

THE ROLES

Here are all the Roles in **Werewolf**.

For each Role the following information is listed:

Faction

The Faction icon determines the Winning Condition for that Role.

- VILLAGE

Wins if there are no Werewolves, Vampires or Criminals in play **OR** Wins if there are no Werewolves and Vampires in play, and there are Criminals **but** there is also at least one Guard.

- CRIMINALS

Wins if there are no Werewolves, Vampires or Guards in play and there is at least one Criminal.

- WEREWOLVES

Wins if all the players left are part of the Werewolves Faction.

- VAMPIRE

Wins if all the players left are part of the Vampire Faction.

- ROMEO & JULIET

Wins if the other player with this Faction is still alive at the end of the game.

- MADMAN

Wins if the Village Faction wins, and he has been attacked by the Werewolves at least once (so he usually wins being dead, unless he has been protected or saved somehow).

- OUTCAST WOLF

Wins if the Werewolves Faction wins, and he is the only Werewolf in play.

Aura

The Aura icon indicates whether that Role has a Dark Aura or a White one, and it is used to answer the probes of the Seer or the Medium. A Dark Aura, usually, identifies a Werewolf, but other Roles can give the same response and complicate the Seer's readings.

Mysticism

The Mysticism icon indicates whether that Role has Mystic Powers. Mystic Powers allow some inhabitants of the Village to act during the night to gather information or protect others. It is also used to answer a probe by the Wizard or in case of an attack by the Vampire. Role that have Mystic Powers are usually called just Mystics. They are: the Seer, the Medium, the Wizard, the Witch, and the Healer.

Description

This is a description of the Role and its abilities.

Game Hints

Here you will find some hints to play your Role.

Variations

For several Roles there are **Variations** that the players can freely try or change. At the start of the game, the Moderator must always remind the players which version is being played.

Notes

In this section you can find answers to frequently asked questions about that Role and game situations related to it.

THE ASSASSIN

<i>Faction</i>	<i>Criminals</i>
<i>Aura</i>	<i>Dark</i>
<i>Mysticism</i>	<i>No</i>

Description

During the first night, the Assassin opens his eyes and recognizes the other Criminals.

Starting with the second night, he *may* open his eyes in the turn of a Mystic. If that Mystic is in play, the Assassin kills him. If he is not in play, the Assassin indicates another player. That player is eliminated. instead.

The Assassin can only use this power once per game.

Game Hints

You have just one bullet to shot, you have to decide very carefully how to use it. Your main target should be a Guard, since the Criminals are the only interested in eliminating Guards. A Werewolf could also be a good target, before he realizes who you are and decides to eliminate you before.

Also choose carefully which turn you will open your eyes, because, because if that Mystic is in play, you will have to kill him and lose you chance to pick your target.

Variations

- *Vigilante*

Has the same power as the Assassin, but his Aura is White and his Faction is Village. He can only open his eyes only on the Healer turn. If the Healer is in play, the Vigilante does not kill anyone. This is a good variant to use if you are not using the Criminals Faction

Notes

- The Assassin attack is not affected by any protection used against the Werewolves.

THE ATTORNEY

<i>Faction</i>	<i>Village</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

During the First Voting, the Attorney *may* chooses another player. All the votes that player receives in that Voting are cancelled, and that player cannot go on the ballot for the Second Voting. In order to use his power, the Attorney raises his Role Card high when the Moderator calls the name of the player that the Attorney wants to protect.

The Attorney cannot use his power on himself.

Game Hints

Preventing a player from going on the ballot for the Second Voting is certainly a very strong defense for that player, since the opposing Factions will try to concentrate their votes to send their enemies to the stake. Your power is not as delicate as the Orator's one, since in each case someone will be burnt that day, but be careful anyway not to protect the wrong person.

Variations

- *Prosecuting Attorney*

Instead cancelling the votes received, the player chosen by the Attorney is automatically added to the ballot for the Second Voting, regardless of votes received.

- *Crooked Attorney*

His Faction is both Village **and** Criminal and he wins with either side.

THE BRIBED GUARD

<i>Faction</i>	<i>Criminals</i>
<i>Aura</i>	<i>Dark</i>
<i>Mysticism</i>	<i>No</i>

Description

During the first night, the Bribed Guard opens his eyes and recognizes the other Guards.
 During the first night, the Bribed Guard also opens his eyes and recognizes the other Criminals.

