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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	Aura Teller	A player's aura is detected.
		Crowd Seeker	Three players are inspected.
		Cupid	A lover is chosen.
		Devil	A player is given the Devil's Wager.
		Flute Player	Two players are enchanted.
		Fortune Teller	A player is revealed.
		Grandma	Two players are chosen.
		Hooker	A player is chosen.
		Look-Alike	A player is copied.
		Raven	A player is threatened.
		Warlock	A player is revealed.
		Vampire	A player is demonized.
	End	Lone Wolf	A player is murdered.
		Priest	CAN holify a player.
		Werewolf	A player is murdered.
		Witch	CAN use a potion.

Game Time	Event	Role	Action/Notes
Day 2 (<i>and on</i>)	Immediate	Tanner	Three players are disguised.
	End	Everyone	A player is elected Mayor, Reporter or Guardian.
		Barber	CAN kill a player.
		Royal Knight	CAN cancel a lynch.
		Everyone	A player is chosen to be lynched.
Night 2 (<i>and on</i>)	Immediate	Aura Teller	A player's aura is revealed.
		Crowd Seeker	Three players are inspected.
		Devil	A player is given the Devil's Wager.
		Fortune Teller	A player is revealed.
		Grandma	Two players are chosen.
		Hooker	A player is chosen.
		Flute Player	Two players are enchanted.
		Raven	A player is threatened.
		Warlock	A player is revealed.
		Vampire	A player is demonized.
	End	Assassin	A player can be murdered.
		Cult	A player is murdered.
		Lone Wolf	A player is murdered.
		Priest	CAN holify a player.
		Werewolf	A player is murdered.
		White Werewolf	A werewolf is murdered. (<i>Only even nights</i>)
		Witch	CAN use a potion.

2 Game Mechanics

The most basic and simple way to explain the game, is the following; there is a town filled with happy innocent people. However, a few of them are secretly werewolves, who are eating players during the night! During the day, they act like normal citizens. The town wants to find out who the werewolves are, and eliminate the threat. If the werewolves are dead, the town wins. However, if the werewolves manage to kill everyone before the town can eliminate them all, the werewolves win.

The game has been getting more and more complicated, but the main theme of the game has stayed. There are some rules present like the curse caster, the priestess and the infected wolf, who allow you to switch teams. Some interesting roles have been added like the Flute Player, the Vampire and the Angel, who should spice up things a little. Do not get blown away by the amount of roles; most roles won't influence yours too much. **Having read this whole document is not a requirement.** It was made as an encyclopedia, where you could look up specific roles and interactions with those, rather than a must've-read before you can join the game.

Each night, the werewolves will choose a player to attack. The attacked player dies, and is out of the game permanently. During the day, the innocents (including the werewolves) are trying to figure out which of them are werewolves, and they form a decision at the end of the day. They can vote on whomever they want to be eliminated. That player will die as well, and is out of the game permanently.

There are a few public channels that (almost) all players can access, but everyone has the ability to create cc's (conspiracy channels). These are private channels that can only be read by a few people, which allow people to have secret conversations with other players.

3 Rules (important!)

If you sign up for the game, you agree that you will listen to the following rules, and that breaking them will allow the Game Masters to remove access from the server, either temporarily or permanently.

Most importantly, **you are not allowed to discuss about the game outside of the Werewolves server!** It is allowed to discuss about the game mechanics, previous games or whether a role is too strong or not, but you are not allowed to talk about a game that is currently going on. If you wish to talk to another player personally, you need to create a conspiracy channel and talk to them privately in there.

Choosing to break this rule may result into a (possibly permanent) ban from the server.

In this game, it is normal that players betray each other, lie to each other and make false claims. This is allowed, since it is in line with the rules. Being the one who got attacked or the one who was lied to, should not be taken personal by anyone. Remember that it's a game, not a real-life matter. If you do

happen to take matters personal, or if you feel bad in real life for events that have happened in the game, we would advise you to stop playing the game. If you are feeling this during the game, do not hesitate to contact one of the Game Masters. They will be happy to help.

Certain actions in the game shouldn't be based upon what has happened in real life, previous games (seasons) or any events that do not associate with the current game. Please do not kill a player because they killed you last game, or betray another player because they are a bully in real life, or harass them if they have a certain username, profile picture, opinion, political view, ethnic background, religion, age, origin or nationality. We hope it doesn't need to happen, but the Game Masters have the right to hold certain actions from happening if they suspect that this might be the case.

