

Reinforcing



Cancel a Werewolf Attack you reveal with one fewer Barricade then normal (but not fewer than one).



Refuge



If all players have a Villager token at the Church, any player revealing 2 Quiet Night cards is protected from a Werewolf Attack. Play at the start of the Night phase.



Recluse



Cancel a Werewolf Attack card you reveal if none of your Villager tokens shares a Village tile with any other tokens belonging to any player.



Ravaged



A successful Werewolf Attack eliminates 2 Villager tokens (both are placed on the Victim track).



Rabble Rouser



One of your Villager tokens counts as 2 votes in the Court House. Play when counting that token's vote.



Musician



Each time the Payment track marker moves past the Harvest track marker, you gain 1 Coin.



Miller



When the Market is replenished, if no Upgrade cards were drawn, you may add one Coin to any Village tile with no Coins.



The Flowers



Choose another player at the start of the Night phase. If one of you loses a Villager token to Werewolf Attack, the other does too. Otherwise, you both gain 2 Coins.

