

# THE BOY WHO CRIED WEREWOLF

A Game of Social Backstabbing for 3 to 12 Players

By Willow Palecek

*The village of Beverdale has long rested at the edges of the Kingdom, a sleepy peaceful village untouched by the plagues and horrors beyond... until now. Sheppard Goddard's body has been found, horribly mauled by some beast unfathomable to the likes of man. Goddard's son testifies he saw the fell beast, a wolf that walked on two legs like a man, its teeth dripping blood and gore in the full moonlight. The town is abuzz with the news, and it is clear: a werewolf walks amongst you. The town elders must come together, use their wisdom to determine who the skinchanger is amongst their ranks, and mete out justice.*

*There is just one problem. There is no werewolf. Only a simple hungry wolf, and human folly.*

## Introduction

The Boy Who Cried Werewolf is a game about a village in the state of crisis, and the villagers willing to do anything to make that crisis go away... and perhaps use it to their advantage. It's about taking a situation that's familiar and digging deeper, turning it on its head.

You've probably heard of the popular game Werewolf. What happens if there is no Werewolf, only bad luck and bastards?

To play, you'll need 3 to 12 people, this document (especially the handouts), a comfortable enough place to play, and an hour or two.

## Introducing the Game

If you're the one explaining the game, read aloud that paragraph in italics to the group, then explain that we'll all be playing villagers who are trying to find the werewolf in our midst, only there isn't one, so the poor person we decide to lynch is going to be determined by the petty grudges harbored in the village. We've got to lynch somebody, to prove we've dealt with the werewolf menace.

At this point, let people pick characters. You can spread the handouts out or read them off.

If you're playing with just three players, use these characters: Mayor Elbert, Reverend Bartlett, and Captain Atwood. It's helpful if the person playing Mayor Elbert is familiar with the rules.

If you've got four to six players, make sure those characters are assigned first, then everyone else can pick from the following: Midwife Tully, Brewer Marlow, and Farmer Hawthorne.

If you've got an even bigger group, your players can choose from the following: Reeve Castler, Wanderer, "The Red Hammer", The Kid, No-Good Elbert, Miss Marlow, and Hunter Goodman. Again, you want to make sure the Mayor, Reverend, Captain, Midwife, Brewer, and Farmer are all in the game.

If you've played multiple times, you can try different mixes of characters. Who knows what might

happen?

### **Special Abilities**

Each character has a special ability that gives them some bonus or changes the way the game is played. You'll want to think about your unique special ability for how you can get the most out of it. Optionally, you can choose to play without special abilities, especially if you have a smaller group.

### **A Note on Genders**

Any townsfolk can be male or female. Just adapt the gender of the character to be the gender of the player.

### **The Town Council**

Everyone should introduce themselves (both in-character, and out-of-character, if you're playing with strangers), starting with the Mayor. Tell everyone else anything you want them to know about you, and feel free to elaborate on your character's backstory. You can (and should!) keep your character's secret thoughts and opinions to yourself at this point, but if there's something about you that would be a part of public record, let everyone know.

### **Discussion**

Most of the time, you'll probably be talking in-character about what happened, what needs to be done, and what suspicions you have about people. This is a simple conversation between people in the village. Eventually (and depending on your group, this might not take that long), someone is going to formally propose lynching another member of the village, and that's when we need the rules for Accusations.

### **Accusations**

To formally accuse someone else of being a werewolf (or really any hanging crime), raise your hand, point at them, and say, "I accuse So-and-So!" At least one other person must second the nomination, by raising their hand, and saying, "Second." If two or more people want to accuse people at the same time, the Mayor determines who made their accusation first.

During the Accusation, each player gets a chance to speak their mind, starting with the Accuser, anyone who seconded the motion, then the other townsfolk, and finally the Accused. The Mayor should make sure everyone gets a chance to speak. Technically, under village rules, everyone only gets one chance to speak, but it's up to the Mayor to how they enforce that.

After everyone's had a turn to speak their mind, the Mayor will call for everyone to vote. They will call for a show of hands of all in favor of hanging the Accused, and then for a show of hands for all in favor of not hanging the Accused. Townsfolk may abstain from the voting.

A simple majority of those voting is enough to hang the accused. When you are hung, you should stand up and give a short, dramatic speech, telling everyone else in the village exactly what you think of them.