Game Masters are humans too. They are mortal beings who have certain needs like a life, food, sleep, work and money. This concerns a few matters; we want to keep the closing of the day and the night as accurate as possible, but we cannot guarantee that this will always happen right on time. You should also keep in mind that this book is displaying the rules, but **the Game Masters have the last word**; if they say that, for example, the tanner cannot disguise themselves, while this handbook says they can, then that rule applies for the rest of the game. This should prevent confusion during the game.

4 Roles

4.1 Townspeople Team

4.1.1 Citizen

The Citizen is the most common role. The Citizen will be told the role of another player from the Townsfolk team. 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 Citizen do not gain a personal Secret Channel. Other than the Public Channels, CCs and the voting booth, they have access to no other channels.

4.1.2 Assassin

The assassin may choose a player to kill during the night, except the first one, but can only kill a total of 3 players throughout a game. The assassin's kill is an end effect; the attacked player will die at the end of the night.

- If the look-alike copies the assassin, then the assassins won't team up. The look-alike will know the assassin's role, of course, but the original assassin won't know the look-alike's.
- If the assassin turns undead, they will lose their powers.

4.1.3 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, scared 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.

The Aura Teller's inspection is an immediate effect; they will know the aura of their victim immediately after inspecting.

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

If the aura teller turns undead, they will lose their powers.

4.1.4 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.

If the baker turns undead, they will keep contact with the other bakers.

4.1.5 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.

If the baker turns undead, they will keep contact with the other butchers.

4.1.6 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's kill is an end day effect; the attacked player will die in the end of the day.

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 team up. The look-alike will know the barber's role, of course, but the original barber won't know the look-alike's.

If the barber turns undead, they will lose their powers.

4.1.7 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 seeking is an immediate effect; they will gain an answer to their question immediately.

If the look-alike copies the crowd seeker, then the crowd seekers won't team up. 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 crowd seeker's powers are influenced by the tanner's disguises.

The crowd seeker's powers are influenced by the flute player; if they're enchanted, and there's still a flute player alive, seeking a player has a 60% chance of confirming them as a flute player, and a 40% chance of confirming them as their actual role (or at least the role that the tanner gave them).

If the crowd seeker turns undead, they will lose their powers.

4.1.8 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 cult's kill is an end effect; the chosen victim will die at the end of the night.

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.

If the cult leader turns undead, they will remain part of the cult. The cult will lose their powers if all members are undead.

4.1.9 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. The cult's kill is an end effect; the chosen victim will die at the end of the night.

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

If the cult member turns undead, they will remain part of the cult. The cult will lose their powers if all members are undead.

4.1.10 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.

Choosing a lover is an immediate effect; the couple will immediately fall in love with each other.

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.

If the cupid turns undead, they will keep their lover. If they haven't chosen one yet, then they won't.

4.1.11 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 team up. The look-alike will know the cursed civilian's role, of course, but the original cursed civilian won't know the look-alike's.

If the cursed civilian turns undead, they will no longer turn into a werewolf when they get attacked.

4.1.12 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 team up. The look-alike will know the executioner's role, of course, but the original executioner won't know the look-alike's.

If the executioner turns undead, they will lose their powers.

4.1.13 Fortune Teller

Each night, the fortune teller can inspect a player. The fortune teller will be told what their role is. Inspecting a player is an immediate effect; the role will be revealed immediately.

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 team up. 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 fortune teller's powers are influenced by the tanner's disguises.

The fortune teller's powers are influenced by the flute player; if they're enchanted, and there's still a flute player alive, inspecting a player has a 60% chance of displaying them as a flute player, and a 40% chance of displaying them as their actual role (or at least the role that the tanner gave them).

The fortune teller's powers are influenced by the tanner's disguises.

If the fortune teller turns undead, they will lose their powers.

4.1.14 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.

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

Becoming an undead is an exception, and the fortune apprentice will no longer turn into a fortune teller after they have turned undead.

4.1.15 Grandma

Each night, Grandma can choose two players and herself. The next day, those two players aren't allowed to vote, but that following day the Grandma will get 3x votes instead of her usual 1 vote. The Grandma and the 2 chosen players will be added to a private channel.

Making two players unable to vote is an immediate effect; the players will be assigned immediately that they are no longer allowed to vote. This is relevant in scenarios where Grandma changes her role during the night.

