

Contents

1	Role Action Scheme	3
2	Roles	5
2.1	Townspeople Team	5
2.1.1	Innocent	5
2.1.2	Alcoholic	5
2.1.3	Amulet Crafter	5
2.1.4	Assassin	6
2.1.5	Aura Teller	6
2.1.6	Baker	6
2.1.7	Butcher	7
2.1.8	Barber	7
2.1.9	Crowd Seeker	7
2.1.10	Cult Leader	7
2.1.11	Cult Member	8
2.1.12	Cupid	8
2.1.13	Cursed Civilian	9
2.1.14	Dog	9
2.1.15	Executioner	9
2.1.16	Exorcist	10
2.1.17	Fortune Teller	10
2.1.18	Fortune Apprentice	10
2.1.19	Grandma	11
2.1.20	Hooker	11
2.1.21	Huntress	11
2.1.22	Idiot	12
2.1.23	Look-Alike	12
2.1.24	Macho	12
2.1.25	Mad Scientist	13
2.1.26	Priest	13
2.1.27	Priestess	13
2.1.28	Raven	14
2.1.29	Royal Knight	14
2.1.30	Runner	14
2.1.31	Town Elder	15

2.2	Werewolf Team	15
2.2.1	Werewolf	15
2.2.2	Bloody Butcher	15
2.2.3	Curse Caster	16
2.2.4	Hell Hound	16
2.2.5	Infected Wolf	16
2.2.6	Lone Wolf	17
2.2.7	Sacred Wolf	17
2.2.8	Tanner	17
2.2.9	Warlock	17
2.2.10	White Werewolf	18
2.2.11	Wolf's Cub	18
2.3	Solo Teams	18
2.3.1	Angel	18
2.3.2	Flute Player	19
2.3.3	Psychopath	19
2.3.4	The Thing	19
2.3.5	Undead	19
2.3.6	Vampire	20

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.

The infected wolf can turn the innocent into a werewolf.

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.

The curse caster cannot curse the alcoholic.

The infected wolf can turn the alcoholic into a werewolf.

2.1.3 Amulet Crafter

When there is the Amulet Crafter, there is also the *Amulet of Protection*. When someone is wearing the *Amulet of Protection*, they cannot die during the night. However, for every night they're wearing the amulet, they are slowly getting more punishments.

After holding it for one night, nothing happens.

After holding it for two nights, it is publicly revealed that you are holding the amulet.

After holding it for three nights, nothing happens.

After holding it for four nights, your role is publicly revealed.

If you are holding the amulet for five nights, you will die.

The *Amulet of Protection* can be handed over at the start of the day and at the start of the night. If you are being given the amulet, you will not be told from whom you received it. You are not allowed to give the amulet to the same person you gave it to last time.

If a player dies while holding the amulet, the amulet will be brought back to the Amulet Crafter. The Amulet does not work upon them.

This role hasn't been worked out correctly yet. Major changes will come in the near future.

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.

If the look-alike copies the assassin, then the assassins won't join. The look-alike will know the assassin's role, of course, but the original assassin won't know the look-alike's.

The curse caster cannot curse the assassin.

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. The aura teller gains less information, but isn't influenced by the powers of the tanner.

If the look-alike copies the aura teller, then the aura tellers won't join. The look-alike will know the aura teller's role, of course, but the original aura teller won't know the look-alike's.

The curse caster cannot curse the aura teller.

The infected wolf can turn the aura teller into a werewolf.

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. The curse caster cannot curse the baker.

The infected wolf can turn the baker into a werewolf.

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.

If the look-alike copies a butcher, they will be added to the group. However, their role nor whom they copied is revealed, for they could as well have copied the bloody butcher.

The curse caster cannot curse the butcher.

The infected wolf can turn the butcher into a werewolf.

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.

If the look-alike copies the barber, then the barbers won't join. The look-alike will know the barber's role, of course, but the original barber won't know the look-alike's.

The curse caster cannot curse the barber.

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.

If the look-alike copies the crowd seeker, then the crowd seekers won't join. The look-alike will know the crowd seeker's role, of course, but the original crowd seeker won't know the look-alike's.

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.

The curse caster cannot curse the crowd seeker.

The infected wolf can turn the crowd seeker into a werewolf.

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.

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.

The curse caster cannot curse the cult leader.

The infected wolf can turn the cult leader into a werewolf.

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.

If the look-alike copies a cult member, they will join the cult.

The curse caster cannot curse the cult member.

The infected wolf can turn the cult member into a werewolf.

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 NOT turn into an 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 Cupid 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 Townspeople, they belong to the Townspeople team and can win together with them.

If the look-alike copies the cupid before they have chosen a lover, then the look-alike gets to choose a lover as well. If the cupid has already chosen a lover, then they will form a threesome, and all become lovers of each other. The same goes for when the cupid copies the cupid's lover.

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.

The curse caster cannot curse the cupid.

The infected wolf can turn the cupid into a werewolf. The cupid will still keep their lover.

