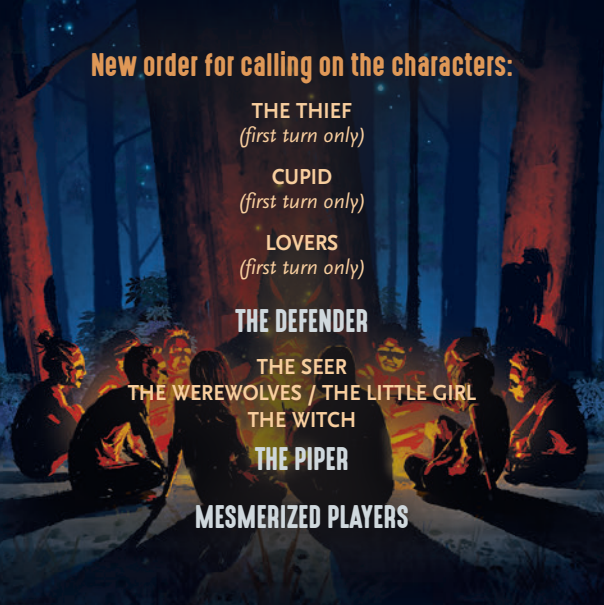
They'll do battle against new characters on the Village's side, such as the powerful Bear Tamer or the clever Fox, and there are many other surprises besides...



This box contains **22 cards**, **16** of which are new characters.

You'll also find two new characters who work specifically with the variants introduced in this **New Moon expansion!**



A group of people are sitting around a campfire in a dark forest at night. The fire is bright and glowing, illuminating the scene. The people are silhouetted against the fire and the dark trees. The background is a deep blue with some light spots, possibly stars or distant lights. The overall mood is mysterious and atmospheric.

New order for calling on the characters:

THE THIEF

(first turn only)

CUPID

(first turn only)

LOVERS

(first turn only)

THE DEFENDER

THE SEER

THE WEREWOLVES / THE LITTLE GIRL

THE WITCH

THE PIPER

MESMERIZED PLAYERS