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.

If Grandma turns undead, Grandma will lose her powers.

4.1.16 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.

Choosing a player to sleep with is an immediate effect. From that point on, they will stay with that player for the rest of the night.

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 Scared Wolf.

The Hooker can also choose not to sleep with anybody.

If the hooker turns undead, they will lose their powers.

4.1.17 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. Special effects like the town elder, huntress, scared wolf and turning undead still apply.

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

If the huntress turns undead, they will lose their powers.

4.1.18 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.

Choosing a player to copy is an immediate effect.

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 Citizen.

If the look-alike turns undead, they will lose their ability to choose a player.

4.1.19 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.

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

The Macho cannot be demonized, and they will never turn undead. The macho will always die at the end of the day, so it is impossible to turn undead.

4.1.20 Mad Scientist

At the start of the game, the Mad Scientist gets two players assigned. Before the mad scientist dies, he will choose one of the two assigned players to take with him to their death. The mad scientist will have a secret channel with the two assigned player, and it is also this channel the mad scientist will decide on who they will kill. Special effects like the town elder, huntress, scared wolf and turning undead still apply.

Killing the other player is an immediate effect.

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

If the Mad Scientist turns undead, they will lose their victims. The two players will no longer die if the original mad scientist dies.

4.1.21 Priest (Seems not needed / not good)

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.

Using holy water upon a player is an end effect.

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

If the priest turns undead, they will lose their powers.

4.1.22 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.

Threatening a player is an immediate effect.

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

If the raven turns undead, they will lose their powers.

4.1.23 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.

Forgiving a player is an end effect. The fact that the lynch has been canceled will only be revealed at the end of the day, when the player is about to be lynched.

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

If the royal knight turns undead, they will lose their powers.

4.1.24 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 team up. The look-alike will know the runner's role, of course, but the original runner won't know the look-alike's.

If the runner turns undead, they will lose their powers.

4.1.25 Witch

The Witch has two potions; a potion of life and a potion of death. Each night, they can choose whether they want to use either of those potions. If they use the potion of life, then three players + the witch itself do not die during that night. If they use the potion of death, they can choose one player to kill.

Each potion can be used only once. They can also be used simultaneously in one night. The potion of life can also protect the witch herself.

If the look-alike copies the witch, then the witches won't team up. The look-alike will know the witch's role, of course, but the original witch won't know the look-alike's.

If the witch turns undead, they will lose their powers.

4.1.26 Receptionist

Each night the Receptionist can get a status on a specific role. Checking the status of a specific role will let the Receptionist know how many of that role are left in the game. Checking the status of a specific role is an immediate effect.

Checking status on roles works on any role whether in the game or not.

If the look-alike copies the receptionist, then the receptionists won't team up. The look-alike will know the receptionist's role, of course, but the original receptionist won't know the look-alike's.

If the receptionist turns undead, they will lose their powers.

4.1.27 Pyromancer

Each night the Pyromancer has to either powder or ignite all current powdered people. The Pyromancer's power is a forced effect, and if no target is chosen a random person will be powdered. Igniting will not be possible if no players are powdered.

Powdering is an immediate effect, and igniting is an end of the night effect.

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

If the pyromancer turns undead, they will lose their powers.

4.2 Werewolf Team

4.2.1 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...

If the werewolf turns undead, they will still keep access to the wolf pack. The werewolves will still be able to kill a player every night, until all the werewolves are either dead or undead.

4.2.2 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...

If the bloody butcher turns undead, they will still keep access to the butcher group and the wolf pack. The werewolves will still be able to kill a player every night, until all the werewolves are either dead or undead.

4.2.4 Hellhound

Hell Hounds are the bakers of hell - quite literally. These werewolves know from each other that they are hellhounds, and they can use and share this information in their battle against the white werewolf.

4.2.6 Lone Wolf (I think this should also activate on white wolf kill)

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.

Killing a player is an end effect; the lone wolf will attack a victim at the end of the night.

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.

The infected wolf can turn the lone wolf into a werewolf.

If the lone wolf turns undead, they will lose all their powers.

4.2.7 Scared Wolf

The scared wolf is the runner of the werewolves. If it is attacked by either wolves or towns team, it will escape unharmed the first time. After being attacked once, it will return to a regular werewolf.

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

If the look-alike copies a scared 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...

