

Inhoudsopgave

1	Role Action Scheme	2
2	Roles	4
2.1	Townspeople Team	4
2.1.1	Innocent	4
2.1.2	Alcoholic	4
2.1.3	Amulet Crafter	4
2.1.4	Assassin	4
2.1.5	Aura Teller	4
2.1.6	Baker	4
2.1.7	Butcher	5
2.1.8	Barber	5
2.1.9	Crowd Seeker	5
2.1.10	Cult Leader	5
2.1.11	Cult Member	6
2.1.12	Cupid	6
2.1.13	Cursed Civilian	6
2.1.14	Dog	7
2.1.15	Executioner	7
2.1.16	Exorcist	7
2.1.17	Fortune Teller	7
2.1.18	Fortune Apprentice	7
2.1.19	Grandma	8
2.1.20	Hooker	8
2.1.21	Huntress	8
2.1.22	Idiot	8
2.1.23	Look-Alike	8
2.1.24	Macho	9
2.1.25	Mad Scientist	9
2.1.26	Priest	9
2.1.27	Priestess	9
2.1.28	Raven	9
2.1.29	Royal Knight	10
2.1.30	Runner	10
2.1.31	Town Elder	10

2.2	Werewolf Team	10
2.2.1	Werewolf	10
2.2.2	Curse Caster	10
2.2.3	Hell Hound	10
2.2.4	Infected Wolf	10
2.2.5	Lone Wolf	11
2.2.6	Sacred Wolf	11
2.2.7	Tanner	11
2.2.8	Warlock	11
2.2.9	White Werewolf	11
3	Solo Teams	12
3.0.1	Angel	12
3.0.2	Flute Player	12

1 Role Action Scheme

Game Time	Event	Role	Action/Notes
Day 1	Immediate	Tanner	Three players are disguised.
	End	Everyone	A Mayor is chosen.
Night 1	Immediate	Crowd Seeker	Three players are inspected.
		Cupid	A lover is chosen.
		Curse Caster	A player is cursed.
		Dog	A role is chosen.
		Exorcist	A player is undoomed.
		Flute Player	Two players are enchanted.
		Fortune Teller	A player is revealed.
		Hooker	A player is chosen.
		Imitator	A player is being imitated.
		Infected Wolf	CAN infect a player.
		Look-Alike	A player is copied.
		Priestess	A player is purified
		Raven	A player is threatened.
		Warlock	A player is revealed.
		Vampire	A player is demonized.
	End	Lone Wolf	A player is murdered.
		Werewolf	A player is murdered.

Game Time	Event	Role	Action/Notes
Day 2	Immediate	Barber	CAN kill a player.
		Royal Knight	CAN cancel a lynch.
		Tanner	Three players are enchanted.
	End	Everyone	A player is elected Mayor, Reporter or Guardian.
			A player is chosen to be lynched.
Night 2	Immediate	Crowd Seeker	Three players are inspected.
		Curse Caster	A player is cursed.
		Exorcist	A player is undoomed.
		Fortune Teller	A player is revealed.
		Hooker	A player is chosen.
		Imitator	A player is being imitated.
		Infected Wolf	CAN infect a player.
		Flute Player	Two players are enchanted.
		Priestess	A player is purified
		Raven	A player is threatened.
		Warlock	A player is revealed.
		Vampire	A player is demonized.
	End	Assassin	A player is murdered.
		Cult	A player is murdered.
		Lone Wolf	A player is murdered.
		Werewolf	A player is murdered.
		White Werewolf	A werewolf is murdered.

2 Roles

2.1 Townspeople Team

2.1.1 Innocent

The innocents are normal players. They only know their own role. The innocents can vote during the day on whomever they suspect to be an enemy, and hope during the night that they won't get killed. The Curse Caster can turn innocents into Cursed Civilians.

Innocent players do not gain a personal Secret Channel. Other than the Public Channels and the voting booth, they have access to no other channels.

2.1.2 Alcoholic

The alcoholic cannot talk on the town square, but is only allowed to talk in the tavern. The alcoholic can talk in the conspiracy channels.

2.1.3 Amulet Crafter

2.1.4 Assassin

The Assassin may choose a player to kill. This happens every night, except for the first one. The assassin's kill is an end effect; the player will die at the end of the night.

The Infected Wolf can turn the assassin into a werewolf.

2.1.5 Aura Teller

The aura teller cannot see a player's role, but they can check whether a player is in the wolf pack. This means that they can recognize the aura of the werewolf, sacred werewolf, white werewolf, etc, but not the roles like the lone wolf, tanner warlock or curse caster.

2.1.6 Baker

Bakers are a special type of innocents; they know all other players who gained the baker role. They can fully trust and rely on each other.

Bakers share a private channel, where they can communicate with each other. If a baker loses their role in any way, they will still keep access to the channel. This means that at some point, a baker may betray the group.

If the Look-Alike copies a baker, then they will be added to the same group as the other bakers.

2.1.7 Butcher

The Butcher is like the baker group, a group of trusted players; except for that exactly one butcher is a werewolf! This player is called the Bloody Butcher.