If the accusation does not have a simple majority of votes, or an unbroken tie, the accused is determined innocent, and remains free. Go back to simple discussion, until someone wants to make another accusation.

The same person cannot make two accusations in a row, and the same person cannot be accused twice in a row.

### **What Happens Next?**

Once someone is accused and killed, stop to talk out of character about whether or not the game should continue. Has the village seen enough trouble, or are things still simmering and getting worse? Are you out of time?

If you decide to end the game, then there are no more werewolf attacks, and everyone in the village can assume they have solved the problem. You might do a debriefing and talk about your experiences playing the game.

If you decide to continue, there is another wolf attack, killing an animal or maybe some unnamed non-player character. The game must continue, while the search for the real werewolf continues!

This is not a vote. Decide by group consensus.

### **Restless Ghosts**

If your character is killed, you get to play a Restless Ghost. A Restless Ghost is not necessarily the ghost of your character (though it might be), it is a spirit that wants to cause chaos and dissention in the village. You may not sit down if you are a Restless Ghost, you must stand, wandering amongst the villagers, whispering to them.

Whisper things that will make them hate themselves, and hate the other villagers. Tell lies. Tell truths. Get them to turn on each other. Because soon they'll be dead, and they'll be restless too.

### **Choosings**

One of the Village rituals is that of a Choosing. Any member of the village may call for a Choosing, which is an election to choose the Mayor. To do so, they must raise their hand, say "I call for a Choosing, and I nominate So-and-So." So-and-So may be yourself, or another player, but it can't be the person who is already the mayor, and it can't be the Kid, the Red Hammer, or Reeve Castler. (The kid is too young, the others are outsiders.)

Someone other than the nominated target needs to second the nomination. Also, the nominated target needs to agree, otherwise go back to discussion.

The Mayor and the Nominee will both make a short speech about why they should be Mayor. Unlike an Accusation, they are the only two who get a turn to talk. Try to get your support before you call for a Choosing.

The current Mayor will call for a show of hands- those in favor of the Nominee, and those in favor of the current Mayor. A simple majority for the Nominee makes them the new Mayor, with all the

privileges and powers it bestows. A simple majority for the Mayor, or an unbroken tie, allows them to stay the Mayor.

There can only be one Choosing for each 'day' of play. Until there is another successful accusation and another “werewolf attack,” another Choosing vote cannot be held.

### **Getting Arrested**

The Captain can arrest a single player. The arrested player cannot vote, or use their special abilities. For Young Marlow and No-Good Elbert, their abilities trigger at the start of the game, so this doesn't turn off anything already generated by their abilities. The Red Hammer can use her ability “in response” to being put in jail, but once she agrees to be put in jail, she can't.

If the Mayor is put in jail, they stop being the Mayor. The former Mayor chooses a different player to take over as the Mayor. They don't have to consult with anyone, even that person. If the village isn't happy with their choice, it might be a good time to hold a new Choosing.

### **Other Stuff that Might Happen**

This is a roleplaying game, not a strategy party card game, so if you and the other players want to make up other stuff, that goes outside the context of these rules do it!

One exception is violence. You can say that your character is trying to use force to get another character to do something, but unless you're the Captain, Red Hammer, or the Hunter, the best you can do is have you and your target rough each other up. You want to kill another person? Get the mob.

### **Even More Players**

If you decide to play with more than twelve players, some people will have to be Villagers. They don't get a character sheet or special ability. They will want to come up with a name and profession.

Villagers will have to work a little harder to get themselves linked to the story and figure out who they like and who they hate, but if there's enough of them, nobody knows which way the mob is likely to vote on a given accusation.

I'd recommend letting making sure new players get a named character handout, so they can get additional spotlight and attention.

### **Thanks and Acknowledgements**

Thanks to Tim Jensen, Sabe Jones, Misha Paine, and Shari Corey for providing playtesting and feedback.

Thanks to the organizers and judges of Golden Cobra for the design contest.

Thanks to all the people I've played Werewolf with over the years.

Thanks to Vincent Baker (Dogs in the Vineyard) and Jason Morningstar (The Climb, Juggernaut, Carolina Death Crawl) for writing games that helped inspire this one.