If the scared wolf turns undead, they will lose their powers.

4.2.8 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 roles will appear to be what the tanner has disguised the players as. The tanner may disguise themselves.

Disguising players is an immediate effect.

If the tanner dies, the assigned players will keep their disguises. All players lose their disguise at the end of the night.

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.

The infected wolf can turn the tanner into a werewolf.

If the tanner turns undead, they will lose all their powers.

4.2.9 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.

Inspecting a player is an immediate effect.

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.

The infected wolf can turn the warlock into a werewolf.

The warlock's powers are influenced by the flute player; if they're enchanted, and there's still a flute player alive, inspecting a player has a 60% chance of displaying them as a flute player, and a 40% chance of displaying them as their actual role (or at least the role that the tanner gave them).

If the warlock turns undead, they will lose all their powers.

4.2.10 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.

Killing a werewolf is an end effect.

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.

The infected wolf can turn the white werewolf into a werewolf.

If the white werewolf turns undead, they will no longer be able to kill a werewolf every other night, but they will keep access to the wolf pack. The werewolves will still be able to kill a player every other night, until all the werewolves are either dead or undead.

4.2.11 Wolf's Cub

Whenever this werewolf dies, the other werewolves will be able to kill a second player in one night. They are allowed to attack the same player twice, if they like. This is useful in scenarios where the werewolves want to kill runners or players who may have been demonized.

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...

The infected wolf can turn the wolf's cub into a werewolf.

If the wolf's cub turns undead, the werewolves will no longer get to kill a second player when the wolf's cub dies. However, the undead wolf's cub will keep access to the wolf pack. The werewolves will still be able to kill a player every night, until all werewolves are either dead or undead.

4.3 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.

4.3.2 Despot (I want to lower win conditions that just suddenly end games)

If the despot is chosen Mayor, they will gain the ability to kill each night. They will win if they are the only alive player.

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

If the cupid falls in love with the cupid, they will win the game if either all other players are dead, or if the despot has reached their win condition.

4.3.3 Devil (Only 3 wagers total, and moving it to town)

Each night, the devil may choose a player to send the Devil's Wager to. The Devil's Wager means that the player is given the following choice; the player can either learn another player's role, or they can kill another player - but sell their soul in the process.

If the player chooses to see another player's role, it will work like the fortune teller powers; effects like the flute player's and the tanner's still apply. These effects are seen from the player's perspective, not the devil's; the flute player powers apply if the chosen player is enchanted, not when the devil is enchanted. If the player attempts to learn the devil's role, it will show them they're a regular innocent. If the player chooses to kill another player, then they will become a *soulless one*. All normal rules like the end condition and your team still apply, but the Devil can no longer target a soulless one to give them the Devil's Wager. The person the soulless one chooses to kill, dies at the end of the night, though normal effects like the scared wolf, the Amulet of Protection and being demonized still applies. The two exceptions are that killing the Devil always fails, and the Devil is able to kill the Immortal if they receive a soul in return.

The Devil can use a soul to either protect themselves or a soulless one, or they can use it to kill a player (either soulless or not). If all other players are either soulless ones or dead, the Devil wins.

If the cupid chooses to fall in love with the Devil, they will both fall in love and turn into a demon. If the lover dies, the Devil commits suicide, regardless of how many souls they had to save themselves. If the look-alike attempts to copy the Devil, they will turn into a demon instead of the Devil. The infected wolf cannot turn the Devil into a werewolf. Instead, the infected wolf turns into a demon.

4.3.4 Demon (Not needed at all, considering removal)

The Demon is a rare role that is theoretically possible to gain, but should seldom appear in games. A Demon is like the Undead, though their leader is not the vampire, but the Devil himself. Their win condition is the same as the Devil's.

If the look-alike copies a demon, they will turn into a demon as well. They will join forces. The infected wolf cannot turn the Demon into a werewolf. Instead, the infected wolf turns into a demon as well.

4.3.5 Flute Player (Really hard to play, might need a buff)

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.

Whenever a player is enchanted, they will know the other enchanted players. If an enchanted player is a fortune teller, crowd seeker or warlock, their powers will also be influenced. Whenever they attempt to inspect/seek a player, they will have a 60% chance that the player is displayed as the fortune teller, and a 40% chance that they are displayed as their actual role (or the role the tanner has disguised them as). This effect will disappear once all the flute players are dead.

