

Werewolves XL Briefing

Greetings citizen,

Soon, you will be welcomed at OASE for an evening of fright, mischief, tragedy, and betrayal.

The small rural town of Wakkerdam has been struck by an outbreak of lycanthropy, and it is up to upstanding citizens like yourself to root out the evil.

Throughout the evening, you will experience several rounds of Night and Day as you try to figure out who you can trust and who must be removed from our peaceful community.

As you know, our town is home to all sorts of colourful characters, and in this digital letter, you will find descriptions of their unique traits and behaviours.

Choose your attire accordingly, citizen, and prepare yourself for a night in Wakkerdam. You never know who might be hiding in the shadows...

The Villager



A true upstanding member of the Wakkerdam community. It is their task to deduce the presence of werewolves and vote on who to hang from the tree.

The Seer



An enigmatic practitioner of the mystic arts, every night they can gaze in their glass orb and deduce the true identity of a fellow citizen. Beware, if they make themselves known it might be them that will be eaten the next night.

Cupid



During the first night cupid can shoot his arrows of love to to other citizens. Struck by the arrows these two will fall deeply in love.

The lovers will gain a new objective, to stay alive together. When one dies, so will the other.

The Witch



The mysterious, but goodhearted witch and unknown protector of the town. She has at her disposal two potions. One grants life, one death.

Each night she will be asked to use one of her potions, but beware only a citizen who died during the night can be brought back.

She can also use her poisonous potion of death to take matters into her own hands and kill another citizen. She can only use each potion once.

The Hunter



The brave but reclusive hunter is also in the village. He carries a firearm, and when faced with death can take one other citizen with him.

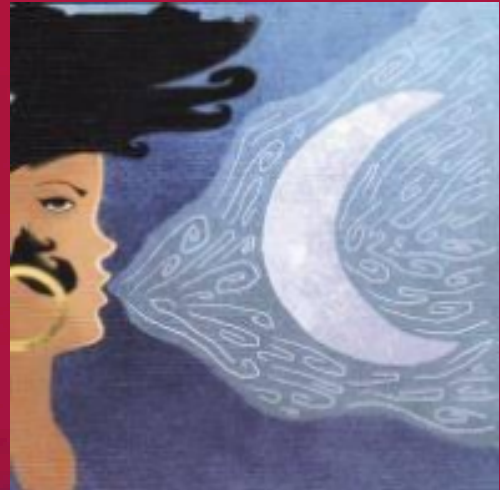
The Courtesan



On the surface she may seem like an innocent girl, but truly she offers refuge to the citizens of Wakkerdam.

Each night she can share the room of another citizen. When the werewolves try and devour her at her home, they will only find an empty bed. However if the werewolves enter the home of her client of the night, both will be devoured.

The Necromancer



Among the many citizens none is as mysterious as the Necromancer. Their unique talent is their ability to commune with the dead. During the night they may ask a question to the citizens stuck between worlds.

This question is from a select list, and they can only ask three of them throughout the evening.

The Sentinel



The silent protector of Wakkerdam, the Sentinel will stand guard each night at a citizens home of their choice, however never the same citizen twice. During the night this citizen will be protected by the Sentinel.

The Raven



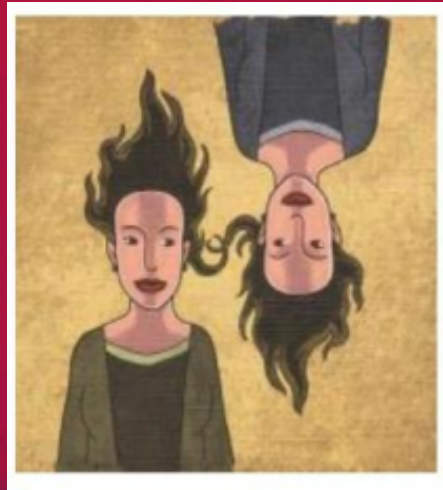
The often unseen Raven can wake up each night, right before dawn to lay down an anonymous token at another citizen's doorstep. When the dawn breaks, the whole town can see this vengeful omen. The Raven suspects this citizen of lycanthropy!

The Werewolf



A citizen cursed with a terrible affliction, each night they turn into a werewolf! Together with the rest of the pack they search for food, and they will consume a fellow citizen.

The Two Sisters



These two citizens know and trust each other. They may see each other and know the other is not a werewolf!

The Three Brothers



Similar to the sisters, the three brothers may know each other. They know the other will not betray them.

The Infectious Wolf



A werewolf so cursed with lycanthropy, they may curse a victim during the night. Once in Wakkerdam, they may use this power. The victim of that night will not die, but rather be infected with this curse themselves and turn into a werewolf!

The Big Bad Wolf



A werewolf unlike the others, so mad with bloodlust, every two nights he may go on an extra prowl by himself and kill another citizen.

The white werewolf



The most vile of creatures, the white werewolf does not just feast on the citizens but also his own kind!. Every other night the White Werewolf may kill and consume another werewolf. The goal of the white werewolf is to be the last survivor of Wakkerdam!

These are all the different characters and threats inhabiting Wakkerdam!
Can you survive?