## MAYOR ELBERT

There's been Elberts in Beverdale, going back generations. You're a proud family, with proud holdings. More often than not, an Elbert's been Mayor, and you owe it to your forefathers and foremothers to see that things go smoothly. Beverdale folk prefer simple, direct solutions. Find the werewolf, string them up, problem solved.

Do this right, your ancestors will be pleased and the townsfolk will praise you for your judgement and leadership. Foul this up, and next thing you know, the Hawthornes will be running things around here.

**Special Ability: Pillar of the Community:** Due to your wisdom and clout, you break all tied votes. Additionally, you start the game with the Mayor title, allowing you to moderate debate.

**Reverend Bartlett:** Sure, everyone praises the Light and pays their tithe, but no one is that holy. Anyone that fully committed to the Light has to be hiding something. Could the good Reverend be seeking redemption for sins too terrible to contemplate? Would things be easier around here if you didn't have that Codex Thumper undermining your secular authority?

**Captain Atwood:** Atwood is a good soldier, and a good follower. If anyone can catch this beast, it's the Captain.

**Farmer Hawthorne:** Ever since Gull Creek went dry, Farmer Hawthorne's been trying to plant on land that's rightfully yours. You need a careful touch on this, make sure you're not seen as trying to bully him out of his land, but this defiance cannot be tolerated.

**Brewer Marlow:** A loyal citizen, who makes the best ale in all the country, and you've had your share of ales. And the taxes on it- why, that's just the plum in the cake.

**Midwife Tully:** The witchwife is more like it. Your family was expecting its newest addition not too many months ago, and Tully presided over the birth, as she's done so many before. This time, she hexed the child, and it was stillborn. You're not a grandparent yet, and it's the witch-woman's fault.

**Reeve Castler:** You agree, in principle, that the King needs to get his due, however, you're concerned that Castler might not understand some of the liberties you've been taking with your tax collection. Best to keep the Reeve distracted with talk of the werewolf and make sure the topic of tax monies doesn't really come up.

**The Red Hammer:** An outsider, strange and dangerous. The Hammer surely has what it takes to kill the werewolf, but it sure is strange the timing of his arrival.

**No-Good Elbert:** Your younger sibling, always drinking and dicing away your money. An Elbert's and Elbert, but it would be convenient if No-Good were out of the way.

**Young Marlow:** The heir to the Marlow brewery. You should marry her to one of your children.

**Hunter Goodman:** You don't recall seeing Hunter Goodman at any of the recent Choosings.

**The Kid:** Goddard's kid is a nuisance at the best of times. You'd keep him away, but he's the only witness you have to this thing. You'd also better keep an eye out to make sure Hawthorne doesn't try to steal any of the Goddard land.

## REVEREND BARTLETT

Sin has overtaken Beverdale, and we must look to the Codex, and to the Light! This Beast; though it surely a manifestation of the Dark, is sent here by the Light to cleanse us, to teach us the price of our Sins! The killing surely will not stop until we root out all Heresy and Corruption, and return our good village to harmony with the Teachings of the Faith.

You are just a simple village priest, educated by the Church of the Light in the ways of the Faith. You did not think yourself ready for this Burden, but the Light is testing you, and you have been called upon to Witness and Deliver your flock.

**Special Ability: Protection of the Light:** Once a player is killed and becomes a Restless Spirit, you can see who is tormented by Spirits, and command all Spirits to leave a specific person (other than yourself) alone. Spirits cannot talk to this person until you use this ability on a different person.

**Mayor Elbert:** Give Unto the Light, that Which is the Lights, Give Unto the King that Which is the King's, so sayeth the Codex. Elbert is a just mayor and a devoted churchgoer, but he will need your guidance during this crisis.

**Captain Atwood:** A wicked and cruel man, shaped by the barbarism of the wars he has fought. A gambler and a lech, for the Captain to have risen so high is an insult to the Light. The Unjust Mighty must Fall, so sayeth the Codex.

**Midwife Tully:** A more open heretic there never was. Tully cavorts with dark powers, denies the essential Truth of the Light, and hexes honest citizens. Thou Shall Not Suffer a Witch to Live, so sayeth the Codex.

**Brewer Marlow:** The Body is a Temple, so sayeth the Codex, and Marlow's brew poisons the body, befuddles the mind, and invites Darkness into the world. You have long preached Temperance to your citizens, but perhaps the Light requires a more active hand from you.