2.1.8 Barber

At any time during the day, the barber may once kill another player. The barber also receives the choice whether they want to be revealed or not.

The barber cannot kill anyone on the first day or during the night.

The Curse Caster cannot turn the Barber into a Cursed Civilian. However, when the barber kills a player, they will turn into a regular Innocent, after which this is entirely possible.

The Infected Wolf can turn the barber into a werewolf.

2.1.9 Crowd Seeker

The crowd seeker can select three different players each night, and guess for each of them what their role could be. Any correct guesses made will be confirmed.

The crowd seeker's powers can be influenced by the flute player's and the tanner's.

A seeking is an immediate effect; the player will gain their requested info directly after having made the guesses.

2.1.10 Cult Leader

The Cult Leader is the owner of a group called the cult. The cult can kill one player each night, except for on the first night. When the Cult Leader dies, the cult gets disbanded. The players can no longer kill, and all Cult Members will turn into regular innocents.

The runner's effect will not trigger when they are being attacked by the cult, which means they'll die immediately.

The cult only gets disbanded when the player who originally was a cult leader, dies. This is referring to rare situations like the ones where the Cult Leaders turns into a werewolf. In such cases, the cult would continue to exist.

The Infected Wolf can turn the Cult Leader into a werewolf.

If the Look-Alike copies the Cult Leader, then the cult has multiple leaders, and the cult will be disbanded when all the Cult Leaders have died.

2.1.11 Cult Member

The Cult Member is part of the cult. The cult can kill one player each night, except for the first night. When the Cult Leader dies, the cult gets disbanded, and the Cult Member will turn into a regular Innocent.

The cult decides their victims by voting on whom they suspect most.

2.1.12 Cupid

During the first night, the cupid can choose a player. They can no longer vote to kill each other, and they will die if the other player dies. After the player has chosen their lover, they will turn into a regular innocent.

If the two players are on different teams, they will only win when both win conditions are fulfilled.

For example, if the couple is an Innocent and a Werewolf, everyone must die.

Another example is when the couple is Undead and a Vampire, then the normal Vampire win condition must be reached.

Or, if they're both Innocents, they belong to the Townspeople team and can win together with them.

The Infected Wolf can turn the Cupid into a werewolf. If this happens before the Cupid has chosen a target, then they won't need to choose one.

The Cupid will turn into an innocent after having chosen a player.

2.1.13 Cursed Civilian

The cursed civilian is part of the townspeople team. However, if they get attacked by the werewolves, they will turn into a werewolf, instead of dying.

The Cursed Civilian can be purified by the Priestess.

The Infected Wolf can turn a cursed civilian into a werewolf, although this is not recommended. Attacking the player instead is often a wiser decision.

2.1.14 Dog

During the first night, the Dog will be able to choose their role; they can play the game as an innocent, as a cursed civilian or as a werewolf. They will continue to play the game as their chosen role.

The Infected Wolf can turn the dog into a werewolf. If this happens, the dog will no longer have to make a choice.

2.1.15 Executioner

Whenever the Executioner is chosen to be lynched, it will be prevented, and the Executioner will be able to choose another player. That player will die in their place. After the failed lynch, the Executioner will turn into a regular innocent.

The Executioner may also choose to not let anyone die in their place.

2.1.16 Exorcist

Every night, the Exorcist may choose a player to undoom. An undoomed player will lose the demonized effect, and if the player was a Vampire, Undead or The Thing, then they will die.

This is one of the few immediate effects that can kill a player instantly.

2.1.17 Fortune Teller

Each night, the fortune teller can inspect a player. The fortune teller will be told what their role is.

Each fortune teller can have at most one fortune apprentice. In case of multiple fortune tellers in-game (and a smaller amount of apprentices), the fortune teller will be told whether they have an apprentice or not, but they will not be told who it is.

2.1.18 Fortune Apprentice

The fortune apprentice is being given a fortune teller. When the fortune teller dies, the apprentice becomes the new fortune teller.

The apprentice will turn into a fortune teller whenever the given fortune teller dies, not when they lose their role. This applies to rare scenarios where the fortune teller dies after having turned into, for example, a werewolf.

2.1.19 Grandma

Each night, Grandma can choose three players. The next day, those three players aren't allowed to vote. Grandma can choose herself as one of them.

2.1.20 Hooker

Each night, the hooker sleeps with another player. Since the hooker is at the other player's house and not at home, any attacks in the night will fail; however, if the person they're sleeping over at is being attacked, then so are they.

Not the result, but the action is copied; if the Hooker chooses a Cursed Civilian and the Cursed Civilian gets attacked, then the Cursed Civilian turns, but the Hooker dies. Same with protected players; the Hooker won't survive a cult attack if the other is a Sacred Wolf.

2.1.21 Huntress

Whenever the huntress dies, she can choose a player to die along with her. The role will be revealed to all, and the other player is killed immediately.

2.1.22 Idiot

If the idiot dies during the death poll or during the night, the first attack will be prevented. However, the idiot will lose the right to vote.