Game Hints

The Bribed Guard is the perfect double crosser. He is one of the Guards, but his goal is to eliminate the other Guards before the game ends.
 Like all Criminals he plays a game inside the game, having to pay attention to the Werewolves, but at the same time trying to mask his identity, above all to the other Guards.

Variations

- *Not Criminal*

If the Criminal Faction is not being played, the Bribed Guard can be played anyway as a Guard with a Dark Aura and with the Village Faction.

THE CURSED WOLF

<i>Faction</i>	<i>Werewolves</i>
<i>Aura</i>	<i>Dark</i>
<i>Mysticism</i>	<i>No</i>

Description

The first night, the Cursed Wolf opens his eyes in the Werewolves turn and recognizes them. On later nights, he does not open his eyes and he cannot choose which player to attack, even if the other Werewolves are eliminated. But, if he goes to the stake, he can reveal his identity and indicate a player. That player is also eliminated.

Game Hints

You do not fear to go to the stake at all. On the contrary, you know that you will very likely have to die in order to give your pack fellows the best aid. So your task will be that of exposing yourself, possibly even faking a very risky Role in order to let your fellows play in the shadow.

Variations

- *Together with the Pack*

The Cursed Wolf opens his eyes every night, but can never indicate the player to attack.

- *The Wolf Cub*

Instead of revealing his card and killing another player, the Werewolf Cub goes to the stake normally. However, that night, the Werewolves can attack two different players to avenge the killing.

Notes

- If the Cursed Wolf is the last one in play, the game is not over. Instead, during the night no one is killed by the Werewolves but the players are eliminated during the day as normal.

THE GHOUL

<i>Faction</i>	<i>Vampire</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

During the first night, the Ghoul opens his eyes in the Vampire turn and recognizes his master.

Game Hints

Your White Aura gives you opportunities that the Vampire does not have. It will be your task to expose yourself to confuse the village Mystics and to protect the Vampire. Remember that your presence does not prevent the game from ending, so try to make at least one Vampire survive at the cost of your life.

Variations

- *Right-hand Man*

The Ghoul opens his eyes during every Vampire turn, so he knows all the Lesser Vampires that have been created.

- *Sacrifice*

The first time the Vampire should die during the night for any reason, the Ghoul dies in his place instead.

THE GUARD

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

During the first night, the Guard opens his eyes and recognizes the other Guards. Then the Moderator gestures to them how many Criminals there are in play.

Game Hints

Having someone that knows your Role is always very useful during Voting and defenses, but pay attention because this could raise suspicions in the Village and you could be mistaken for Werewolves. The Role of the Guards becomes especially interesting if the Criminal Faction is also in the game, since it is essential that one of them stays alive to ensure the safety of the Village once all the Werewolves have been killed.

Be very careful not to reveal yourself if you think the Vampire could be present in the Village. If the Vampire transforms a Guard, he will have an easy time finding the others!

Variations

- *Village Prison*

During the third night, the Guards open their eyes and indicate a player. They must all agree, but the Bribed Guard indication is not considered. If the chosen player is from a Criminal, he is eliminated. If not, nothing happens.

THE OTHER GUARD

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

This Role is identical to the Guard in every way.

THE HEALER

Faction:	<i>Village</i>
Aura:	<i>White</i>
Mysticism:	<i>Yes</i>

Description

Starting with the second night, the Healer opens his eyes and finds out how many players have been killed that night and who they are. Once per game, he *may* save one of them by pointing to him and nodding to the Moderator.

He cannot save himself.

Game Hints

The Healer is the only Role that can protect the Village for one night with absolute confidence. Remember that you have to use your power before getting killed, and before reveal yourself. If you are revealed, it is very likely that you will be attacked. Also remember that not all players that are killed during the night play for the Village!

THE HERMIT

<i>Faction</i>	<i>Village</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

If the Hermit is attacked by the Werewolves, the attack is cancelled. The Moderator gives a “no” gesture with the head to let the Werewolves know the attack failed, but without specifying the reason.

Game Hints

Even though you are immune to the Werewolves’ attack, you have to gain the Villagers’ trust, since your only chance of getting killed is to go to the stake.