Enchanting a player is an immediate effect.

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.

The infected wolf can turn the flute player into a werewolf.

If the flute player turns undead, they will only be able to enchant a player if there's still another flute player alive. If all flute players are either dead or undead, then the undead flute players will lose their powers.

4.3.5 Flute Apprentice (Might consider this as a buff to Flute Player)

4.3.9 Psychopath (Really hard to play, considering a buff)

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.

The infected wolf can turn the psychopath into a werewolf.

If the psychopath turns undead, they will lose their original win condition.

4.3.11 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.

The infected wolf cannot turn the undead into a werewolf. The undead counts as a dead player. As the undead usually does, they only pretend to have a certain role. The infected player will pretend like they have turned into a werewolf, while secretly, they remain undead.

The Undead cannot be demonized again.

4.3.12 Vampire (I like it, but some people don't seem to)

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.

Demonizing a player is an immediate effect.

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

The infected wolf cannot turn the vampire into a werewolf. The vampire counts as a dead player. The Vampire will join the wolves' ranks, but they will only pretend to be a werewolf; secretly, they remain a vampire.

The vampire cannot be demonized.

5 Random Tips, Tricks and Bluffs

5.1 Tips for each role

Citizen

Assassin

The assassin's main weakness is that they're alone. Where the cult leader has their cult members to gather information, the assassin has to do it all on themselves. Don't forget that information is key in

this game. Don't remain in solitude and assassinate random players; gather information on whom you should kill.

Aura Teller

Players who are very active, are often either runners who have little to lose - or they're werewolves, who are trying to pull off a masterful bluff. You can stop them by looking at their aura. It doesn't happen very often that such players are curse caster, tanner or warlock, so the odds are high that you may be able to trust them if their aura appears to be good.

Baker

Many players think the baker is a boring role to play; this is not true! If all the bakers choose to go silent, it is easier for the werewolves to blend in as bakers, and kill you on the spot. Also, you know the roles of the other players. You can use this to inspect what potential fortune tellers and crowd seekers say. If they start claiming the other bakers are werewolves, then they might be lying. In that case, you should eliminate them.

Butcher

The butcher team might seem like a useless group, but it's actually pretty useful; not only do you have a group of innocents once you found the bloody butcher, but also can you attempt to extract information from the werewolves, as long as the bloody butcher is still alive. Try to find out who has the most information (or who is holding the most information back). Interrogate them, conclude whether they're a werewolf or not, and lynch them once you know what you want to know.

Barber

Crowd Seeker

A good strategy is to ask for people's roles, and then confirm them during the night - but keep it subtle. The crowd seeker is high on the werewolf target list, so you don't wanna reveal yourself to a player and the wrong side...

Cult Leader

The cult is one of the most powerful groups on the townspeople town. The earlier you die, the smaller the odds of your team to win the game. This means that most people want to keep you alive. Find a way to hide yourself. Don't draw too much attention, stay low and let your cult members gather information, so that you can choose who to kill.

Cult Member

The cult leader is essential for the cult, because it allows you to kill people. However, cult members are crucial as well, because they can safely gather information for the cult. Gather as much information as you can whilst protecting your cult leader, so that the cult can become the dominant group in the game!

Cupid

Active players get killed rather quickly, so choosing an active but good player won't let you live long.

Choosing an inactive player won't bring you any profit either. Try to find the balance between activity-inactivity and good players-bad players.

Cursed Civilian

The cursed civilian might not be one of the most interesting roles to play with, but it is the best position to be (and stay) in. If you stay alive as long as possible, you can win with both the townspeople team and the werewolf team. If the werewolves team is about to win, you announce yourself as the cursed civilian, and they will turn you into a werewolf during the night. If the townspeople are going to win, you just stay silent, hoping that the werewolves won't attack you, and you will win with the townspeople team.

Executioner

You don't have much to fear from the lynch; after all, you own it. If you make yourself suspicious, and approach the werewolves as the curse caster, warlock or tanner, it is most likely that you will die by the lynch. However, this will be prevented, and you can kill a werewolf in your place. Then, you can announce all werewolves that you have found to the townspeople.

