

## ALPHA WEREWOLF



You and any other **werewolves** may kill one player per night. Additionally, you will appear as a villager to any **seers** who inquire about you during the night.

## CULT LEADER



Each night, you may add one player to your cult. All cult members win if and only if all remaining players are part of the cult. The cult disbands when you die.

## CUPID



On the first night, choose two players to become **lovers**. After the first night, you are an **ordinary villager**. The **lovers** win only when they are the last two players alive. When one **lover** dies, the other dies as well.

## GOVERNOR



Unless you are **scared**, you may pardon any player who was just voted to be lynched. You must reveal this card the first time you do so.

## GUARDIAN



Each night, you and any other **guardians** may protect one player from being **scared** or dying, except when death is caused by a **hunter** or a dead **lover**. You may not protect the same player two nights in a row.

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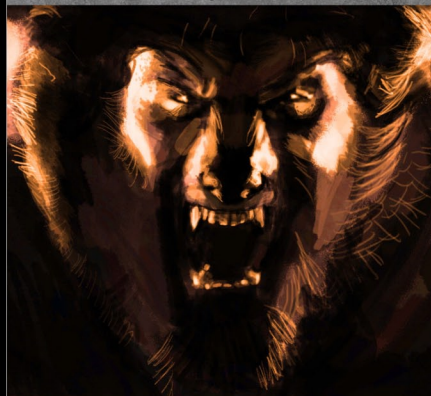
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## HUNTER



When you are killed at night, you also kill the player who attacked you. Just before you are lynched, you may kill another player of your choice. If you do so, you must reveal this card.

## HYPNOTIST



You win when all other living players are under your hypnosis. Each night, you may hypnotize one additional player. That player may not kill you, nominate you for lynching, or vote for you to be lynched.

## LITTLE GIRL



You are allowed to secretly peek as the **werewolves** choose their victim at night. If a player sitting next to you dies at night, you are **scared** the next day. **Guardians** are unable to save you from death.

## MYSTIC WEREWOLF



You and any other **werewolves** may kill one player per night. Additionally, once per night, the **narrator** will silently indicate to you whether or not a player of your choosing is an **ordinary villager**.

## PLAGUED VILLAGER



You carry the plague, but are not killed by it. If you or your **lover** are killed by werewolves, one **werewolf** chosen at random by the **narrator** will die of the plague at dawn 24 hours later.

## POSSESSED VILLAGER



You are a villager who shares the same win condition as the **werewolves**. You awake each night with the **werewolves**, but you may not help choose the victim.

## PSYCHIC MEDIUM



Each night, the **narrator** will silently indicate to you the number of remaining **werewolves** in play.

## SCAPEGOAT



If there is a tie in the lynching votes, you are lynched instead.

## SEER



Each night, you and any other **seers** may choose one player. The **narrator** will then silently indicate to you whether or not that player is a **werewolf**.







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## TORTURED SOUL



You are an **ordinary villager** until death, at which point you become a tormented ghost. Each night after your death, you may **scare** one player. That player may not talk or vote during the following day.

## VIGILANTE



Once per game, during the night, you may kill one player of your choosing.

## SID BARLAU



You are an ordinary villager.

## RINA LINDERS



You are an ordinary villager.

## TANDRA DRESSLER



You are an ordinary villager.

## KARIE MARKSTROM



You are an ordinary villager.

## LADY LAURENA NIGHBERT



You are an ordinary villager.







LUCIUS LETTERHAND



You are an ordinary villager.

SIR WINFORD STACKEN



You are an ordinary villager.

OLD MAN MULBONEY



You are an ordinary villager.

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WITCH DOCTOR



Once per game, during the night, you may revive any one dead player.

WITCH



Each night, you may use a warding spell on one player to protect them from being killed by **werewolves** during that night. Additionally, once per game, at night, you may use a deadly potion to kill any player.







### GUARDIAN SPRITE

Upon revealing this card, all other players immediately close their eyes while you choose one player to receive protection similar to that of a **guardian's** for the next night.

### HAUNTED VISIONS

Upon revealing this card, all other players immediately close their eyes while you choose one player to **scare**. That player is **scared** for the remainder of the day.

### JITTERS

If the player next to you dies during the night, you are **scared** until next nightfall. Do not reveal this card.

### MINDREADER

Upon revealing this card, secretly view one other player's role card.

### THE OL' SWITCHEROO

Reveal this card just before you are lynched to have the other nominated villager lynched instead.

### POLITICAL PROWESS

Your vote always counts doubly. You must reveal this card to activate this power.

### POLITICAL SILENCE

Upon revealing this card, choose one player. That player may not vote or make nominations for the rest of the day.

### SEER'S POTION

Upon revealing this card, you temporarily gain the powers of a seer. All other players immediately close their eyes while you do your magic.

### SHOE SWAP

Upon revealing this card, switch role cards with any other player.