It might not be easy, because it’s true that you will never die at night, but so do the Werewolves, and this could raise suspicion over time. Before you reveal yourself, try to make sure that the Vampire is not in the game, because you would make a perfect target for him.

Variations

- *The True Hermit*

The True Hermit is also immune to the powers of the Vampire, the Assassin and the Mastermind.

THE INNKEEPER

<i>Faction</i>	<i>Village</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

At the start of each day, if the Innkeeper is in play and if the Seer found a player with a Dark Aura that night, the Moderator announces it by saying: “From the inn there are rumors that the Seer found a player with a Dark Aura”.

If not, the Moderator says:

“It is morning. From the Inn there are no rumors.”

The identities of the Seer, the Innkeeper, and the player with the Dark Aura are not revealed.

Game Hints

The Innkeeper is an interesting Role to play, since it allows false Seer’s statements to be denied without the need of anyone to reveal himself. On the contrary, the presence of the Innkeeper in play should remain unknown as long as possible, to let fake Seers to expose themselves.

Variations

The information revealed by the Moderator when the Innkeeper is in play can be changed at will. He could reveal whether the Wizard detected a Mystic, whether the Healer saved someone, whether a new Vampire has been made, etc. The rule is the same, go with your whims.

Notes

- The Innkeeper power works also if the Seer found a player with a Dark Aura and was killed during the same night. This can be very useful to make one last investigation for the Village.

- If the Innkeeper is one of the Roles that could be present in the game, the Moderator has to say every morning that there are no rumors from the inn. This is true whether the Seer did not detect any Dark Aura or the Innkeeper is not in game anymore.

JULIET

<i>Faction</i>	<i>Romeo & Juliet</i>
<i>Aura</i>	<i>White</i>

Mysticism *No*

Description

During the first night, Juliet opens her eyes and chooses another player to be her Romeo. The Moderator taps on that player's shoulder, he opens his eyes and recognizes Juliet. From that moment, the Winning Condition of both players is "Romeo and Juliet": that the other player is alive at the end of the game. If one of them is killed during the night (and the Healer does not save him), the other dies as well. If one of them goes to the stake, the other also dies immediately.

Game Hints

This can be a very difficult Role to play. You will have to protect your lover without making your bond too evident, or else you would become an easy prey of the Werewolves who could kill two players at once. As Juliet, you do not know what Role Romeo has, so your first concern should be that of figuring out who your Romeo actually is, to better defend him.

Variations

- *Romeo under the Balcony*

A variation that makes things a little easier for the two lovers is making Romeo immune to Werewolves and the Vampire attacks during the night.

- *Night suicide*

If one of the two players goes to the stake, the other does not die at that time. Instead he kills himself during the night, leaving the lovers' identity uncertain.

Notes

- Romeo does not lose his powers, only his Winning Condition changes.

- The presence of Juliet creates another End Game Condition: if the only players left in the game are Romeo and Juliet, the game end with their victory, regardless of any other condition.

THE MADMAN

Faction *Madman*

Aura *White*

Mysticism *No*

Description

At the start of the game, the Madman chooses a Role with Mystic Powers (Seer, Medium, Wizard, Witch and Healer) and behaves like it, but without having the corresponding powers (i.e., he never opens his eyes at night, indicates other players, etc..). His goal, besides making the Village win, is also to be attacked by the Werewolves.

Game Hints

There is only one reason for the Werewolves to attack you: they have to believe really you are the Mystic you claim to be. If they guess that you are a fake, they will leave you be or you could go to the stake. Either way, you won't get your goal, that is making everyone believe your identity. The Madman is a very difficult Role to play. You will have to win by deceiving all players, Werewolves and Village, but trying at the same time to make sure the Village wins. To win with this Role is both difficult and rewarding.

Variations

- *Absolute Madness*

In order for the Madman to win, it is not necessary that the Village wins, but only that he has been attacked by the Werewolves.

- *Power Transfer*

If the Madman is posing as a Mystic that is also in the game, and that Mystic dies, during the next night the Moderator taps the Madman on his shoulder. He opens his eyes and gains that Mystic's Role and the corresponding powers.

