

Lupus in Tabula®

LADY WEREWOLF'S REVENGE

for 4-30 players, aged 8 and up

The Village of Tabula has grown even more popular for the lovers of mystery! Artists, investigators, and all kinds of creepy creatures have come to the village from every corner of the country. Dorian Wolf may escape his fatal destiny at the expense of an unsuspecting villager. Baron Samedi may bring a Ghost back to life. Darius, the wicked Guardian of the Shadow may even defeat a Werewolf... Meanwhile, under the light of the full moon, Lara, the Lady Werewolf, takes her revenge by slaughtering one of her fellows, and makes the villagers even more confused!

Lady Werewolf's Revenge is a brand new expansion for **Lupus in Tabula®**! New characters have been added, and some of them can even keep acting after they become ghosts! Now you can play with as few as 4 players and as many as 30 – but watch out for new threats lurking in the shadows...

CONTENTS

- 27 cards:

- ❖ 10 new Special characters

- ❖ 1 Werewolf

- ❖ 2 Villagers

- ❖ 7 Wicked Aura and 7 Innocent Aura (for 4 to 7 player games)

- 5 tiles:
(remove the tiles from the frame before your first game.)

- ❖ The Skull of Hamlet

- ❖ The Zombie of Baron Samedi

- ❖ The potion of Dr. Jekyll

- ❖ The portrait of Dorian Wolf

- ❖ The Werewolf Claw (with plastic base for 4 to 7 player games)

- Summary sheet and these rules.

THE NEW SPECIAL CHARACTERS

These are new special characters that you can use in your games (in addition to or instead of those in the basic game). The number in brackets is the suggested minimum number of players in the game when using that character (so, “12+” means “games with 12 or more players”). Some characters are best used as a replacement for another character, instead of using both of them. The Moderater keeps any needed tiles handy.

- can look at the last Aura card discarded (the one on top of the pile in the middle of the table).
- **Darius** and the **Fortune Teller**: They can look at **one living character**. If that character has an Aura card, they must look at the Aura instead of the character card. If that character does not have an Aura card, then they may look at the character card.
- **Werewolves**: They agree on which character to slaughter, then put the Werewolf Claw on that character card. They can choose to “slaughter” their own Aura cards to divert suspicion. Lara may still choose to slaughter the other Werewolf.

Each card can only have one tile on it. Any card with a tile on it cannot be looked at by any character. *Example: A character card is covered by the Potion. You cannot put the Werewolf Claw on it, and Darius cannot examine it.*

At the beginning of the day, the character with the Potion is killed first and the Potion is returned to the center. Then the character with the Werewolf Claw is killed.

After the discussion phase, starting with the character to the left of the one marked by the Werewolf Claw and proceeding clockwise, each player votes for a suspect by placing his voting token on another player's (living) character. Once the speeches are over, the normal simultaneous voting is used to choose which suspect to lynch.

Ties are broken by choosing the tied character closest to the Werewolf Claw, counting clockwise (starting with the player to the left of the claw holder). After the lynching, return the Werewolf Claw to the center.

As usual, **Ghosts cannot speak** and only vote to choose suspects. Ghosts have no special abilities.

The game ends when:

The number of Werewolves and other characters still alive are even: the Werewolves reveal themselves and win the game, along with the Wereco;w;

or

All the Werewolves are dead: they must reveal themselves and the Humans win.

Important! Darius is the only winner if he is the only one alive, or if he is alive with only one other character (even if it is a Werewolf). If he is dead, he wins with the Humans.

Example: In a 6-player game, only two characters are still alive. Andrew, the Werewolf, reveals his character card, ready to cheer for his victory. But – surprise! – the other living character, played by Barbara, is Darius! Barbara is the sole winner of the game!

Practical Tips

During the night, tap the table with one hand close to you, so you do not hinder the other players. Use your other hand to act. When not acting, use your other hand to cover your eyes so you do not glimpse any shadows caused by the other players. If you cannot cover the noise with your hands, you may want to add background music.

If you are calling the phases of the night, and you can't remember them all, read them off. Keep the summary very close to you. Move the hand you use to cover your eyes just a tiny bit, and keep looking down. This way you can read the summary without seeing what the other players do. If it's your turn to act, use the hand you use to cover your eyes, and continue tapping with the other.