**Farmer Hawthorne:** A devoted churchgoer, and friend to the Light.

**Reeve Castler:** Castler is no member of your flock. The Reeve is to be obeyed, but not to be trusted.

**The Red Hammer:** The Red Hammer is an outsider and heathen. The community will not find salvation from without.

**No-Good Elbert:** A drunkard, a wretch, and a sinner, living proof of what happens when a great man poisons his body with drink.

**Young Marlow:** The heir to the foul brewery. Young Marlow wanted you to marry her to Captain Atwood in secret. You refused, and felt you had to tell Brewer Marlow.

**Hunter Goodman:** Hunter Goodman is a lost sheep who needs to be brought back to the flock, and to prove his worth to the community.

**The Kid:** Wisdom comes from the Mouth of Babes, so sayeth the Codex. Follow the wisdom of an innocent, and Beverdale will be saved.

## CAPTAIN ATWOOD

War changes a man. From Beverdale, you were one of twenty chosen to go fight for the King, and the only one to come back. You know ways to kill a man, you've seen horrors you can't describe. All you want is to live in peace, to dice, to hunt, to drink, and to spend time with fair Young Marlow. But now, this beast is on the loose, and you may be the only one who can stop it.

**Special Ability: Captain of the Militia:** You have the power to detain a single person and put them in jail. While someone is in jail, they cannot vote and cannot use their special ability. (You might want to designate an area as jail, where you can put that person. They can still talk, probably begging for their release.) You may release them at your option.

**Mayor Elbert:** Elbert is a fat old hoarder who doesn't know the first thing about how the real world works. He pays you extra to keep you quiet, but he's been skimming off the tax money. A pack of lies, that one is.

**Reverend Bartlett:** The Reverend is your way to salvation, to grace with the Light.

**Brewer Marlow:** Marlow makes a fine ale and has a fine daughter, but the man despises you and wants to deny you both. If he were out of the way, though.

**Midwife Tully:** That one, Tully would make a fine Mayor. It's a far better thing to be saving lives than ending them. And maybe Tully'll whip up a good luck charm for you, to make the dice turn your way?

**Farmer Hawthorne:** Hawthorne should have fought in the war, but bought his way out of it. Hawthorne and Elbert are squabbling about some irrelevant patch of land. He wants to be mayor, but you don't see how he's any different from Elbert.

**Reeve Castler:** You're sure the Reeve would be interested to know what Elbert's been doing with all the tax money. On the other hand, it was someone just like Castler who pulled you out of the village to fight and die for the King.

**The Red Hammer:** You've heard the tales; the Red Hammer is a fury on the battlefield. You sure hope the wanderer is on your side, because if not, things might get bloody.

**No-Good Elbert:** Your best drinking partner, and a terrible gambler. No-Good Elbert owes you money. He's good for it. Eventually.

**Young Marlow:** Your beloved fiancé, but Brewer Marlow will never agree to it. If only you could be happily wed, your life would be bliss.

**Hunter Goodman:** You don't know what strings that bastard pulled, but it should have been him going off to war, not you.

**The Kid:** You'd have a lot easier time figuring this out if that kid would just shut the hell up.

## FARMER HAWTHORNE

Hawthornes just about founded Beverdale, didn't you know? Used to be a time when the Hawthornes were prosperous and had more land than anyone else. Those Elberts have been picking away at Hawthorne holdings for generations. You've half a mind to put your name in for Mayor next choosing, and if you can show Elbert up, you've got a good chance of souring the rest of the village against him.

**Special Ability: Loudmouth:** Whenever you Accuse someone, you do not need another person to Second your Accusation. If you and another person want to make an Accusation at the same time, you get priority.

**Mayor Elbert:** When Gull Creek went dry, the Mayor claimed some lands that were yours were now his, saying the old borders didn't apply now that the Creek was gone. That's your best turnip patch, and you'll be damned if the Elberts get that land.

**Reverend Bartlett:** You're a hard worker, spending your days tilling the land. If you've made a good life for yourself and your family, it's because you've earned it. The Reverend talks of tithes and glory to the Light, but Barlett's never done an honest day's work.

**Captain Atwood:** Atwood's decent folk, a soldier, and a patriot. Just be careful playing against him at dice or cards- winning, he gloats, and losing, he's a mean drunk.

**Midwife Tully:** Tully is wise past her years, and has keen insight. If anyone can figure out who the werewolf is, it's her.

