

Drinking All Night



Cancel a Werewolf Attack card you reveal, if you chose "Drinking" at the Tavern, then place that Villager token in Jail.

5

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Night Deck



You are a Lycan.

Somewhere in your ancestry, one of your forebears was a werewolf. The blood of the lycanthrope flows through your veins, yet you yourself are not a werewolf.

In your heart you are good. The success of the village is your goal. You win if all werewolves are eliminated, or the entire village is upgraded.

When the Seer sees you in her visions, it is sometimes the wolf that appears to her.

Seer Vision



You are a pagan.

You commune closely with nature, and you know that the werewolf is just another part of a natural order. You do not fault the werewolf when it attacks.

You win with the villagers, unless the village ever mistakenly eliminates one of your pagan kin at the Court House. Then you win with the werewolf.

Sometimes your pagan nature appears to the Seer in her visions.

Seer Vision



Role Cards