THE MASTERMIND

Faction *Criminals*

Aura *White*

Mysticism *No*

Description

During the first night, the Mastermind opens his eyes and recognizes the other Criminals. During the third night, the Guild Master *may* open his eyes and indicate another player. If he chooses a Werewolf or a Guard, the Mastermind is eliminated. If he chooses a player with a Faction other than Village, the power has no effect. If he chooses a player with the Village Faction, that player opens his eyes, his Aura becomes Dark and his Faction Criminals. He keeps all other powers he had.

The Mastermind can use this power once per game.

Game Hints

Yours is a key Role among the Criminals. Like the Assassin, you have but one chance to use your power, and you have to make the most of it. The goal is getting some key Role useful to your aims on your side, such as the Seer or the Mayor. If other Criminals are in play, it is your task to let the newcomer understand who his allies are without being too obvious.

Variations

- *Exposed Recruitment*

In every case, the player who has been indicated opens his eyes and recognizes the Mastermind, regardless of his power's outcome.

- *Dangerous Nights*

This variation can be played only if the Vampire is in play. Instead of the third night, the Mastermind can open his eyes during any night, starting with the second, but only during the Vampire's turn. If the Vampire is in game, the Mastermind is killed, otherwise he can use his power as normal.

THE MAYOR

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

In every Voting the Mayor's vote counts double. When he votes, he raises both hands to make the Moderator's work easier.

Game Hints

If you manage to survive until there are only a few players left, your contribute will be decisive for the Village. Remember that the Spy can keep his eyes open during the First Voting and he will know your identity.

Variations

- *Big Village*

Until there are more than ten players in play, the Mayor vote counts triple instead of double. Instead of raising both hands, he indicates with his fingers how much his vote is worth.

- *My Word is Law!*

His vote does not count double. Instead, during the First Voting, he *may* raise his Role Card when a player's name is called. That player is automatically added to the ballott for the Second Voting and he is automatically sent to the stake, regardless of the number of votes.

The Mayor can use this power only once per game.

THE MEDIUM

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>Yes</i>

Description

Every night, starting with the second, the Medium opens his eyes and indicates a player who has been eliminated. The Moderator nods if that player had a Dark Aura or makes a "no" gesture with his head if he had a White one.

Game Hints

The Medium is a key Role for understanding if the Village is heading in the right direction, and for unmasking potential bluffs.

At the start of the game, your function won't be obvious. But if you manage to stay alive until the third or fourth night, your responses will be useful to bear out theories or to make them fail. Remember that you can also investigate on players killed during the night, because they could have had a Dark Aura too!

Variations

- *Powerful Medium*

After having chosen the player, the Medium indicates with his fingers the number "One" if he wants to know the Aura of that player; the number "two" if he wants to know whether that player had Mystic Powers (like the Wizard power).

THE MERCHANT

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

In every Voting, the Merchant can vote any number of times, for different players each time.

Game Hints

You alone have as many votes as the rest of the Village, though you cannot vote more than once per person. Think carefully about how many times you want to vote, because voting for everyone is the same as voting for no one.

Variations

- *Crooked Merchant*

His Faction is both Village **and** Criminal and he wins with either side.

- *Five Votes*

Instead of "any number of times", he can only vote five times during each Voting. When he votes, he has indicate with his fingers how many times he has voted up to that moment. This variation makes the final vote count easier for the Moderator.

- *Power of Money*

In every vote counting, the votes of the Merchant are always reduced by one.

Notes

- The presence of the Merchant can make it harder for the Moderator the final vote count to check if everyone has voted.

THE ORATOR

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

During the Second Voting, the Orator *may* choose another player. If that player is the one with most votes, the execution is cancelled and no one is burnt at the stake that day. In order to use his power, the Orator raises his Role Card high when the Moderator calls the name of the player that the Orator wants to protect.

The Orator cannot use his power on himself.

Game Hints

You have a great power, but also very risky and delicate to use. Remember that if you cancel an execution, it can also mean you save the guilty. So try to use your power only when you really trust the player you are protecting.

Variations

- *Great Orator*

Can use his power on any number of players, even on all of them, to the point of cancelling the execution altogether.

Notes

- If two players tie for the most votes, and one of them has been protected by the Orator, then the other goes to the stake.