**Brewer Marlow:** Marlow still owes you money for grain you gave when the Brewery was in trouble. Marlow plays it off like it was long ago, but there wouldn't be a Marlow Brewery if it wasn't for you.

**Reeve Castler:** You've already turned to Castler for help in your dispute with Elbert, and the Reeve is unwilling to help. You'll show him what Beverdalers think of meddling outsiders.

**The Red Hammer:** We all know that the Red Hammer is an outsider and dangerous. Does the wanderer expect us to believe its a coincidence that there's a werewolf attack the one night they spend in town?

**No-Good Elbert:** One Elbert's just as bad as another, it's just that everyone realizes how rotten this one is.

**Young Marlow:** If you could marry one of your family to Young Marlow, you'd eclipse the Elbert family.

**Hunter Goodman:** If you're going to unseat Elbert as mayor, you're going to need every vote you can get. Goodman is on the edge, maybe he can be courted?

**The Kid:** Goddard was a friend. It's up to you and your family to take in the kid, and make sure nothing happens to him. And maybe you can take care of the Goddard farm until he comes of age.



## MIDWIFE TULLY

You're the village midwife, tending to births, and practicing what folk medicine you know. Your ways are the old ways, the ways of Mother Sun and Father Earth. You know which herbs will ease a birth, what balm will mend a wound, and how to make a charm to ward off evil. And evil has come to Beverdale.

**Special Ability: Contact Spirits:** Once a player is eliminated and replaced with a Restless Spirit, you can see, hear, and communicate with Spirits. How they react is up to them.

**Mayor Elbert:** You regret that you couldn't save the Mayor's grandchild; the babe was stillborn. You owe the Mayor a debt to erase the stain of your failure.

**Reverend Bartlett:** Bartlett is a priest of the new ways, a hypocrite, and a wicked man. Bartlett takes comfort in words, but does not match them with good deeds. The Reverend will poison the town against you, given the chance.

**Captain Atwood:** This one is a brute, only thinking of his next meal and his next drink. The Captain does not understand your ways, and makes light of them.

**Brewer Marlow:** Who doesn't enjoy a fine drink now and again? The Brewer makes a good spirit, and Marlow's family makes for good company. If only the head of the house were more outgoing.

**Farmer Hawthorne:** Hawthorne is all talk, bringing up the glory days of Hawthornes past. The Farmer is prosperous, but Hawthorne doesn't have what it takes to be Mayor.

**Reeve Castler:** Castler is here no doubt to spread the light civilization by taking food out of poor mouths and coins out of poor pockets.

**The Red Hammer:** You see a great destiny surrounding the Red Hammer, but also sorrow.

**No-Good Elbert:** No-Good comes crying to you once in a while for a hangover remedy when she's drunk to much. Sometimes she deserves it; sometimes you let her wait it out.

**Young Marlow:** Young Marlow is blessed by beauty and fortune, but there's a dark spot on this one's soul.

**Hunter Goodman:** One of the few townfolk who like you, still remembers the Old Ways. The Hunter may live on the edges of town, but Goodman is no outsider.

**The Kid:** You helped birth this child, and it was a long and hard birth. A strong willed child, who is fated for a great future.

## BREWER MARLOW

Everyone knows that it's Marlow Brewery and your signature ales that put Beverdale on the map. What a fine ale it is too! But you've got no time to think on that now, for there's a werewolf on the loose, and it threatens everyone, especially you and your family. This could ruin Beverdale's reputation forever.

**Special Ability: Active Spouse:** You have brought your husband or wife along to the meeting, who votes they way you do, giving you an extra vote. Raise both hands when you vote. However, your spouse will never vote to kill Young Marlow, and always will cast a vote to save them.

**Mayor Elbert:** If it weren't for Elbert's tariffs, you'd be a much wealthier man, free to experiment with new brews and ales. Because of the Mayor, you've got to keep making the same classic family recipe.

**Reverend Bartlett:** A teetotaler and temperance campaigner, but you don't let that bother you none. To each their own. It was Bartlett who told you Young Marlow wanted to elope with Captain Atwood.

**Captain Atwood:** Captain Atwood has dishonored your pride and joy, Young Marlow, your heir and apprentice. The man should hang, yet he continues to hold a position of power in the village.