Fortune Teller

Choose carefully whom you want to inspect; you could inspect people you want to trust, so you can build a team of innocents. However, gaining knowledge about the enemy is useful as well. It is also important to look at how bad people want their roles to be inspected; werewolves often prefer not to be inspected, while innocents would rather have someone prove them innocent. However, watch out for people who want to be inspected **too** badly; they might be the tanner or disguised by the tanner, trying to fool the crowd seeker and the fortune teller.

Fortune Apprentice Take into account that, as long as you're not (un)dead, the possibility remains that you will turn into a fortune teller. This means that you might want to betray your fellow werewolves if the infected wolf turns you into a werewolf. However, you will remain a werewolf as long as your fortune teller isn't dead. This means that you will need to get the fortune tellers to kill the fortune teller, else you will lose as well.

Grandma For Grandma, it is really important to take notes during the daily death poll. Who votes for whom? Who votes for the right person, and who tried to kill the wrong player? If you're part of a certain team, and you want that team to control the lynching, it is best to choose players who vote for different person. This makes it even easier for your team to gain the upper hand in the lynching. Grandma is also a very strong role to take out roles like the immortal.

Hooker Players who aren't very active are often the least likely players to be killed during the night. Try choosing those players the most.

Huntress Your powers may be useless to you, but the huntress' powers have always had a major influence upon the game. You're gonna lose anyway, so you can choose to help the opponent team. However, the huntress has already helped the townspeople win a few times. This means that you can make sure you won't die for nothing.

Look-Alike Choosing a player will most likely get you on the same team as them. Though you could choose a strategic and experienced player, you can also choose a friend of yours. Copy whomever you'd like to.

Macho Since you are going to die anyway, you have nothing to lose, and you can approach the killer. You can tell them you'll announce them as a werewolf, unless if they tell you your role. If they do, you could consider whether you want to announce their true role. If they claim to be a cult member, you could announce in public they claim to be a cult member; if they're lying, the real cult will kill them the next night.

It won't help you, but it will help your team. You're gonna lose anyway, but at least people will win *because* of your brave actions. Isn't that worth dying for?

Mad Scientist In some scenarios, it may be useful to tell your victims who you are, in some it may not. For example, the Scared Wolf will attempt to kill you during the night, while the Town Elder wants to lynch you. In other scenarios, where either of those players may be your enemy, you may want to tell them who you are. This might discourage them to kill you.

Priest The Priest is a risky but incredibly powerful role. A wolf kill each night has a giant influence upon the town. You can choose to play risky, but being careful has its charms. Don't be too powerful though; your role alone can bring the innocents to victory. Don't wait too long until you start killing werewolves.

Raven This role on itself isn't too powerful - but if used correctly, this role can be incredibly powerful. Since this player adds two extra vote to a player's poll, they can allow a small group to win the poll. The main problem is that you need to choose the target the night before. Keep the communication as high as possible, so that you can decide earlier whom you want to threaten.

Royal Knight The chance of dying during the night is much bigger than dying during the day. As the royal knight, you can choose to save the lynch save for the day when you're saved yourself, but you can also choose to save an ally when you really think you need them.

Runner Mayors, Reporters and Guardians who were runners have always survived the longest. It is often the werewolves who kill these roles if they're not happy with them. As a runner, you can delay their movements. You can hide in the dark, but your role allows you to play riskier. You can have the Mayor, Reporter or Guardian, for the majority of the crowd chose you. As long as the innocents do not suspect you and you won't be killed by the lynch, cult or assassin, you basically have an extra life. When you get attacked by the werewolves, you may even be able to deduct who wanted you dead and who the werewolf could be...

Town Elder You cannot die during the day - and that means you can take more risks. Revealing your role will most likely get you killed by the werewolves, and taking roles like the Mayor, Reporter and Guardian wouldn't be the best option. However, you can attempt to find out who the werewolves are by presenting yourself as a tanner, curse caster or warlock, looking for the werewolves. As long as the

cult doesn't decide to kill you, there's little chance this will end up horribly - just make sure you escape safely after you've found and leaked the wolves' identities.

Werewolf Blending in is a good choice, but it is even more valuable not to reveal your wolf pack. Try to draw as little dots between you and the pack as possible. For example, don't always vote together with all the other wolves. At some point, someone will notice, and they will suspect the big group, including you, of being werewolves.

Bloody Butcher The fact that there's a werewolf among you, may be very disencouraging for some butchers. However, this is a powerful group to influence! You can attempt to show them the advantages of the group, and attempt to make them suspect whomever you want them to suspect.