To make it easier to act at night, give each phase ten seconds, counting aloud only the first and last few numbers. For example, you might say “The Fortune Teller opens her eyes. 1... 2... 3...” then count in your head “4... 5... 6... 7...” and then out loud again “8... 9... 10. The Fortune Teller closes her eyes.”

The Fortune Teller and Darius, after looking at a character or Aura may slightly move (but not look at!) any other Aura cards or character cards so the other players cannot tell which cards they looked at. If

these characters are Ghosts, they can still move the cards slightly (without looking!) during their phase. Similarly, Miss Purple may slightly move the top Aura card of the pile during her phase after she becomes a Ghost, so the other players cannot tell that she has been killed.

In a 4-player game, to further confuse ideas about which characters are in play, both the Fortune Teller and Miss Purple can slightly move the top Aura card and/or the character cards in play (without looking!).

SUGGESTED COMBINATIONS OF CHARACTERS

There are countless combinations of characters that you can use in Lupus in Tabula. Here are some character “themes” that we recommend you try. The number in brackets is the suggested range of players that work well for that combination of characters. When a range of Villagers is listed, add as many as you need so you have one character for each player. *Note: It is possible that the backs of the cards from your copy of Lupus in Tabula may be different from the backs of the cards in this expansion. For this reason, you should try to include a good mix of cards from both sets when you combine them. In the themes below, we have indicated which cards you should take from Lupus in Tabula (“LIT”) where appropriate.*

The Few and the Special! [7 – 8 players]: Lara, 1 Werewolf (from LIT), Darius, Seer or Fortune Teller, Baron Samedi, Possessed, Owl-man, Miss Purple or Medium [with 8 players], 0 Villagers.

The Night Shift [8 – 13 players]: 1 Werewolf (from this expansion), 1 Werewolf (from LIT), Seer or Fortune Teller, Baron Samedi, Miss Purple [with 9+], Deedalive [with 12+], Owl-man [with 12+], 2 Villagers (from this expansion), 2 - 4 Villagers (from LIT).

The Evil and the Cure [9 – 23 players]: Lara, 1 Werewolf (from LIT) [with 8 – 15 players] or 2 Werewolves (from LIT) [with 16+], Wereco;w, Darius, Seer, Fortune Teller, Possessed [with 10+], Dr. Jekyll [with 12+], 2 Villagers (from this expansion), 1 – 12 Villagers (from LIT).

The Lovers of Mystery [12 – 16 players]: 1 Werewolf (from this expansion), 1 Werewolf (from LIT) [with 8 – 15 players] or 2 Werewolves (from LIT) [with 16], Wereco;w, Darius [with 12 – 14] or Werehamster [with 15+], Seer, Fortune Teller, Baron Samedi, Medium, Possessed, Bodyguard, Dr. Jekyll, Hamlet [with 12 or 14+], 2 Freemasons [with 13+] Deedalive [with 15+], 0 Villagers.

Nights of Blood [12 – 23 players]: 1 Werewolf (from this expansion), 1 Werewolf (from LIT) [with 8 – 15 players] or 2 Werewolves (from LIT) [with 16+], Seer or Fortune Teller, Miss Purple, Dr. Jekyll, Hamlet, Deedalive, Owl-man (in its “deadly” version), 2 Villagers (from this expansion), 2 – 12 Villagers (from LIT).

Different Factions, Different Afterlives [9 – 28 players]: Lara, 1 Werewolf (from LIT) [with 9 – 24 players] or 2 Werewolves (from LIT) [with 25+], 1 Werewolf (from this expansion) [with 16+], Darius [with 9 – 14] or Werehamster [with 15+], Seer or Fortune Teller, Baron Samedi, Medium, Possessed [with 10+], Dorian Wolf [with 12+], 2 Freemasons [with 13+], Mythomaniac [with 16+], Owl-man (in its “deadly” version) [with 20+], 1 – 2 Villagers (from this expansion), 1 – 12 Villagers (from LIT).

Mythomania [16 – 30 players]: Lara, 1 Werewolf (from this expansion), 1 Werewolf (from LIT) [with 16 – 24 players] or 2 Werewolves (from LIT) [with 25+], Wereco;w, Werehamster, Seer, Fortune Teller, Miss Purple, Possessed, Dr. Jekyll, Owl-man (in the “deadly” version if 20+ players), Dorian Wolf, 2 Freemasons, Mythomaniac, 1 – 2 Villagers (from this expansion), 1 – 12 Villagers (from LIT).



