

The Village

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.

After the terrible, so-called 'New Moon' tragedy, Miller's Hollow was left in ruins.

Many years later, courageous expatriates rebuilt it stone by stone, thanks to the treasure accumulated from the publication of their last adventure.

They launched a passionate plea to all those adventurers without a home, who had loved their epic saga, to come join them in this new exemplary village.

Volunteers from across the country flocked to fill the brand-new homes, farms and shops and build a life worthy of this wonderful location.

Some have even been camping out in the village square waiting for a place to open up.

The school is once again filled with children's laughter and the tavern abuzz with cheerful chatter and the clinking of overflowing tankards.

However, there is a worrying rumor going around lately: it is thought that some sinister werewolves may have edged their way into the new community!

— Lord Philippe Pallières and Bailiff Hervé Marly

Contents of the box

1 rulebook



29 Visible Role
tokens



14 Building
cards



A sheet with 2 precut self-adhesive stickers to apply to the center of 2 Simple Villager cards from your base game of *The Werewolves of Miller's Hollow*. In each game that you play with *the Village* expansion, the sticker overrides the original role.



2 tokens
(Raven/Fire)

Visible Role Tokens

These tokens are used to distribute the visible roles among all the players, according to the manner decided by the Game Moderator.



15 Vagabond Bindles



The Barber's Razor



6 Wheelbarrows for the Farmers



The Baker's Bread



The Confessor's Rosary



The Innkeeper's Goblet



The Bonesetter's Mortar



The School Bell



The Bailiff's Key



The Lord's Coat-of-Arms

Building Cards

Some villagers of Miller's Hollow occupy a building which gives them an additional power.

- There are permanent powers that remains active during for the whole game.
- There are unique powers that can be used once.
- There are permanent powers but that player can loose conditionally.

A destroyed building deprives its occupant of the power associated with it. The Moderator recovers the token, which cannot be put back into the game.

An occupant who is eliminated from the game returns their token to the Moderator. Their building can then be assigned to a Vagabond.

If desired, a Vagabond designated by the Bailiff can occupy this building and benefit from its fully restored power.



The Farms

occupied by the Farmers.

(There are 6 farms in play.)

Permanent power.

The countryside is full of Farmers and their influence is still very strong.

- Starting from the second round, the Farmers debate and vote to choose a Captain from among themselves.
- If eliminated, the Captain appoints a successor from among the surviving Farmers only.
- If the last Farmer is eliminated, there will no longer be a Captain.



The Church

occupied by the Confessor.
Unique power.

This character can hear the confession of anyone whose secrets they want to find out.

- At any time of day, even after the eliminated player has been designated by vote, the Confessor can pick a player who must then secretly show the Confessor their character card.



The Hovel

occupied by the Bonesetter.
Unique power.

In a matter of seconds, our talented Bonesetter can restore your youth and all its benefits.

- At any time of day, the Bonesetter can restore a player's unique power which they may have already used. The Moderator gives the player the token that restores the power linked to their building (to be used once).



The School

occupied by the Schoolteacher.
Permanent power.

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

- Every day, just before the vote, the Schoolteacher can prevent up to two players from voting during that round. The Schoolteacher never votes.
- The Schoolteacher and the players who are forbidden to vote can still debate in the Village's council.
- The Schoolteacher can forbid the Innkeeper to vote.
- The Schoolteacher cannot forbid any Vagabond to vote.



The Bakery

occupied by the Baker.
Permanent power.

In Miller's Hollow, they're always the first awake to make their daily batch of bread. Sometimes, just before dawn, they could swear that they catch a glimpse of the Werewolves on their way back from their misdemeanors...

- Every night, the Baker opens their eyes immediately after the Game Moderator finishes saying: "... the Werewolves go to sleep!"

A few seconds later, the Moderator asks the Baker to go back to sleep.



The Barber's Shop

Unique power.

This famous Barber is an artist with a razor. Sometimes they use the tool of their trade to take the law into their own hands and eliminate a character they deem suspicious...

- At any time of day, the Barber can eliminate a player of their choosing.
- If the eliminated player is a Werewolf*, the Barber is congratulated by the village and lives on. Otherwise the Barber is immediately eliminated.
- The Barber cannot eliminate a Vagabond.

