

The Tracker



You're more comfortable in the wilderness than in the village, and you always get your prey.

Rules: The Tracker first chooses which half of the players to use their ability on (to their left or to their right). They then discover whether or not there's a Werewolf within that group.

Team townsfolk

UNOFFICIAL CARD - NOT FOR SALE

The Turncloak



You deify the dark creatures and thirst for the power they possess. Your service and sacrifice will certainly be rewarded.

Rules: The Turncloak wins by helping all Werewolf players survive — even if that means they are voted for execution.

Team werewolves

UNOFFICIAL CARD - NOT FOR SALE

The Watcher



You once believed you had a terrible curse, but now you embrace your gift. Your credo is to control it and use it judiciously.

Rules: The Watcher can view a selected player to gain a clue about their role.

Team townsfolk

UNOFFICIAL CARD - NOT FOR SALE

The Gossip



In your line of work, you tend to hear plenty of rumours — and you don't mind repeating a few if it's to your benefit.

Rules: You'll receive 2 clues about other players. 1 clue may be false.

Team townsfolk

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The Houndskeeper



Your prized pedigree of canines can detect anything. You've inexplicably adopted some of their uncanny perception.

Rules: The Houndskeeper can "sniff" out the role of the 2 adjacent players. However, players must first submit to your inspection.

Team townsfolk

UNOFFICIAL CARD - NOT FOR SALE

The Saint



You knew of the werewolf menace long before the village took heed. Rather than proselytize, you work by candlelight to expose their cabal.

Rules: The Saint knows who 1 Werewolf is but must not be discovered by Werewolf players.

Team townsfolk

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The Astrologer



Werewolves are surely revealed in the light of a full moon; but the celestial bodies contain other truths for those with the skill to read them.

Rules: The Astrologer learns of a role that is definitely in play.

Team townsfolk

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The Deviant



You have a demented disregard for life — especially your own.

Rules: The Deviant only wins if they die.

No team

UNOFFICIAL CARD - NOT FOR SALE

The Drifter



Your life of travelling the road has taught you who to distrust.

Rules: The Drifter learns of 2 roles not in play.

Team townsfolk

UNOFFICIAL CARD - NOT FOR SALE



Villager



You're a simple peasant, unsure of who to put your faith in.

Rules: Villagers may agree to appoint someone as a ringleader, giving that player an extra vote at the end.

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Werewolf



Your human form now merely exists to serve the avaricious beast within.

Rules: A Werewolf player must do whatever it takes to survive the night and ensure a member of the townsfolk dies. You can also win if all Werewolves vote for the Saint.

Team werewolves

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