

Characters

Expansion for the Werewolves of Miller's Hollow



A game by Philippe des Pallières & Hervé Marly
For 8 to 28 players, ages 10 and up

For many lunar cycles, tranquility had returned to the area around Miller's Hollow... until a 'wild child' was heard in the deep forest, howling every night.

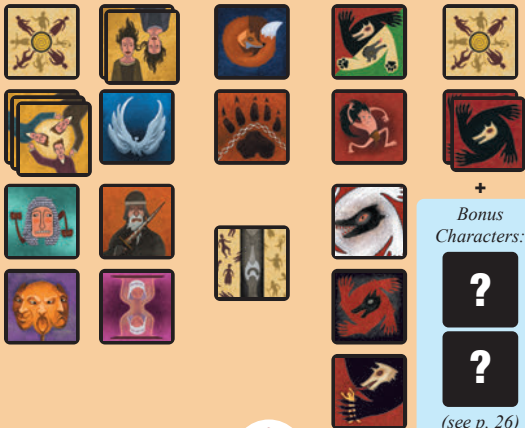
A short time later, new disappearances and the finding of half-eaten remains convinced the inhabitants that shape-changing monsters more fearsome than they'd ever seen before were living among them.

They then summoned, from the far reaches of the country, a select few powerful people who might be able to turn the tide against these abominable creatures...

Philippe & Hervé

The basic rules of the Werewolves of Miller's Hollow do not change. Please refer to the rules from the base-game box if they are needed.

Contents: 24 cards



Invested in the survival of the village, the following characters defend the harmony of their village with determination.

Faced with threats, they must, even if it might hurt them, eliminate those they suspect of having become too dangerous.

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 bears 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 Two Sisters



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



The entire village rings with the joyous sound of their voices when they return home after a day of work. 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 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 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 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 very 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.

Note: clever players will be able to deduce that all players seated between the dead Knight with the Rusty Sword and the diseased Werewolf are innocent villagers.

The Actor



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 cannot 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.

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 cause 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 their 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 potential effects previously applied to the eliminated player will be canceled.

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 narrator indicates to this new Piper which players were previously charmed.
 - Actor, Town Crier, Gypsy: new cards are not dealt; only those remaining are used. If none remain, too bad!

*** See the Cursed Wolf-Father, p.20.**

 **For more clarifications, see from p.27 to p.30.**

To balance out the power of the Werewolves, two characters are particularly sensitive to the lycanthropic nature of the inhabitants...

The Fox



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 Narrator grunts to tell the players that the Tamer's bear has smelled the 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, p.20.**

The following characters can be lethally dangerous and put into question the survival of the village.

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 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 keeps 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 the Werewolves are eliminated, they win 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 White Werewolf



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 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 all 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.

GENERAL ADVICE FOR PLAYERS

- More than ever, be attentive during the debates.
- Who are the players who always have the same opinion?
- Who regularly accuses the same players?
- What are the people who have important information and don't want to be found out by the Werewolves trying to make you understand?
- Beware those who try to manipulate you, such as the Prejudiced Manipulator, or an infected Trusted Villager...
- The double vote of the Wandering Judge is a fearsome weapon at the end of the game, to be used with caution!

GENERAL ADVICE FOR MODERATORS

- With newer players, progressively introduce new character cards. Don't put too many roles with powers in a given game, as this increasingly risks unbalancing the game in one side's favor.
- Don't hesitate to choose an assistant who isn't playing, or to be helped by the first player to be eliminated.

- When you call upon their role at night, you can briefly remind newer players of how their powers are used.
- It will be easier for you to manage the players if you've jotted down on a piece of paper the characters present, the calling order and their placement around the table.
- When you talk, be very careful not to let slip any hints on the secret identity of the characters, i.e.: "Congratulations! The village has eliminated a Werewolf... err... no, the Wild Child...". Don't make references to the gender of the player, i.e.: "I'm calling the Actress - err, sorry, the Actor."
- Go completely around the table when you inform the infected villager of their fate.
- These new characters will cause the villagers to question what they think they know even more than before. Emphasize their doubts whenever you intervene; the game will only benefit from the greater tension!

ROLE DIVISION

- **Easily compatible characters:**

Simple Villager, Trusted Villager, Gypsy, Town Crier, Cupid, Two Sisters or Three Brothers, Seer, Werewolves, Wolf-Hound, Wild Child, Witch, Thief, Actor.

- You need a very large village to be able to play both the Two Sisters and the Three Brothers at once.

- **Putting these characters together makes the game very hard for the Werewolves:**

The Fox, the Gypsy, the Bear Tamer, the Little Girl, the Seer.

- **These characters together make the game very hard for the village (but that's often a lot of fun):**

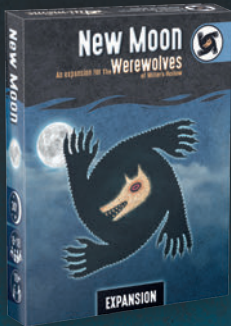
White Werewolf, Big Bad Wolf, Cursed Wolf-Father.

- **Putting these characters together makes the game very chaotic (but that's also often a lot of fun):**

Piper, Prejudiced Manipulator.

- As a general rule of thumb, don't put too many characters with powers into a given game. This increases the risk of the game unbalancing too far in favor of one team or the other.

