

# The Werewolves of Miller's Hollow

Justine Lejeune

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## General principles

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**The Werewolves of Miller's Hollow** is a game that takes place in a small village which is haunted by werewolves.

Each player is secretly assigned a **role** - Werewolf, Ordinary Townsfolk, or special character such as The Sheriff, The Hunter, the Witch, the Little Girl, The Fortune Teller and so on...

There is also a **Moderator** player who controls the flow of the game.

The game alternates between **night and day phases**.

At **night**, the Werewolves secretly choose a Villager to kill.

During the **day**, the Villager who was killed is revealed and is out of the game.

The remaining Villagers (normal and special villagers alike) then deliberate and vote on a player they suspect is a Werewolf, helped (or hindered) by the clues the special characters add to the general **deliberation**.




The chosen player is "**lynched**", reveals her role and is out of the game.

Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.

# Characters of The Pact












## The Werewolves








These characters win with the werewolf pack.

Card	Description
	<b>Werewolves</b> (4 cards): They recognize each other during the first night. They <b>devour a villager</b> every night, and vote every day (while pretending to be villagers). While a werewolf can't eat another werewolf, he can accuse and/or vote against one to confuse the villagers. When choosing their victim of the night, the werewolves must be unanimous, while other votes only require a majority.
	<b>Big Bad Wolf</b> : He acts like a normal werewolf but he gives the pack a <b>second kill</b> each night until the pack loses a player (regular Werewolf, Wild Child or Wolfdog).
	<b>Cursed Wolf Father</b> : He is the father of all werewolves. He acts like a normal one but, once in the whole game, he can <b>turn one kill into a new werewolf</b> , who keeps previous powers.

## The Villagers




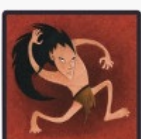

These characters win with the village.

Card	Description
	<b>Villagers</b> (9 cards): This is the default card. A "simple" or "innocent" villager sleeps through the whole night. His only means of distinguishing his friends from his foes is to make deductions from previous votes and suspicious behavior.
	<b>Villager-Villager</b> : Same as the normal villager except the card has no back, so everyone knows the villager-villager as such.
	<b>Seer</b> : Every night, she wakes up before the werewolves and silently asks the GM to show her another player's card. She then goes back to sleep.
	<b>Cupid</b> : In the first night, he chooses two other players or another player and oneself, henceforth lovers. The lovers know each other as such but might not know each other's cards or who Cupid is. If one lover dies, so does the other lover. If and only if one lover belongs to the village while the other lover belongs to the pack, the lovers become their own team.
	<b>Witch</b> : Every night, she wakes up after the werewolves. She has two potions, one to heal and one to kill, but she can use each only once in the whole game. If the Witch still has her healing potion, the GM shows her who was just attacked by the werewolves. She can use her potions on any player, including herself.
	<b>Hunter</b> : If he is killed, he takes another player with oneself.
	<b>Little Girl</b> : Every night, she wakes up at the same time as the werewolves. Her goal is to see without being seen, usually by keeping her eyes half-open. When the werewolves go back to sleep, so does she.
	<b>Savior</b> : He can protect one player from a possible werewolf attack each night, including oneself, but he can not protect the same player two nights in a row.
	<b>Ancient</b> : Old-timers are hard to kill. Werewolves need two tries to devour this one. But should the Ancient be executed, all the villagers would lose the special powers they had.
	<b>Scapegoat</b> : If the villagers can not decide who they should execute, here is who gets sentenced by default. However, the dying Scapegoat gets to choose who will be able to vote or not during the next day.
	<b>Village Idiot</b> : He avoids public execution at the last moment, by proving to be so stupid that it earns him or her the village's pity. But once a player is known as the Village Idiot, he or she can no longer participate during debates and votes.

	<b>Sisters</b> (2 cards): They can communicate certain nights (silently).
	<b>Brothers</b> (3 cards): They can communicate certain nights (silently).
	<b>Fox</b> : He learns each night if there is at least one member of the pack among three players. He loses that power if the answer is no.
	<b>Bear-Leader</b> : Each day, the game master growls if a member of the pack is next to the bear-leader.
	<b>Stuttering Judge</b> : Once in the whole game, he can trigger a second lynching.
	<b>Rusty Sword Knight</b> : If killed by the pack, the first pack member to the knight's left dies during the next night.
	<b>Mayor (additional role)</b> : The Captain is elected by the players before the first night. His opinion counts twice in all subsequent votes. In case of equality, the Captain takes the final decision. If the Captain himself is killed, he chooses his successor. There can be no more than one captain at a time. This card is also the only one that's not hidden from other players.

## The ambiguous characters





These characters can be both villager's allies or enemies. They can switch sides during the game.

Card	Description
	<b>Thief</b> : In the first night, he can exchange his card for one of two cards not in play.
	<b>Maid</b> : She can exchange her card for the card of a player about to be lynched.
	<b>Comedian</b> : He gets three village cards and can become these roles for a single night each.
	<b>Wild Child</b> : He chooses another player and becomes a werewolf if that player dies.
	<b>Wolfdog</b> : He wins with the village or the pack depending on the choice to be a villager or a werewolf he made on the first night.