It is not publicly announced that the idiot dies, and the idiot will keep access to the voting booth. His vote will simply no longer count. When the idiot turns into an Undead, they will be able to vote again.

2.1.23 Look-Alike

During the first night, the look-alike chooses a player. All data, including whether they are enchanted or not, demonized, in love, etc, is copied.

2.1.24 Macho

If the macho is killed during the night, they will survive until the next day. The macho will know who killed them, and it is up to him to decide whether he wants to share this information or not. At the end of the day, the macho dies.

If it's a group that killed the macho, like the cult or the werewolves, then a random member who voted for the macho is selected.

2.1.25 Mad Scientist

At the start of the game, the Mad Scientist gets two players assigned. If the mad scientist dies, then so will the two other players.

2.1.26 Priest

Each night, the Priest can use his holy water on a player. If that player is on the Werewolf team, that player will die. If they are not, then the Priest will die.

2.1.27 Priestess

Each night, the priestess may choose one player. If that player is a cursed civilian, they will turn into a regular innocent. If the player is a sacred werewolf, they will turn into a regular werewolf.

When the priestess purifies a player, the result will be positive, neutral or negative.

If the result is positive, then the target was a cursed civilian or a sacred werewolf, and turned into an innocent or werewolf, respectively.

If the result is neutral, then the target was already an innocent or a werewolf, so they cannot be purified.

If the result is negative, then they had another role besides the innocent, cursed civilian, werewolf or sacred werewolf.

2.1.28 Raven

Each night, the raven can threaten a player. The morning after, that player has 2 more votes against them on the daily death poll. However, only the Raven and the threatened player know about it.

2.1.29 Royal Knight

The royal knight may forgive a player once, and prevent that player from being lynched that day. The Royal Knight is allowed to forgive themselves. When forgiving a player and cancelling a lynch, the royal knight will not be revealed.

2.1.30 Runner

The runner can escape a werewolf attack once. They won't die, but they will lose the runner role, and turn into an innocent.

2.1.31 Town Elder

The town elder cannot die during the daily death poll. If they're about to get lynched, their role will be revealed, and they will no longer be able to be hung up. After the third failed attempt to lynch the Town Elder, they will die to aging.

2.2 Werewolf Team

2.2.1 Werewolf

The Werewolf is a player who acts like a regular player during the day, but secretly kills players during the night, together with all the other werewolves.

2.2.2 Curse Caster

Each night, the curse caster can curse a player. If that player is a regular innocent, they will turn into a cursed civilian. The Curse Caster cannot curse players with extra roles, like the runner, the cupid or the fortune teller. The curse caster does not know the werewolves, and it is their task to seek contact.

2.2.3 Hell Hound

2.2.4 Infected Wolf

At any time during any night throughout the game, the infected wolf may once choose a player to turn into a werewolf. They will lose their original role, and continue to play as a werewolf.

The infected wolf can infect most players, but there are some exceptions, like the undead or the vampire, who will merely pretend to have become a werewolf, while in reality, they aren't. For those roles, it is mentioned in their description that they will not turn into a werewolf.

2.2.5 Lone Wolf

The Lone Wolf doesn't know the other wolves, and starts off all alone. Each night, they can kill one player on their own. When another werewolf dies, the Lone Wolf loses their powers, join the wolf pack and turn into a regular werewolf.

The exception is the white werewolf; if a werewolf dies because they had been killed by the white werewolf, then the Lone Wolf will not join the wolves' ranks yet.

2.2.6 Sacred Wolf

The sacred wolf is a werewolf that cannot die during the night. However, if purified by a priestess, they will turn into a regular werewolf.

2.2.7 Tanner

Each day, the tanner can disguise three players; the night after, to roles like the fortune teller, the crowd seeker and the warlock, their role will appear to be what the tanner has disguised the players as. The tanner may disguise themselves.

2.2.8 Warlock

The warlock is the corrupted version of a fortune teller. Each night, they can inspect a player, and they will learn what their role is; however, it is the warlock's goal to survive with all the werewolves.

2.2.9 White Werewolf

To the werewolves, the white werewolf will appear to be a regular werewolf. However, it is the white werewolf's goal to win the game completely alone; even the other werewolves must die. This is a difficult but very enjoyable role to play.

If the werewolves' win condition is reached before the white werewolf could kill them all, then the werewolves win and the white werewolf loses. This is the case when all the innocents are dead before the werewolves are. It is the white werewolves' task to kill the werewolves off before all non-werewolves are dead.

3 Solo Teams

These roles have only one thing in common; they want to win on their own. They each have their difficult but egocentric win conditions that allow them to win the game completely on their own - if played correctly.

3.0.1 Angel

The angel's only goal is to die during the first lynch, which happens on the second day. If this doesn't happen, the angel will turn into a regular innocent.

3.0.2 Flute Player

Each night, the flute player can choose one player, who will be enchanted. If all living players but the flute player(s) are enchanted, the flute player wins.

If there are multiple flute players, then they are one team, and they will work together. Each flute player will be able to enchant one player.

If there's only one flute player, then they will be able to enchant two players at night. This also counts when a flute player is the only flute player left alive.