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.

If the look-alike copies the cursed civilian, then the cursed civilians won't join. The look-alike will know the cursed civilian's role, of course, but the original cursed civilian won't know the look-alike's.

The Cursed Civilian can be purified by the Priestess. The cursed civilian will then turn into a regular innocent.

The Infected Wolf can turn a cursed civilian into a werewolf, though 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.

If the look-alike copies the Dog before the dog has chosen a role, then the look-alike gets to choose a role of his own as well.

The curse caster cannot curse the dog.

The infected wolf can turn the dog into a werewolf.

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.

If the look-alike copies the executioner, then the executioners won't join. The look-alike will know the executioner's role, of course, but the original executioner won't know the look-alike's.

The curse caster cannot curse the executioner.

The infected wolf can turn the executioner into a werewolf.

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.

If the look-alike copies the exorcist, then the exorcists won't join. The look-alike will know the exorcist's role, of course, but the original exorcist won't know the look-alike's.

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

The curse caster cannot curse the exorcist.

The infected wolf can turn the exorcist into a werewolf.

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.

If the look-alike copies the fortune teller, then the fortune tellers won't join. The look-alike will know the fortune teller's role, of course, but the original fortune teller won't know the look-alike's.

The curse caster cannot curse the fortune teller.

The infected wolf can turn the fortune teller into a werewolf.

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. This will happen anytime in the game, even if the

fortune apprentice's role has changed.

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.

If the look-alike copies a fortune apprentice, then they are in the same class, and they WILL know each other.

The curse caster cannot curse the fortune apprentice.

The infected wolf can turn the fortune apprentice into a werewolf. However, they should remember that the fortune apprentice may become a fortune teller again when their fortune teller dies.

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.

If the look-alike copies Grandma, then Grandma and the look-alike won't join. The look-alike will know Grandma's role, of course, but Grandma won't know the look-alike's.

The curse caster cannot curse Grandma.

The infected wolf can turn Grandma into a werewolf. You don't wanna see that happen.

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.

The curse caster cannot curse the hooker.

The infected wolf can turn the hooker into a werewolf.

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.

If the look-alike copies the huntress, then the huntresses won't join. The look-alike will know the huntress' role, of course, but the original huntress won't know the look-alike's.

The curse caster cannot curse the huntress.

The infected wolf can turn the huntress into a werewolf.

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.

If the look-alike copies the idiot, then the idiots won't join. The look-alike will know the idiot's role, of course, but the original idiot won't know the look-alike's.

The infected wolf can turn the idiot into a werewolf.

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.

The target is not being told they have been copied by the look-alike, unless if it says so in their description. This means that if the look-alike copies a werewolf, he will join the wolf ranks, but the werewolves will not be told who has been copied; it could be that they copied the white werewolf, after all.

If the Look-Alike chooses a player who turns out to be a look-alike as well, they will get to choose again.

If the Look-Alike doesn't choose a player before the end of the first night, they will turn into a regular innocent.

The curse caster cannot curse the look-alike.

The infected wolf can turn the look-alike into a werewolf.

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 informa-

tion 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.

If the look-alike copies the macho, then the machos won't join. The look-alike will know the macho's role, of course, but the original macho won't know the look-alike's.

The curse caster cannot curse the macho.

The infected wolf can turn the macho into a werewolf. If they were in the dying state, this will save them as well.

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.

If the Look-Alike copies the Mad Scientist, the look-alike will have the same assigned victims as the real mad scientist.

The curse caster cannot curse the mad scientist.

The infected wolf can turn the mad scientist into a werewolf.

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.

The curse caster cannot curse the priest.

If the look-alike copies the priest, then the priests won't join. The look-alike will know the priest's role, of course, but the original priest won't know the look-alike's.

The curse caster cannot curse the priest.

The infected wolf can turn the priest into a werewolf.

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.

If the look-alike copies the priestess, then the priestesses won't join. The look-alike will know the priestess' role, of course, but the original priestess won't know the look-alike's.

The curse caster cannot curse the priestess.

The infected wolf can turn the priestess into a 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.

If the look-alike copies the raven, then the ravens won't join. The look-alike will know the raven's role, of course, but the original raven won't know the look-alike's.

The curse caster cannot curse the raven.

The infected wolf can turn the raven into a werewolf.

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.

If the look-alike copies the royal knight, then the royal knights won't join. The look-alike will know the royal knight's role, of course, but the original royal knight won't know the look-alike's.

The curse caster cannot curse the royal knight.

The infected wolf can turn the royal knight into a werewolf.

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.

If the look-alike copies the runner, then the runners won't join. The look-alike will know the runner's role, of course, but the original runner won't know the look-alike's.

The curse caster cannot curse the runner.

The infected wolf can turn the runner into a werewolf.

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.

If the look-alike copies the town elder, then the town elders won't join. The look-alike will know the town elder's role, of course, but the original town elder won't know the look-alike's.

The curse caster cannot curse the town elder.