Curse Caster In the beginning, there are too many players alive, and too many players claiming to have certain roles. Your powers aren't too useful in the beginning, but you could use them to check people whether they're lying or not; your powers tell you if you have changed an innocent into a cursed civilian successfully, hence you can check of some players whether their claims to be innocent is true or false.

Hell Hound As the hell hound, it may be wise to keep quiet about your role to the other werewolves. If the white werewolf knows who the hell hounds are, he will probably attack those first. You can set up a trap, or hope that the white werewolf makes a mistake. For example, it has happened before that the white werewolf had become reporter, and told everyone that a fallen werewolf was the white werewolf. If that fallen werewolf was a hell hound, and you were too, then you could call the reporter out as a liar. It would immediately reveal the reporter as the white werewolf to the other werewolves, after which they would probably be killed.

Infected Wolf Stronger players are often more useful to infect. Less experienced players often get caught when they start behaving in a suspiciously different manner. Stronger players manage to pretend like they've never changed, and slowly backstab the ones who trust them.

Lone Wolf Since the lone wolf will at some point join the werewolves anyway, there's not much point taking the risk of approaching the werewolves. As long as you kill people of whom you are sure they're innocent, you should help the werewolves a lot. Just watch out they don't accidentally kill you.

Scared Wolf As the Scared Wolf, you have little to fear from the night. This means that you can play riskier than the other werewolves, for it is only the lynch that can get you killed. Bluff to have a certain role and infiltrate the living. If you can make players listen to you during the daily death poll, the chances of losing will be minimal.

Tanner The tanner is a very complicated role. You can camouflage yourself, but that will also make it impossible for the warlock and the other werewolves to find you. A good strategy to find the werewolves, is to approach people during the day who are about to die. If they are werewolves, you could quickly share information, and thus contact the werewolves.

Another way to play the game, which is rather interesting, is to hide yourself among the innocents, disguise yourself constantly, and hope to make it really far. If the innocents manage to kill all the

werewolves, you could disguise others as enemies, thus letting the innocents kill each other. This is a rather long and selfish playstyle that has never been used before, but it is a rather interesting way to play the game.

Warlock The traditional way to play the game, is by inspecting players, contacting the werewolves once you've found one, and then helping the werewolves find certain threats. However, remember that only you, the crowd seeker and the fortune teller can see your role. If you approach the werewolves first, then approach the innocents as the fortune teller, only the fortune teller and the crowd seeker can inspect your role. Once either of them dies, you can pretend to have the other player's role. In the worst case scenario, it will be your word against theirs. In the best scenario, they won't dare to open their mouths (or even *know* about your bluffs), and you will be able to slowly manipulate them.

White Werewolf Most white werewolves choose to kill powerful werewolf players first, but it's actually better to start killing the werewolves that are guaranteed not to be the white werewolf, for example the infected wolf, hell hounds, lone wolf and the dog. If you kill those first, then still everyone can be the white werewolf, and it keeps your identity a secret for a little longer.

Also, don't kill your pack too quickly. One werewolf every two nights may not seem like much, but it's actually pretty powerful. If things go south and werewolves are dying anyway, then you don't have to kill them. Keep them alive; if the werewolves are dead and you've still got twenty players to kill, the chances of winning are marginal.

Some have the strategy to reveal themselves as the white werewolf to an innocent, propose a truce, and leak the werewolves. Once the innocents have killed all the werewolves, you kill the innocent, quickly before they can tell the others you're the white werewolf. This strategy does not work. Once you reveal yourself as the white werewolf, the innocent player will quickly go around, tell everyone you're the white werewolf, and that you're going to reveal all the other werewolves. You may stay alive until all the other werewolves are dead, but your chances of winning have dropped to zero by then.

Wolf's Cub Though you can prove that you're not the white werewolf, it may be a better option to not reveal that you're the wolf's cub; if at some point, a werewolf must die, the werewolves will most likely let a wolf's cub die, so that the defeat may at least have some profit. However, ending up dead because people suspected you of being the white werewolf, isn't great either.

Angel Dying during the first lynch is very hard to pull off, especially because most people are choosing to lynch someone whom they are very certain of that they're not the angel. However, werewolves often like to push for a victim on the first day. If you can get them to think that you're a cult leader, crowd seeker, assassin or fortune teller, they are more likely to vote for you.