LUPUS IN TABULA® - LADY WEREWOLF'S REVENGE

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Lara, the Lady Werewolf [8+, as an alternative to one of the Werewolves]: She is one of the Werewolves, but she may decide to slaughter another Werewolf instead of slaughtering a Villager that night. The other Werewolves cannot oppose her if she makes this choice. Lara cannot slaughter herself.

Baron Samedi [8+]: He is a human who can bring a character that died during the night back to life. Starting in the second night, the Moderator calls a “Baron Samedi Phase.” **Once during the game**, he can nod to the Moderator to use his special ability. The Moderator then takes the Zombie and assigns it to the character with the “Welcome!” That character is a zombie and cannot be killed that night. At the start of the next day he comes back to life with all of his special abilities. The Zombie is discarded, and there is no “Baron Samedi Phase” for the rest of the game. **Baron Samedi can use his ability even if he is a Ghost.** He cannot use his ability on himself. The character that Baron Samedi brings back to life can be killed again normally, once the Zombie is discarded.



Miss Purple [9+, as an alternative to the Medium]: She is a human detective. Starting in the second night, the Moderator calls a “Miss Purple Phase.” During this phase, she opens her eyes and the Moderator shows her with his fingers how many “wicked” characters are still alive (i.e., the total number of Werewolves, Werecow, Werehamster, Darius).

Darius, Guardian of the Shadow [9+, as an alternative to the Werehamster]: He is a wicked seer, who can win alone. **Darius is the only winner** if he alone is alive at the end of the game, or if only one other character is alive (even if he’s a Werewolf). If he is alive with more than one other character he loses. **If Darius is a Ghost, he wins or loses with the other Humans.** During the night, the Moderator calls a “Darius Phase” during which Darius acts just like the Seer. He is considered a “Were” and “wicked” by the Medium, Seer, Fortune Teller, Miss Purple, etc.



The Werecow [12+, can always be used in games with both a Seer and Fortune Teller]: She dreams of being a Werewolf, so she knows who the Werewolves are and wins the game if they win. During the first night, the Moderator calls a “Werecow Phase.” The Werecow opens her eyes. At the same time, all the Werewolves raise a hand to be identified but **they must keep their eyes closed!** (So, the Werecow knows the Werewolves, but they do not know who the Werecow is!) The Werecow does **not count** as a Werewolf for game end purposes. She is considered a “Were” and “wicked” by the Medium, Seer, Fortune Teller, Darius, Miss Purple, etc.

The Deadalive [12+, as an alternative to Dorian Wolf]: He is a human...who is already dead! For game end purposes, **he is never counted among the living.** He may be killed and he becomes a Ghost as normal, but **he reveals his character card and continues to play like a living character** (he can still talk, vote, etc.).



Dorian Wolf [12+, as an alternative to Hamlet and the Deadalive]: He is a human who can save himself from death by using his own portrait, once per game. During the first night, the Moderator calls a “Dorian Wolf Phase.” During this phase, Dorian Wolf points at another character of his choice and the Moderator gives that character the Portrait. If Dorian Wolf dies, he may reveal his character card to stay alive. The character assigned the Portrait dies (becomes a Ghost) instead of Dorian Wolf, and the Portrait is discarded. If that character is already a Ghost, Dorian Wolf still stays alive. If Dorian Wolf does not reveal himself, the character with the Portrait does not die, and the Portrait remains in play.

Dr. Jekyll [12+]: He is a human who can drink a potion to turn into Mr. Hyde for one night and kill another character. Starting in the second night, the Moderator calls a “Dr. Jekyll Phase.” Once during the game, he can point at another character of his choice who is killed and becomes a Ghost. At the beginning of the day, the Moderator announces that Dr. Jekyll turned into Mr. Hyde during the night and discards the Potion. The Moderator does not call the “Dr. Jekyll Phase” during night any more.