**Midwife Tully:** This year's batch is spoiling, and you'd swear you saw Tully making hex signs at your stockpile. You've done nothing to the Midwife, why would she try to ruin you?

**Farmer Hawthorne:** You've got half a mind to support Hawthorne for Mayor when the next Choosing comes up. The farmer did you a good turn long ago when the brewery was in a tight spot. Hawthorne is the one to be calling the shots.

**Reeve Castler:** With the Mayor on one side and the Reeve on the other, these taxes are squeezing you out of any profit you've got left. How's someone supposed to raise a family and run a business?

**The Red Hammer:** You've never seen someone with such a thirst! A supernatural thirst, even. A lycanthropic thirst?

**No-Good Elbert:** A few weeks ago, you caught Elbert breaking into the Brewery, trying to steal some beer. Since then, you've cut No-Good off. It'd be pathetic, if it didn't make you so damn mad.

**Young Marlow:** Your child, your heir, who thinks they have all the answers. Don't they understand you know what's best for them? You'll have no more talk about this marriage to Captain Atwood.

**Hunter Goodman:** Goodman is a moonshiner, which you don't care for- he should be drinking your brew! The man's pretty suspicious, living in that little shack in the woods.

**The Kid:** It's time for solutions, not to be listening to the ravings of some kid who's clearly in shock. Let the kid have a drink, so the grownups can think.

## REEVE CASTLER

You are not from Beverdale; you are a duly appointed agent of the King, here to collect his Tax and perform any necessary legal duties. As the representative of the Crown, it is important for you to be present at these proceedings. The prospect of a werewolf, this far inside the Kingdom's borders, is a truly terrible thought, and the menace must be dealt with quickly.

**Special Ability; Agent of the Crown:** You are somewhat protected by your position. Any vote to kill you requires a two-thirds majority. This ability is active even if you are in jail.

**Mayor Elbert:** All of these village mayors pocket tax coin and think they're smooth doing it. Elbert is hiding something, the question is how much he owes the King and how worthwhile it is going after him for it.

**Reverend Bartlett:** The worst thing the King ever did was allow churches to be tax exempt.

**Captain Atwood:** A distinguished patriot and soldier, loyal to the crown.

**Midwife Tully:** Something spooky about that one. You're pretty sure she gave you a hex-eye when you came into town.

**Brewer Marlow:** Even in the capitol, Marlow beer is sought after. It would be a boon if you could get a keg for your own use.

**Farmer Hawthorne:** Hawthorne came to you with some land claim: he has the rights to lands adjacent to Fox Creek, but it's not your problem that the Fox Creek dried up. Technically, the land reverts to the Elbert family, though it is a bit of a legal grey area.

**The Red Hammer:** Wandering adventurers are walking nightmares for bureaucrats. They don't play by anyone's rules but their own, and they rarely report all the treasures they collect. The Red Hammer's been an asset to the crown... for now.

**No-Good Elbert:** The village drunk and idiot, so far as you're aware.

**Young Marlow:** Just the right age to go off and serve in the King's armies.

**Hunter Goodman:** Does the Hunter stay in village land, or is this Hunter a Poacher? There are woods not far from here that are the King's, and to hunt there is a crime.

**The Kid:** None of your concern. His family's land, you need to make sure the King gets his due.

## THE RED HAMMER

You are a legend on the battlefield, where you and your weapon are one. Men tell tales of how you held the Narrow Pass, alone, against hundreds.

You were just passing through and didn't intend to stay in Beverdale more than a night, but now that there is a werewolf on the loose, that sounds like an adventure worthy of your skills and talents. When you find out who the beast is, you will swing your hammer and it will drink their blood.

**Special Ability: Cut a Bloody Swath:** If things become unsalvageable in Beverdale, you can make your way out of the town by force. You remove yourself from the game, and choose up to two people who are in your way that you kill. (You still get to play a Restless Spirit, even though the Red Hammer has left and is alive.)

You can use this ability when you are being Accused, or if the Captain attempts to arrest you. If you allow yourself to be arrested, you cannot use this ability. If the town successfully votes to kill you, it is too late you use this ability.

**Mayor Elbert:** You don't care for authority unless it comes from might and deed. This Mayor is fat and soft, a peacetime leader.

**Reverend Bartlett:** You've never been one for organized religions. Bartlett is either an empty shell, or something more dangerous- a true believer.

