

Werewolf Legacy Reference Guide

If you are not the moderator, stop reading this now! This Reference Guide contains detailed explanations of roles, tokens, and other aspects of the game that will ruin your game experience if you read them ahead of time. If you are the moderator, only read areas that directly affect the chapter you were currently running. This way you won't spoil other chapters for yourself (if you decide to play them instead of moderate) and so you don't actually give anything away to new players.

DO NOT READ THIS *STOP* UNLESS YOU ARE THE MODERATOR

TOKENS

Cheetah's Spoils: Reading things in the Reference Guide that you have not been told to in the Diary can possibly spoil the game for you. It's not really cheating, but don't do it anyways. And no there isn't a token for this.

Ivory Tower: You cannot be eliminated first in a session. If you are nominated and voted to be eliminated during the first day, you are not eliminated and the day ends immediately. The first player eliminated in each session receives this, and it takes effect in the next session.

Key of Protection: You are protected from elimination. If you would be eliminated by vote, you are not eliminated, and the day ends immediately. If you would be eliminated by some other means, the elimination fails, and you remain in the game.

Once the Key has prevented your elimination, you must immediately pass the Key to another player (still in game) of your choice.

The Key may be used only once in a session.

If the Key is destroyed, it cannot be used.

ROLES

The rules are listed in the alphabetical order; not all roles will be available, however. To avoid spoilers, only read details of the roles that are currently in the game.

Cerberus: Each night, Cerberus wakes up and looks for the Seer by PMing the Moderator. Cerberus is on the Werewolf team, but is not a Werewolf, and usually doesn't know the Werewolves' identities. Getting the Seer's identity to them somehow would be helpful.

Cult Leader: The Cult Leader picks a player each night to add to his cult via PM to the Moderator (players picked do not know they are the cult, just like in real life). If all remaining players in the session are in the cult, the game ends and the Cult Leader wins. The Cult Leader cannot win if they are eliminated. The Cult Leader is on his own team; if he wins, all other players lose.

Dracula: Dracula wakes up each night and chooses a player via PM to the Moderator and they become his wife. The Moderator will PM the player to tell them they have been chosen. If a day/night cycle passes while Dracula has three wives that have not been eliminated, the game ends and Dracula wins. Dracula cannot win if he is eliminated. Dracula is on his own team. His wives are not on his team.

Leprechaun: The Leprechaun wakes each night and the Moderator shows him who was targeted by the Werewolves. The Leprechaun May shift the target one player to the left or to the right. The Leprechaun cannot shift the same target more than once per session, and he may not shift if he is the target. The Leprechaun is on the Village Team.

Seer: Each night, the Seer will tell the Moderator via p.m. a player of their choice. The Moderator will tell them if that player is a werewolf or not. The Seer is on the village team.

Sentinel: The Sentinel wakes up before the game starts and gets to know who the Seer is. The Sentinel is on the Village Team, and it's his job to keep the Seer safe from the Werewolves.

Sneak Peeker: This is a player who reads items in the *Reference Guide* that he wasn't instructed to by the Diary. If this sounds familiar to you, maybe you shouldn't be reading this description.

Villager: A Villager's sole purpose is to find werewolves and to eliminate them. The Villagers on the Village team.

Werewolf: The Werewolves wake up on Night 0 and learn the identities of all werewolf players. Every night after, all werewolves wake together and agree on a target to eliminate in /r/werewolfchat. It can be any player, even another werewolf, as long as they agree. If the werewolf players spend more than 5 hours deciding on the target, they do not get to eliminate anyone that night. A Werewolf is on the werewolf team.

Zombie: The Zombie wakes each night and PMs the Moderator a different player to eat their brains. The Moderator reveals who brain has been eaten when the Village wakes. Players whose brains have been eaten may talk, but may not vote to eliminate during the day. If all remaining players in the session other than the Zombie have no brain, the game ends and the Zombie wins. The Zombie cannot win if it is eliminated. The Zombie is on its own team.

TITLES

Count: After the Roles are assigned but before start of game, you may ask the Moderator to tell you what is the extra Role that the Moderator took out of the game.

Mayor: You may simultaneously nominate and second a player once per session. This can be done at any time, as long as there is not another player who is currently on trial.

Professor: There is no Professor title in the game; it is just here to remind you to not read things unless the Diary says to do so.