

INNOCENTS

All roles in this category share one goal; kill every member that is part of the Werewolf team.

Innocents This is the basic role of the game. Find out who the werewolves are, and vote for them to kill them off!

Bakers Bakers know who all the other bakers are. They are all innocent.

The runner The runner will escape death if the werewolves attempt to eat him. This only works once.

Fortune teller Each night, the fortune teller can see the role of one player.

Huntress When the huntress dies, she can choose to kill another player.

Cupid The first night, Cupid will select a lover. Cupid and the lover can only win together; if one gets eliminated, they both die. (That's how much they love each other) If the lover is a werewolf, they'll have to kill off everybody else.

Cult member At night, the cult members vote to kill an outsider.

Cult Leader This player has the same rights as the cult members. If they die, all cult members become normal civilians.

Cursed Civilian If this player gets eaten by the werewolves, he will turn into a werewolf.

Crowd Seeker The crowd seeker can give three names each night. He will learn their roles (in a random order).

WEREWOLVES

Werewolf You are a werewolf! It is your job to kill everyone who is not a werewolf.

White Werewolf This werewolf wins if they are the only player alive. They will act like a normal werewolf, but will also try to eliminate all werewolves.

Warlock The warlock is a corrupted fortune teller. The role works the same as the fortune teller, but the warlock wins when the werewolves win.

FLUTE PLAYER

Flute Player Each night, the flute player chooses two players to become flute victims. Once everyone but him is a flute victim, the flute player wins the game. Flute victims keep their roles, but they know who the other victims are.