THE OUTCAST WOLF

Faction *Outcast Wolf*
Aura *Dark*
Mysticism: *No*

Description

The Outcast Wolf opens his eyes in the Werewolves' turn. If he is attacked by the Werewolves, the attack is cancelled.

Starting with the second night, the strongest Werewolf still in the game indicates a player. That player is eliminated.

The Werewolves' strength order is the following:

- The Pack Leader
- The Outcast Wolf
- The Pack Wolf
- The Wolfkin

The Outcast Wolf wins *only* if all other Werewolves have been eliminated and the Werewolves Faction Winning Conditions have been met.

Game Hints

Your goal is to be the only Werewolf in play when the Werewolves win. To achieve this, your only hindrance is the Pack Leader. Once he has been eliminated, you can kill the other Werewolves by indicating them at night. To kill the Pack Leader instead, you will have to resort to some kind of ploy, or to betray him when he does not expect it.

Variations

- *The Beta Wolf*

His victory condition is only that the Pack Leader has been killed. He does not have to eliminate the other Werewolves.

Notes

- The Outcast Wolf is immune to the Werewolves' attack to prevent the Pack Leader to attack him directly.

THE PACK LEADER

Faction *Werewolves*
Aura *Dark*
Mysticism *No*

Description

The Pack Leader opens his eyes in the Werewolves' turn.

The first night, he makes himself recognized as the Pack Leader by making a gesture to the other Werewolves.

Starting with the second night, the strongest Werewolf still in the game indicates a player. That player is eliminated.

The Werewolves' strength order is the following:

- The Pack Leader
- The Outcast Wolf
- The Pack Wolf
- The Wolfkin

Game Hints

Without a doubt, you are the first enemy of the Village and all the attentions will be directed to finding out your identity. At first you will be tempted to play in the shadow and pretend to be a simple Peasant. But remember, if no one is going to fake a key Role and to spread false information in the Village, the villagers will have an easy time finding you.

You are the Pack Leader, the strongest Wolf, but remember that in the pack there could also be the Outcast, whose goal is to kill you before the end of the game, so don't trust even your pack fellows too much!

THE PACK WOLF

<i>Faction</i>	<i>Werewolves</i>
<i>Aura</i>	<i>Dark</i>
<i>Mysticism</i>	<i>No</i>

Description

The Pack Wolf opens his eyes in the Werewolves' turn.

Starting with the second night, the strongest Werewolf still in the game indicates a player. That player is eliminated.

The Werewolves' strength order is the following:

- The Pack Leader
- The Outcast Wolf
- The Pack Wolf
- The Wolfkin

Game Hints

Besides hiding your true identity to the Village and trying to stay alive, remember also you have to earn the Pack Leader trust. In fact, he could doubt your loyalty to the pack by believing you are the Outcast Wolf.

THE PEASANT

<i>Faction</i>	<i>Village</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

Before the game begins, the Moderator will choose a hidden Role for every Peasant in the game.

During play, the Peasant does not have any active power. But if the Peasant is attacked by the Werewolves, his hidden power will go off.

- The Hero

The Peasant is actually a Hero. He is still killed by the Werewolves, but he also manages to kill the the strongest Werewolf still in the game.

- The Wolfkin

The Peasant has Werewolf blood. Instead of being killed, he becomes a Werewolf himself! The Moderator taps him on his shoulder, he opens his eyes and recognizes the other Werewolves. His Aura becomes Dark and his Faction Werewolves.

- The Peasant

The Peasant is simply a Peasant: he is killed normally by the attack.

Game Hints

Do not underestimate the Peasants' importance inside the Village. The Werewolves will think twice before attacking a Peasant, as even one less Werewolf could be decisive for their victory or loss, so they will tend to delay as long as they can.

Variations

Other secret Roles can be added for the Peasant. Some example:

- The Diseased

If he is killed by the Werewolves, the following night their attack automatically fails.

- The Sleeping Mystic

The first player to his right is protected from the Werewolves' attack. When he is attacked, he is killed normally.

- The Monster!

Besides Werewolves and Vampires, a Monster also lurks within the village, but he is only in that shape during the night and he is unaware of it during the day!

Starting with the second night, all player that indicate the Monster (the Peasant whose secret Role is the Monster) for any reason die at the end of that night! As long as the Monster is in play, the game is not over.