** Simple Werewolf, Big Bad Wolf, Cursed Wolf-Father or White Werewolf.*



The Tavern

occupied by the Innkeeper.

Permanent and conditional power.

In order to keep their business prospering, they're careful not to draw the ire of any customers - especially as their tavern is open from dusk until dawn...

- Werewolves cannot eat the Innkeeper during the night.
- The villagers cannot vote against them during the day.
- Tradition has it that they always vote alone before the other players (unless they've lost their immunity).
- If the Innkeeper's vote is part of a successful elimination of another player (even if that player goes on to be pardoned), they lose their token - and their immunity along with it.

Note: of course, all special powers can be used against them (their immunity is only relative).



The Bailiff's House **Permanent power.**

The Bailiff represents law and order and is responsible for allocating vacant buildings to the Vagabonds.

- When a building becomes vacant, the Bailiff may give it to a Vagabond of their choosing. This Vagabond then positions themselves behind the building, returns their Bindle token and recovers the token linked to the building, if it has already been used.
- If several buildings become vacant on the same morning, the same procedure applies to each building.

Note: if the Bailiff is eliminated, no houses will be distributed. The Bailiff's house will remain vacant. Therefore, it is in the Vagabonds' best interests to protect the Bailiff if they hope to get a home!



The Manor

occupied by the Lord.

Unique power.

Of course his haughty attitude is sometimes annoying but, thanks to an ancient tradition that continues to this very day, he's the only one with the power to pardon a condemned villager. Therefore, the Lord is respected by everyone and it is best to be on good terms with him.

- After any vote, the Lord may, at the request of the future victim, pardon a villager designated by the village vote. In this case, the player is not eliminated and doesn't reveal their character card.
- A selfish Lord can obviously pardon himself...

The Vagabonds

(No building.)

Permanent power.

These courageous, homeless wanderers want nothing more than to join the village and make themselves useful...

- The powers of the Schoolteacher, the Barber, the Raven and the Pyromaniac have no effect on the Vagabonds.
- As soon as a building becomes vacant, the Bailiff will select a Vagabond. The chosen player moves behind that building, returns their Bindle token and receives the token associated with the building.
- A Vagabond can refuse to occupy a building offered by the Bailiff.

Character Cards



The Pyromaniac

(called at night)

As their name suggests, this character has a major flaw. Let's hope they can control their incendiary impulses and burn the right house, at the right time, to do the threatened village a favor!

When their role is called, the Pyromaniac can, **once per game**, designate a building on which the Game Moderator places the Fire token. The next morning, after all the villagers have seen the fire, the building is permanently removed from the table. The building's former occupant is not removed from the game, but turns into a Vagabond.

If the Pyromaniac sets fire to the building belonging to the Werewolves' victim then, in their panic to escape the flames, the Werewolves won't have time to eat them. In that case,

the spared victim is not eliminated. However, the first Werewolf to the right of that building will perish in the fire and be eliminated from the game.

Note: you must play with the buildings to use this character.



The Raven

(called at night)

This character loves to make their suspicions known by anonymously putting up a poster, just before dawn, accusing the implicated player. The impact is undeniable, despite our bird's lack of courage!

At the end of each night, after the Werewolves have gone back to sleep, the Raven can name a player they suspect. The Moderator then places the Raven token in front of the designated player's building. This player will automatically have two votes against them in the next vote count. The

Raven can put up the anonymous poster on the tavern, even if the Innkeeper still has their immunity.

The Raven cannot target a Vagabond with this ability.

Note: you must play with the buildings to use this character.



Artwork for the Raven: Alexios Tjoyas
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the hundreds of people who have helped us since the start
of our adventure with the Werewolves of Miller's Hollow
and who are far too numerous to be named.*

A game by Philippe des Pallières and Hervé Marly.

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Character calling order

Characters called only on the first night

- The Thief
- Cupid
- The Lovers

At night

- The Seer
- The Werewolves (The Little Girl)
- The Baker
- The Witch
- The Crow
- The Pyromaniac

During the day

- Revelation of the victims
- Debate
- Vote
- New night, etc.