New Moon



Discover another expansion!

36 Event cards for games full of surprising twists

8 variants including 'The Black Plague' and 'Lycanthropic Trance'

5 new characters



For players who own the New Moon expansion, here are two bonus characters who will allow you to use the Event and Spiritualism cards to unmask the Werewolves.

The Gypsy



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 sets them aside. 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 aloud. 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.

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 name 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.

Advice for the moderator: 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!

Note:

- If a Town Crier is chosen as the new Sheriff, they must immediately pass on the role of Town Crier to another player.
- 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.

👉 *Clarifications regarding the Devoted Servant:*

If the player eliminated by the village was:

- **One of the Lovers:** the ex-Servant doesn't become a Lover. But the old lover, distraught at having lost their true love, dies of sorrow.
- **Sheriff:** the ex-Servant doesn't become the Sheriff. The eliminated player, the former Sheriff, immediately chooses their next successor. Remember: a player may not hold the titles of both Sheriff and Town Crier.
- **Town Crier:** the ex-Servant doesn't become the Town Crier. The Sheriff immediately chooses a new Town Crier, who could be the ex-Servant. Remember: a player may not hold the titles of both Sheriff and Town Crier.

- **Charmed or Infected:** the ex-Servant doesn't become charmed or infected.

If the ex-Devoted Servant was:

- **One of the Lovers:** the ex-Servant cannot use their Servant power!
- **The Sheriff:** the ex-Servant is no longer Sheriff. The ex-Servant, formerly the Sheriff, now immediately chooses their successor. The new Sheriff chooses the possible new Town Crier, who could be the ex-Servant. **Be careful - a player may not hold the titles of both Sheriff and Town Crier.**
- **The Town Crier:** the ex-Servant remains the Town Crier. New cards are not dealt, only the unused ones remain.
- **Charmed or Infected:** the ex-Servant remains charmed or infected.

If the ex-Devoted Servant becomes:

- **The Prejudiced Manipulator:** their goal will be to eliminate the group to which they don't belong, which could be the opposite group to the one that the previous Prejudiced Manipulator was working to eliminate.
- **The Angel:** it is still too late for the Angel to win alone. They are just a Simple Villager now.
- **The Knight with the Rusty Sword:** this role operates the same as usual.

- **The Wolf-Hound:** they choose their alignment during the next night, by waking up with the Werewolves or not. It is possible for this decision to immediately cause a victory for one side or the other.
- **The Actor:** they can only use the remaining cards. Too bad if there are none left...
- **Cupid:** on the next night, they choose two new Lovers. This means that there could be two separate pairs of Lovers, one Lover caught in two different couples (awkward!), or even just the renewal of the existing Lovers' bond.
- **The Wild Child:** they choose a new role model. Of course, this might end up being the same player as before.
- **A Brother or Sister:** they won't know the other members of their brother- or sisterhood. However, the others will know that they have a new brother or sister in their family.
- **The Gypsy:** she can only use the remaining cards. Too bad if there are none left...
- **The Big Bad Wolf:** on the following nights, after they and their fellow Werewolves have chosen a victim, they will be able to devour one extra Villager, but only as long as no Werewolf has been eliminated.
- **The Cursed Wolf-Father:** they will only be able to use their power if the previous Cursed Wolf-Father had not already done so.

- **The Piper:** on the following night, they wake up upon being called by the moderator, who will show them who the charmed players are. They will then charm two new players.
- **The Wandering Judge:** a new signal will be set up with the moderator.
- **A Werewolf:** they will wake up during the next night along with the other Werewolves.
- **The White Werewolf:** they will wake up during the next night along with the other Werewolves, but will have to wait until the following night in order to also use their power as the White Werewolf.
- **The Bear Tamer:** the bear will wait for the next morning to possibly grunt.
- **The Witch:** they get both of their potions, as if unused, and will be able to use them as early as the next night.
- **The Fox:** they may use their new ability, even if the previous Fox had lost it. They do not learn who the previous Fox targeted with their ability.
- **The Defender:** on the next night, it is possible for them to protect the same player chosen by the previous Defender on the previous night.
- **A Simple Villager:** this role operates the same as usual.
- **The Trusted Villager:** this role operates the same as usual.
- **The Seer:** they do not learn anything about who the previous Seer spied on.

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Character calling order

At the beginning of the game

- Splitting of the village into two groups
- The Gypsy's cards
- The Town Crier's cards
- The Thief's cards
- The Actor's card

At night

- The Actor
- The Seer
- The Fox
- The Defender
- All Werewolves, The Wolf-Hound (first night only), The Wild Child
- The White Werewolf (alternating nights)
- The Witch
- The Gypsy
- The Piper
- Charmed players
- The Two Sisters and/or Three Brothers (if experienced players)

Characters called only on the first night

- The Thief
- Cupid
- The Lovers
- The Wandering Judge (choose signal)
- The Two Sisters and/or Three Brothers
- The Wild Child
- The Bear Tamer then regular night cards

During the day

- Revelation of the victims
- The bear's grunt
- The Medium
- The Town Crier
- **Debate**
- **Vote**
- **The Devoted Servant**
- **Possible second vote** (if the Wandering Judge decides on it)
- The Angel (only during the first vote)
- New night, etc.