**Captain Atwood:** With command of the whole militia, the Captain is probably the only person here who can really threaten you. Best to stay on the right side of the law.

**Midwife Tully:** You've seen enough to know to trust the intuitions of people like Tully.

**Brewer Marlow:** The Marlow family does make a mighty fine brew. It would be a shame if you had to put them to the sword.

**Farmer Hawthorne:** You've heard there's some feud between the Elberts and the Hawthornes, but you don't quite have all the details.

**Reeve Castler:** Nobody cares for tax collectors, but if you help out Castler, the Reeve might be able to repay the favor.

**No-Good Elbert:** You spent last night in Elbert's company, having a few drinks and sharing tales of adventure. This one's not the werewolf, that's for sure.

**Young Marlow:** This one seems like the village beauty. A real eye catcher.

**Hunter Goodman:** A harmless old coot.

**The Kid:** You don't like to admit it, but you've got a bit of a soft spot for kids, and this poor kid has been through a lot.

## NO-GOOD ELBERT

You and your sibling, the Mayor Elbert, you've never exactly been close. He was the firstborn, with all the privileges of that, and you've grown up in his shadow, expected to serve. You'll put in a hand now and again, but you don't see why you should labor for a farm that isn't yours, for a sibling who gives no gratitude. You'd rather spend your nights drunk out of your mind, and gamble away your family's money.

The idea of a werewolf is sobering, even to you.

**Special Ability: Blackmail:** You have dirt on someone. At the start of the game, choose someone, and pass them a note, telling them what they did, and what proof you have. How they react is up to them.

**Mayor Elbert:** The source of your money, and the source of your woes.

**Reverend Bartlett:** Bartlett means well, but the message grows tiring.

**Captain Atwood:** Your best drinking companion. You should know better than to play cards against the Captain. You still owe Atwood some money.

**Midwife Tully:** Tully makes a great hangover remedy, but sometimes shares it and sometimes doesn't.

**Brewer Marlow:** Marlow makes the best beer anywhere, so of course you had to sneak in to the brewery to see if you could get your hands on the fresh stuff. Marlow caught you, and now you can't get your favorite drink.

**Farmer Hawthorne:** The Hawthornes can all go burn, for all you care. You might not have a lot of pride, but you're still an Elbert, and the Hawthornes are always trying to pull one over on the Elberts.

**Reeve Castler:** A rude, self-important outsider, condescending to the likes of you.

**The Red Hammer:** The Red Hammer came through town last night, so you showed the wanderer a place to bunk and the two of you had a grand time, getting drunk, and you listening to the Hammer's stories.

**Young Marlow:** The Young Marlow is your lifeline; a friendly youth, willing to help out a poor soul and sneak you some bottles of fine Marlow Brew.

**Hunter Goodman:** The Hunter has it figured out. He lives his own life, doing as he pleases. No one tells Goodman what to do.

**The Kid:** You feel pretty bad for the kid. You've always had a soft spot for kids, cheering them up with a prank or a story. Plus the kid helps when you need an extra pair of hands, like that time you broke into the brewery.

## YOUNG MARLOW

Your parents are the town's brewers, and you are apprenticed to their craft. It is a fine trade, but you have bigger dreams. You want to see the world beyond the village, to be free to live the life you choose.

This crisis is a chance for you to prove to your parents that you are ready to make your own decisions in life.

**Special Ability: Youthful Beauty:** You are a handsome youth of marriageable age. At the start of the game, choose someone, and pass them a note, telling them that they are smitten with you, and must vote to save you. Don't choose Captain Atwood (who already loves you) or Brewer Marlow (because that would be weird.)

**Mayor Elbert:** You don't see what job the Mayor does, other than sit around and get rich off of other people's work.

**Reverend Bartlett:** You casually asked Reverend Bartlett about marrying the Captain, and Bartlett refused. Someone needs to show that holier-than-thou

**Captain Atwood:** Captain Atwood has recently proposed marriage to you. You are deeply in love with the Captain, and ready to run away and get married.

**Midwife Tully:** You've heard that Tully is a woods witch or warlock or something. If Bartlett won't perform a marriage ceremony for you, maybe Midwife Tully will.

**Brewer Marlow:** Your overly controlling parent, who doesn't understand you're not a child anymore. Maybe if he was Mayor, he'd spend more time worrying about everyone else, and less time worrying about you.