Flute Player It may sound easy to just enchant one or two players each night - but it isn't. Whenever you enchant a player, you are basically telling everyone that they are not the flute player. This means you shouldn't

Psychopath Having only half the population on the list may sound easy, but it's actually quite the challenge. A very difficult but also effective way, is to infiltrate both parties, innocent and werewolf, and let the innocents kill the werewolves off your list, and let the werewolves kill the innocents off your list.

The Thing

Undead There is no reasonable scenario in which you cannot trust the vampire. If the Vampire wanted you dead, you wouldn't have turned undead in the first place. Protect the vampire at all costs, and give them all the information you have. If you're part of the cult or the werewolves, you can even provide them with the information of who is going to be killed every night. This will increase your undead army really quick, and increase your chances of winning significantly.

Vampire In the beginning, the vampire is extremely weak and can't do much. In the beginning, it is best to start demonizing as many players as you can. Demonize the players that are the most commonly trusted; they are the most likely to die during the night. Once you gain one or two undead players, use their information to reason who's most next to die. Tell your undead how to behave; they must stay under the radar, just like you. Getting caught results in an immediate death. The longer you stay under the radar, the stronger you become.

5.2 Bluffs

It doesn't happen very often that people claim to be an innocent; they'd rather go for telling people to be a runner. The reason why they're doing this, is because this is one of the least attractive role for the werewolves to kill, since they would waste a night's attack whilst trying to kill them. Also, claiming to be an innocent has the disadvantage that the curse caster can check this claim.

Werewolves are claiming to be runners as well, because this role seems to sound more believable, because it's more specific than a regular innocent. This way, it is easier to gain false trust from innocents.

Some of the more daring people approach new players, claiming they are the cupid and that they have chosen the new player as their lover. New players often seem to fall for this. An easy way to test if this true, is to check whether you have been added to a cupid channel.

Also, you can always ask the Game Master about it. They will confirm or deny to you if you've fallen in love with another player.

Another bluff is happening when things have already gone south; once a werewolf has been found, some people try to blackmail them; they'll tell them they'll kill them, unless if they give the name of another werewolf. Some players comply, hoping that the blackmailer dies before they do. They choose to delay their death, because it's their only option to win. However, exactly the opposite is true. If you give them a list of werewolves, the blackmailer has no more point to keeping you alive. They will kill you and continue to kill the other werewolves. However, if you choose **not** to comply, you have a minor chance of staying alive. If you are the blackmailer's only way to find the werewolves, they won't throw you away before you've announced all the werewolves. Therefore, if you refuse to expose the other werewolves, they won't kill you yet, hoping you will tell in the near future.

This bluff is very easy to falsify, hence most werewolves don't dare to take the risk, but sometimes, werewolves present themselves as the group of bakers to others. This is often falsified when a crowd seeker or fortune teller decides to check them. But it doesn't mean it won't happen, so be careful.

Sometimes, the cult uses a double bluff. A few -what seems to be- cult members approach the crowd, claiming to be cult members who do not want to reveal their cult leader. They're often speaking the truth, except for that they're really hiding another cult member, and that one of them is the cult leader. This is also a strong way to form an alliance with the crowd seeker. The crowd seeker could check them, and result that all but one are cult members. The crowd seeker could reason that the cult members would not randomly throw a random player in their claim, hence the anomaly must be a cult leader. The crowd seeker could approach them with this reasoning, and they could form a powerful alliance together.

Another, riskier, slower but also stronger method is that the cult members ask a fortune teller to check a *suspicious player*; if the fortune teller checks them and finds out they're the cult leader, then they might form a strong bond with the cult, making a powerful alliance against the werewolves. It is also a good way for the cult to check if a player is really a fortune teller; after all, they know the role of that *suspicious player*.

It is not only a good bluff, but also something that happens with genuine players; when a warlock, tanner or curse caster has found the werewolves, they start demanding to add all werewolves to the conspiracy channel. This is, obviously, not necessary; you can have one or two werewolves as the middle men. If the player who claims to be a warlock, curse caster or tanner turns out to be bluffing, then they won't be able to leak all the werewolves to the townspeople.

It has more often been a true threat than a bluff, but it happens that players claim to be a huntress, and told players they would kill them if they died. There isn't much you can do against this bluff, except for trying to find out whether they're telling the truth; try to look through their threats, looking for inconsistencies, small changes in their claims, or look if they keep telling exactly the same story.