Hamlet [12+, as an alternative to Dorian Wolf]: He is a human whose fate is bound to a skull. During the first night, the Moderator calls a “Hamlet Phase.” Hamlet opens his eyes and points at a character of his choice. The Moderator gives the Skull to that character. At the end of each day, the player with the Skull must pass it to another living character of his choice. If Hamlet dies, **he may reveal his character card** to cause the character with the Skull to die also (if he is not already a Ghost), and the Skull is discarded. If Hamlet does not reveal himself, the character with the Skull does not die and the Skull remains in play. (If Hamlet does not reveal himself when killed, the players continue to pass the Skull around until the end of the game.)

The Fortune Teller [16+, can always be used in a game with the Werecow]: She is a human seer. The Fortune Teller has the same ability as the Seer, but they do not know each other, and have separate phases during the night.



Notes on the Special Abilities:

- If the **Mythomaniac** points at Lara, from then on he opens his eyes with the Werewolves at night, but he does not gain the Lara’s special ability. The Mythomaniac raises his hand during the Werecow Phase (even though it is not certain that he will become a Werewolf!). If he joins the Werewolves, he is counted as “wicked” for Miss Purple. If he points at the Fortune Teller, he gains her ability and opens his eyes during the Fortune Teller Phase.
- The **Werehamster** dies if he is seen at night by the Seer or by the Fortune Teller.
- The **Bodyguard** only protects against the Werewolves, not other events. This includes the new actions such as Hamlet or Dr. Jekyll.
- If more than one character died during the night, each becomes a Ghost. The Moderator **does not explain why each character died**, and chooses which character receives the “Welcome!”
- When a character becomes a Ghost, he loses all special abilities unless it says otherwise (such as Baron Samedi). In any case, the Moderator only discards any tiles associated with the dead character when required to by the rules, so he does not give away any clues.
- If you are using the **Jack-o'-lantern**, it identifies the Fortune Teller, Darius, and Miss Purple.



THE GAME FOR 4-7 PLAYERS

This variant is only recommended for experienced players. The game is played without a Moderator. All the normal rules are used, with these changes:

Use these characters from this expansion (only), based on the number of players:

- 4 Players: Werewolf, plus any 3 of the following chosen at random: Werecow, Darius, Fortune Teller, or Miss Purple—shuffle all four together, and return one at random to the box without revealing it.
- 5 Players: Werewolf, Werecow, Darius, Fortune Teller, & Miss Purple
- 6 Players: Werewolf, Werecow, Darius, Fortune Teller, Hamlet (w/ Skull), & Dr. Jekyll (w/ Potion)
- 7 Players: Werewolf, Lara, Darius, Fortune Teller, Miss Purple, Hamlet (w/ Skull), & Dr. Jekyll (w/ Potion).

You also need the Werewolf Claw and both Werewolf Evidences, as well as one voting token, one Wicked Aura, and one Innocent Aura for each player.

Each player receives a character card, a voting token, one Wicked Aura and one Innocent Aura. Each player **secretly discards one Aura card face down into the box:** The Werewolves, Werecow, and Darius discard their Innocent Auras (since they are “wicked”) and the others discard their Wicked Auras (they are “innocent”). Stack your Aura card on top of your character card so they do not overlap completely. Make a circle of these cards in easy reach of all players. Place the Werewolf Claw, the Skull (if Hamlet is in the game), and the Potion (if Dr. Jekyll is in the game). Leave a space for a pile of Aura cards.

Each player has an Aura card that matches the “wickedness” or “innocence” if his character. The Aura also provides a limited protection for the character. If a character with an Aura card is killed, he does not die. His Aura card is discarded, face down, into a pile at the center of the circle of cards, and he continues to play as normal. When a character that has no Aura card is killed, he becomes a Ghost. His character card is removed from the circle, and placed in front of that player.

During the night, one player calls out the phases of all characters—**while keeping his eyes closed**. The rules for some characters are changed slightly:

- **Hamlet:** During the first night, he can take a peek at another character’s Aura card before he places the Skull near the character card of his choice (not on the card, because it would hinder the actions of other characters). He may give the skull to any character—he does not have to give it to the one whose Aura card he peeked at. Each day, the player who receives the Skull places it near his character card.
- **Dr. Jekyll:** Starting with the second night, he can kill **one character each night** by putting the potion **on** that character’s card.
- **Miss Purple:** Starting with the second night, she