**Farmer Hawthorne:** Your parents downplay it, but you know your family owes the Hawthornes money. Quite a bit, actually.

**Reeve Castler:** You don't bear Castler any ill will, but a tax collector makes great target for community hatred.

**The Red Hammer:** Dangerous, mysterious, and outsider and wanderer. What's not to like?

**No-Good Elbert:** Your parents have cut No-Good Elbert off, so he depends on you for drink. Keep it coming and he'll do what you want.

**Hunter Goodman:** A failure, going insane in the woods. And the most likely person to be a werewolf, if you think about.

**The Kid:** Now that you're an adult, you don't need some little kid following you around anymore. You used to friends, but only because your parents made you.

## HUNTER GOODMAN

You live a simple life in your shack in the woods, hunting and trapping. You don't normally come in to town much, just to bring in pelts you find, but rumors of a werewolf have reached you, and that's something for concern. You've hunted all sorts of beasts before, and tracking down a werewolf would be the glory of your life.

**Special Ability: Murder:** Once during the game, you may murder another player, burying your axe in their skull, in full view of everyone. You can even do this after a successful vote to kill you. (The vote still succeeds.) How the rest of the town responds is up to them.

**Mayor Elbert:** You haven't turned out to the last few Choosings. Too much ruckus, and one Mayor is as good as another.

**Reverend Bartlett:** Your ways are the Old Ways, not the way of the Light. You don't care for that fancy way of speaking anyway.

**Captain Atwood:** You should have been the one to go off to war, not that pack of kids, but they said you were too old.

**Midwife Tully:** When you want to practice the Old Ways, the Midwife is there for you.

**Brewer Marlow:** Who needs that overpriced crap when you've got your own still?

**Farmer Hawthorne:** Another man who owns land and thinks it makes him better than everyone else.

**Reeve Castler:** Why should you pay taxes for some King you've never seen? The Reeve will stay away from your shack if he knows what's good for him.

**The Red Hammer:** You know how to deal with this type.

**No-Good Elbert:** If you had been born an Elbert or a Hawthorne, you probably would have ended up like this one.

**Young Marlow:** Another young kid looking to inherit land and wealth they didn't earn.

**The Kid:** You don't much care for children. The only use you have for this kid is if it can lead you to the werewolf.

## THE KID

You saw it, you saw it! It was seven, eight feet tall, and walked on legs like a man but had a head like a wolf, with eyes that glowed red in the moonlight, and a massive jaw that dripped blood. Its hands had claws like knives, and it tore your poor dad apart, and fed like a pig at the slop bucket! Now you're seeing werewolves behind every shadow.

**Special Ability: Werewolf Hysteria:** You're too young to vote; you just get to sit in, point fingers, and insist that there's a werewolf about. Between rounds, instead of determining by group consensus over whether to continue the game, you may insist, in-character, that the werewolf is still out there, forcing the game to continue.

**Mayor Elbert:** What if the Mayor made a deal with a werewolf to become a werewolf, and now he's a werewolf and the Mayor?

**Reverend Bartlett:** Loud and scary. Probably not a werewolf. Probably.

**Captain Atwood:** The Captain will protect you from the werewolves... unless the Captain is a werewolf! Why hasn't the Captain caught the werewolf yet?

**Midwife Tully:** Strange spooky lady. Some people think she's a witch. Can witches also be werewolves?

**Brewer Marlow:** The Marlows make beer. What if beer turns people into werewolves?

**Farmer Hawthorne:** Hawthorne was friends with your pa... so does that make him more likely to be a werewolf, or less?

**Reeve Castler:** A stranger, and you heard your dad was complaining about the Reeve coming to town the day before he died... what is he up to?

**The Red Hammer:** Whoa, the Red Hammer is a famous hero, sure to save the village!

**No-Good Elbert:** This Elbert is funny. He always knows a good story and a good joke! Like that time you helped him sneak into the Brewery. And then you peed in the brewing vats! But you didn't tell No-Good Elbert that last part.

**Young Marlow:** You used to be friends, and now Young Marlow doesn't want to have anything to do with you. Is it because he's a werewolf?

**Hunter Goodman:** The weird stinky hermit who lives out in the woods. And look at all that hair! He's a werewolf for sure.