### SLEEPOVER BUDDY

Each night, you may "spend the night" with any other player. If either of you is killed during the night, the other dies also. You must reveal this card to activate this power.

### SOUL STEALER

Reveal this card immediately upon your death, or the announcement of your death, to come back to life...however, you must exchange your role card with one chosen randomly from those belonging to the dead players. You may not use this card if you are the first player to die.

### SPELL OF SINTERKLAAS

Upon revealing this card, all other players immediately close their eyes while you choose one player. The narrator will silently reveal to you whether or not that player awoke during the night.

### TRUST OF A CHILD

Upon revealing this card, secretly show your role card to one other player.

### VETO

Upon revealing this card, you may pardon any player who was just voted to be lynched. This cancels the lynching for the day.

### YOU'RE TOO INTERESTING

Upon revealing this card, choose a player. That player may not use his role's special abilities (if any) for the remainder of the day and the following night.

### ANIMAL MAGNETISM

Upon revealing this card, choose three players. On the following night, the werewolves must choose their target only from among the chosen players. You may only use this card right before nightfall.

### ANTI-MAGIC

Upon revealing this card, you may cancel the effect of another **power card** which was just revealed.

### ARCANE EMPATHY

You awake with the **seer** and observe his actions. Do not reveal this card.







### ARE YOU BORING?

Upon revealing this card, pick one player who must truthfully say whether or not he is a **regular villager**.

### BLOODTHIRST

Always and immediately second any lynching nominations. Do not reveal this card.

### BORROWED POWERS

Upon revealing this card, steal another player's unrevealed **power card** and immediately reveal it. If the requirements of the card do not match the current situation, the card has no effect.

### CONVENIENT MIRACLE

Reveal this card immediately upon your death, or the announcement of your death, to revive yourself.

### DEADLY SECRETS

Upon revealing this card, force one player to reveal his role card to all players. This action kills you.

### DIVINE JUDGEMENT

Upon revealing this card, make an attempt to identify all remaining **werewolves**. If you are correct, the **werewolves** die instantly. If you are wrong, you die instantly.

### DOWN WITH THE SICKNESS

Upon revealing this card, choose a player. That player now has the **plague** and dies the next morning. **Werewolves** who attack this person also catch the **plague** and die the next day.

### EARLY NIGHTFALL

Upon revealing this card, the day ends immediately.

### EVERLASTING DAY

Upon revealing this card, nighttime is skipped...it is now morning. You may only use this card right before nightfall.







## THE BEAUTY QUEEN

You are the most perfect and beautiful person around, and everybody should recognize it and adore you for your perfection. Your physical appearance is the most important thing to you.

## THE PARANOID CONSPIRACY THEORIST

There's a devious plan to destroy your village, and **they** are keeping it a secret from you. **They** are watching your every move, ready to "take care" of you if you become a threat to their plans.

## THE DISCIPLINARIAN

Everybody misbehaves once in a while, and it is your job to discipline them and mold them into well-mannered citizens.

## THE DRUNKARD

\*hic\*

## THE GUN ENTHUSIAST

You can never have enough guns. You love shootin' stuff. You'd shoot everything you saw if it wasn't illegal.

## THE VILLAGE HERO

The life of each person in the village is more valuable than the most precious jewel. You believe the responsibility is yours to keep people from prematurely meeting their end, and you take it personally when you fail.

## THE COMPULSIVE LIAR

The truth is so boring. Why not throw people some curveballs? Keep them guessing about what's really true.

## THE MASTER OF LOVE

Each person is a master of their own skill, and yours is the art of love. So many people to romance; so little time.

## THE MAD SCIENTIST

Your creations will help you conquer nations. They say you're mad, but you prefer to call yourself a visionary.







## THE UNWAVERING OPTIMIST

There is good that can come out of even the worst situations. There's no reason to **not** be cheerful! You're always looking on the bright side of life—and of death.

## THE PACIFIST

Fighting and killing won't solve anything. Why can't everybody just get along?

## THE DESPAIRING PESSIMIST

Fate's really not on your side. There's no hope. Oh God, there never was.

## THE FAIRY TALE PRINCESS

When you're in a bind, your prince will come to save you. Everything will turn out happily ever after.

## THE ROCK STAR

You're awesome, and you don't care what other people think. Your fame precedes you. So do your groupies.

## THE SCHIZOPHRENIC

You have a few close friends who stick by your side, but nobody else seems to be able to see them.

## THE SURVIVALIST

In harmony with nature, you can survive any situation. Your home is full of tools and supplies for making it through the toughest circumstances. You will never be caught off-guard.

## THE THESPIAN

All the world's a stage, and you feel a duty to take **every** possible opportunity to be dramatic!

## THE YES MAN (OR WOMAN)

It's always best to be on the same side as others. You agree with everything other people say. Everybody's opinions are right!