Since the Peasant's Faction is still Village, if he believes that he is the Monster, he knows he has to be killed to make the Village win. This is a very special and interesting secret Role for the Peasant and it is suggested only for games with a **lot** of players.

Notes

- In the case of the Hero, the player must not open his eyes. If the Healer should save him, he would know the Werewolves' identities!
- If he is attacked by the Vampire the Peasant is transformed as normal.
- There are three Peasant Role Cards in the deck.

THE PRIEST

Faction	<i>Village</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

During the first night, the Priest opens his eyes and sees whether the Sinner is in play and who he is; then the Moderator nods to the Priest if Rosemouth is in play.

Game Hints

The Sinner and Rosemouth are two difficult Roles to play, since both have a Dark Aura, but they play for the Village. At the same time, both are very easy covers for other players with a Dark Aura in play. Your task is that of upholding them, and saving the Village from a wrongful execution.

Variations

- Aura of Faith

The Priest has Mystic Powers, so he has immunity to the Vampire attack and gives a positive response to the Wizard.

- Redemption Priest

If the Vampire attacks the Redemption Priest, he is not transformed by the attack. Instead, the Priest is eliminated, but the Vampire's Aura becomes White and his Faction becomes Village.

ROSEMOUTH

Faction	<i>Village</i>
Aura	<i>Dark</i>
Mysticism	<i>No</i>

Description

All votes Rosemouth receives in every Voting are halved, rounding down.

Game Hints

Like the Sinner, you have a Role with a Dark Aura that plays for the Village. Unlike the Sinner, your power protects you during the Voting, but be careful not to count too much on it, since, if enough of the village is convinced that you are a Werewolf, you may go to the stake anyway.

Variations

- Guaranteed Safety

Rosemouth's votes are not halved. Instead, if she should go to the stake, the execution is cancelled and no one is burnt that day. The Moderator says that the Village is hesitant, as in a tie result.

- *Scapegoat*

Rosemouth's votes are not halved. Instead, if she should go to the stake, the player with the most votes after her goes in her place.

- *Sly Contacts*

His Faction is both Village **and** Criminal and he wins with either side.

THE SEER

<i>Faction</i>	<i>Village</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

Every night she opens her eyes and indicates a player. The Moderator nods if that player has a Dark Aura or makes a "no" gesture with his head if he has a White one.

Game Hints

The Seer is the main Role of the Village Faction. Her task is the most delicate and, of course, she is on top of the Werewolves' enemies list. Choose well when to reveal yourself: too soon and you will make the Werewolves' game easy, too late and you would have hidden precious information for the Village for too long. Remember that it's very likely that you'll get killed before the end of the game, but your survival is not relevant to the Village victory.

Notes

- The Seer, together with a variable number of Werewolves, is the only Role that **must** be included in every Village.

THE SINNER

<i>Faction</i>	<i>Village</i>
<i>Aura</i>	<i>Dark</i>
<i>Mysticism</i>	<i>No</i>

Description

During the first night, the Sinner raises his hand during the Priest turn in order to be recognized.

Game Hints

Yours is not an easy Role. Your purpose is the same of all the other villagers, but if the Seer should probe you, she would see a Dark Aura. The only ally you have to avoid being mistaken for a Werewolf and sent to the stake is the Priest, that knows your identity. But remember that you don't know his, so think twice before trusting a Priest that defends you by saying that he knows you are really the Sinner! If the Village don't trust you at all, remember that in this game you do not have to stay alive in order to win, you can sacrifice for the sake of the community.

THE SPY

<i>Faction</i>	<i>Criminals</i>
<i>Aura</i>	<i>White</i>
<i>Mysticism</i>	<i>No</i>

Description

During the first night, the Spy opens his eyes and recognizes the other Criminals. Every day, the Spy *may* keep his eyes open during the First Voting.

Game Hints

The informations in your possession can be really valuable: from the way a player votes you can understand many things. Moreover, you will immediately know the identity of the Mayor, the Merchant and the Attorney.

Your task is to use this informations without revealing yourself. You are one of the Criminals with a White Aura, so try to take the greatest advantage you can from this.

Variations

- *Under Investigation*

If there is at least one Guard in play, each day the Spy decides to use his powers, the votes he receives in that Voting are doubled.