## The solitary characters



These characters have their own purpose and do not belong to one side.

Card	Description

	<b>White Werewolf:</b> He plays mostly like a regular werewolf. However, every two nights, the White Werewolf wakes up a second time for a lone hunt, during which he can choose to devour a werewolf. The White Werewolf wins when every other player is dead.
	<b>Angel:</b> He wins alone if he is killed during the first night (or day if you start lynching right away).
	<b>Pied Piper:</b> Every night, he chooses two players and then goes back to sleep. The GM wakes up all the players chosen by the Pied Piper so that they can recognize each other as being under the Pied Piper's charm. When all other players are either dead or charmed, the Pied Piper alone wins.
	<b>Bigot:</b> He wins alone when all players of a certain group (women, redheads, lefties...) chosen by the game master have been eliminated.



## The Village expansion characters

These characters require to play with the Village expansion cards.

Card	Description
	<b>Pyromaniac:</b> He can burn one of the building each night, making a homeless. If it happens to be the house of this night's victim of the pack, the first pack member at the victim's right is killed instead of the victim.
	<b>Raven:</b> Each night, he chooses another player who suffers two additional votes the next day.

## The New Moon expansion characters

These characters require to play with the New Moon expansion cards.

Card	Description
	<b>Gypsy:</b> It requires the spiritism event cards from the New Moon expansion. She can choose one of these each night, in effect the next day.
	<b>Policeman:</b> Not a character per se, the policeman is chosen by the mayor. The policeman can be replaced with a new policeman at the mayor's decision. The event cards from the New Moon expansion are required. The policeman can choose one of these each day, immediately in effect.

# The game turns

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## Preparation

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- Distribution of the **cards**
- Distribution of **buildings** (*expansion: The Village*)
- **Bigot**: separation of the players into 2 groups
- **Gypsy's** cards (*expansion: New Moon*)
- **Policeman's** cards (*expansion: New Moon*)
- **Comedian's** cards (*put 3 visible cards in the middle of the table*)
- **Thief's** cards (*save 2 hidden cards for the first night*)
- Election of the **Mayor** and the **Policeman** (*or later in the game*)

## Order of characters call

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### First night

- **Thief** (chooses to pick one card)
- **Comedian** (~~optional~~: chooses a card to use during the night)
- **Cupid** (chooses the 2 lovers)
- **Seer** (chooses to see someone's card)
- **Fox** (~~optional~~: show the central player of 3 players to know if one of them is a werewolf)
- **Lovers** (designated by Cupid, they wake up and recognize each other)
- **Stuttering Judge** (chooses a sign with the GM to trigger the second lynching)
- **2 sisters** (wake up and recognize each other)
- **3 brothers** (wake up and recognize each other)
- **Wild child** (chooses a player to adore)
- **Raven** (~~optional~~: chooses a player who will suffer 2 additional votes)
- **Pyromaniac** (~~optional~~: chooses a building to burn)
- **Savior** (chooses a player to protect for the night)
- **Werewolves** (choose unanimously a player to devour) and Little Girl (spies)
- **Baker** (opens quickly his eyes when the werewolves go back to sleep)
- **Cursed Wolf Father** (~~optional~~: turns the victim into a new werewolf)
- **Big Bad Wolf** (kills a second player)
- **Witch** (~~optional~~: uses her potions)
- **Gypsy** (~~optional~~: chooses one spiritism question and the player who will ask it at daybreak)
- **Pied Piper** (chooses 1 or 2 person(s) to charm)
- **Pied Piper's charmed people** (wake up and recognize each other)

### Each night

- **Comedian** (~~optional~~: chooses a card to use during the night)
- **Seer** (chooses to see someone's card)
- **Fox** (~~optional~~: show the central player of 3 players to know if one of them is a werewolf)
- **Raven** (~~optional~~: chooses a player who will suffer 2 additional votes)
- **Pyromaniac** (~~optional~~: chooses a building to burn)
- **Savior** (chooses a player to protect for the night)
- **Werewolves** (choose unanimously a player to devour) and Little Girl (spies)
- **Baker** (opens quickly his eyes when the werewolves go back to sleep)



- **Cursed Wolf Father** (optional: turns the victim into a new werewolf)
- **Big Bad Wolf** (kills a second player)
- **Witch** (optional: uses her potions)
- **Gypsy** (optional: chooses one spiritism question and the player who will ask it at daybreak)
- **Pied Piper** (chooses 1 or 2 person(s) to charm)
- **Pied Piper's charmed people** (wake up and recognize each other)

## Each day

- Reveal the **victim(s)** of the night
- **Bear's growl** (if a werewolf is next to the Bear-Leader)
- **Spiritism** (the player chosen by the Gypsy asks the question to the first eliminated player)
- **Policeman** (optional: chooses a New Moon event card that takes effect immediately)
- **Debate**
- **Vote** and **Maid's** call
- **Angel's** victory (if he's lynched on the first day)
- Second vote (if **Stuttering Judge** does the sign) and **Maid's** call

Repeat night and day phases until the end of the game