The infected wolf can turn the town elder into a werewolf.

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.

The Werewolf appears as a threat to the Aura Teller.

If the look-alike copies a werewolf, they will be added to the wolf pack, but their role will not be revealed; after all, they might as well have copied the white werewolf...

The infected wolf can turn the werewolf into a werewolf. This may seem pointless, but it happens, when the infected wolf suspects a wolf of being the white werewolf.

2.2.2 Bloody Butcher

The Bloody Butcher is a werewolf who is also part of the Butcher group. He is the traitor among the group, who tries to gain information.

The Bloody Butcher appears as a threat to the Aura Teller.

If the look-alike copies a werewolf, they will be added to the wolf pack and the butcher group, but their role will not be revealed; after all, to the butchers, they might be the bloody butcher, and to the werewolves, they could be a second white werewolf...

The infected wolf can turn the bloody butcher into a werewolf. This may seem pointless, for the bloody butcher won't lose access to the butcher group, but this may happen when the infected wolf suspects a bloody butcher of being the white werewolf.

2.2.3 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.

The curse caster does not appear as a threat to the aura teller.

If the look-alike copies the curse caster, then the curse casters won't join. The look-alike will know the curse caster's role, of course, but the original curse caster won't know the look-alike's.

The infected wolf can turn the curse caster into a werewolf.

2.2.4 Hell Hound

2.2.5 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 appears as a threat to the aura teller.

If the look-alike copies an infected wolf, they will be added to the wolf pack, but their role will not be revealed; after all, they might as well have copied the white 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.

Players you shouldn't infect are the Undead and the Vampire, while infecting the Fortune Apprentice isn't recommended either.

If there are multiple infected wolves, the infected wolf can be turned into a werewolf by another infected wolf. This may seem pointless, but it happens when the other infected wolf suspects them of being the white werewolf.

2.2.6 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.

If the look-alike copies the lone wolf, then the lone wolves won't join. The look-alike will know the lone wolf's role, of course, but the original lone wolf won't know the look-alike's. The lone wolf does not appear as a threat to the aura teller.

2.2.7 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.

The sacred wolf appears as a threat to the aura teller.

If the look-alike copies a sacred werewolf, they will be added to the wolf pack, but their role will not be revealed; after all, they might as well have copied the white werewolf...

The sacred werewolf can be purified by the priestess. If that happens, they will turn into a regular werewolf.

2.2.8 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.

The tanner does not appear as a threat to the aura teller.

If the look-alike copies the tanner, then the tanners won't join. The look-alike will know the tanner's role, of course, but the original tanner won't know the look-alike's.

2.2.9 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.

The warlock does not appear as a threat to the aura teller.

If the look-alike copies the warlock, then the priests won't join. The look-alike will know the warlock's role, of course, but the original warlock won't know the look-alike's.

2.2.10 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.

The white werewolf appears as a threat to the aura teller.

If the look-alike copies a white werewolf, they will be added to the wolf pack, but their role will not be revealed, for obvious reasons.

2.2.11 Wolf's Cub

Whenever this werewolf dies, the other werewolves will be able to kill a second player in one night.

The wolf's cub appears as a threat to the aura teller.

If the look-alike copies a wolf's cub, they will be added to the wolf pack, but their role will not be revealed; after all, they might as well have copied the white werewolf...

2.3 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.

2.3.1 Angel

The angel's only go 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.

If the Angel dies the night before the first lynch, then the Angel does not win.

If the look-alike copies the angel, then the angels won't join. The look-alike will know the angel's role, of course, but the original angel won't know the look-alike's.

2.3.2 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.

If the look-alike copies the flute player, then he will join the flute player team, and help the others enchant the town.

2.3.3 Psychopath

At the start of the game, the psychopath is being given a list with half the town's population on it. If all players on that list are dead, the psychopath wins.

Naturally, the psychopath must still be alive when everyone on the list is dead.

If the Look-Alike becomes the psychopath, then the two psychopaths will get to learn about each other and they will share their win condition.

When a psychopath becomes undead, they will lose their old win condition.

2.3.4 The Thing

This role hasn't been worked out correctly yet. Major changes will come in the near future.

2.3.5 Undead

If a demonized player dies during the night, they will lose their original role and become an Undead. They are now part of the Vampire's team, and they have the same win condition as the Vampire; they will win once all players are either Vampire, Dead or Undead.

The Undead is one of the most complex roles in the game. The Undead is a dead player who pretends to be alive. Their previous role has fallen, but as long as they have someone to leech their old role from, they will still keep the role's properties.

The look-alike isn't supposed to be able to copy the Undead. May this ever happen in the future, then the look-alike will be told to choose again. They copy the role and become demonized, however.

2.3.6 Vampire

Each night, the Vampire can demonize a player. The target will not know about it by that time. When a demonized player dies, they will turn into an Undead. The Vampire wins the game, along with the Undead, if all players are either Vampire, Dead or Undead.

If the look-alike copies the vampire, then they will join forces and work together.