THE TRAITOR

Faction	<i>Werewolves</i>
Aura	<i>White</i>
Mysticism	<i>No</i>

Description

During the first night, the Traitor raises his hand in the Werewolves' turn in order to be recognized by them.

Game Hints

Your goal is to make the Werewolves win, but without knowing who they are. First of all you should try to guess who they are to better help them in their task. Remember that they know your identity, and they could give you signal during the game to help you identify them.

Variations

- *Unknown Traitor*

He does not raise his hand during the Werewolves' turn. If he is attacked by the Werewolves, he is not killed but instead he opens his eyes and recognizes them.

THE VAMPIRE

Faction	<i>Vampire</i>
Aura	<i>Dark</i>
Mysticism	<i>No</i>

Description

Starting with the second night, the Vampire may indicate a player. If he chooses a Werewolf of the Vampire Hunter, the Vampire is eliminated. If he chooses a player with Mystic Powers, the attack has no effect. In all the other cases, the chosen player opens his eyes and becomes a Lesser Vampire: he loses all powers, his Aura becomes Dark, and his Faction becomes Vampire.

Game Hints

You are the third Faction of the game. By night you are not as powerful as the Werewolves and you have to be afraid of them; by day, you are not as influential as the Village and you have to be afraid of the stake. But by day and by night your powers make you frightful anyway. Carefully choose your victims, even waiting one extra turn to be sure not to make a wrong step, and do not try to use it every turn. You will find out that even just a couple of Lesser Vampires are more than enough to insure victory, even if you had been killed meanwhile. Remember that Lesser Vampires do not know each other! It's you that, by carefully choosing words, have to make them understand who they have to vote and how to behave during the day. If well played, the Vampire can become one the most challenging Roles in the game.

Variations

- *Exposed Bite*

In every case, the player who has been indicated opens his eyes and recognizes the Vampire, regardless of the power outcome.

- *Blood Legacy*

If the Vampire dies, the first of the Lesser Vampires takes his place. The Moderator taps on his shoulder on the Vampire turn to inform him.

THE VAMPIRE HUNTER

Faction *Village*
Aura *White*
Mysticism *No*

Description

During the first night, the Vampire Hunter opens his eyes and finds out whether the Vampire is in play or not. If he is attacked by the Vampire, he is not transformed, and kills the Vampire instead.

Game Hints

The Vampire is one the most insidious menaces for the Village and you are the only real resource against him. Your strategy should be deceive the the Vampire and making him attack you, perhaps by pretending to be an easy prey to transform.

Variations

- City Guard

The first night, the Vampire Hunter, opens his eyes with the other Guards and recognize them.

- Skilled Hunter

If the Vampire Hunter is in alive, and the Vampire is not in play but there are still Lesser Vampires around, and if there are no Werewolves still alive, the game ends with the Village Victory (or the Criminal one, depending).

THE WITCH

Faction *Village*
Aura *White*
Mysticism *Yes*

Description

Every night, starting with the second, the Witch opens her eyes and indicates another player. If that player is attacked by the Werewolves that night, the attack is cancelled and the Moderator makes them a "no" gesture with his head to let them know the attack failed, but without specifying the reason.

Game Hints

The Witch is the only Role that can stop the Wolves from attacking every single night, but only if she can guess their moves and anticipate them. Try not to reveal your identity too easily, since you will probably be a priority target for the Werewolves, maybe even more than the Seer.

Variations

- Curse

The player indicated by the Witch is not protected from the attack, instead, if he is attacked by the Werewolves, he dies, but at the end of the same night even strongest Werewolf in play is eliminated.

THE WIZARD

Faction *Village*
Aura *White*

Mysticism

Yes

Description

Every night the Wizard opens his eyes and indicates a player. The Moderator nods if that player has a Mystic Powers or makes a “no” gesture with his head if he doesn’t.

Game Hints

Mystics are the main defense of the Village against all its enemies. As a result, the Werewolves will often pretend to have Roles with Mystic Powers. The Wizard Role is invaluable to unravel potential posers.

Variations

- *Dark Wizard*

He has the same powers of the Wizard, but his Faction is both Werewolves **and** Vampire. During the first night, he raises his hand during the turn of both these Factions without opening his eyes, so he can be recognized by his allies.