

Roles

1 Townsfolk Team

1.1 Citizen

Basics

The Citizen has no special abilities. All the innocents vote during the day on whomever they suspect to be an enemy, and hope during the night that they won't get killed.

1.2 Assassin

Basics

After night 1, the Assassin may choose a player to kill during the night. The Assassin may only kill a total of 3 players throughout a game.

Details

The Assassin's kill is an end effect; the attacked player will die at the end of the night.

1.3 Aura Teller

Basics

Each night, the Aura Teller may check a target to determine if they are "a threat" or "not a threat".

Details

The Aura Teller cannot see a player's role, but they can check whether or not they are a threat. Threats include roles with killing abilities, warlock, tanner, cursed civilian, and any role within the wolf pack.

The aura teller gains less information, but is immune to the tanner and flute player.

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

1.4 Baker

Basics

There is always more than one baker. All the bakers have a secret channel where they can communicate with the other bakers securely.

Details

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 by becoming undead or infected, they will still keep access to the channel. This means that at some point, a baker may betray the group.

1.5 Barber

Basics

Once per game, the Barber may choose to instantly kill one player, during the day.

Details

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 immediate effect; the attacked player will die as soon as the power has been used. The barber cannot kill anyone on the first day or during the night.

1.6 Butcher

Basics

There is always more than one butcher. All the butchers have a secret channel where they can communicate with the other butchers securely. Exactly one butcher is actually a wolf spy called the bloody butcher.

Details

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.

1.7 Coroner

Basics

Once per night, you can check how a dead participant died.

Details

Each night, the Coroner can inspect a dead participant. The Coroner will be told how that specific player died, if multiple causes of death were present, then all causes will be revealed to the Coroner. Inspecting a player is an immediate effect; the cause of death will be revealed immediately.

1.8 Crowd Seeker

Basics

The Crowd Seeker may investigate up to 3 players each night by guessing their roles. Each correct guess gets confirmed.

Details

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. For players under the effects of a Tanner, a guess is considered correct, if the role they have been disguised as is guessed.

The crowd seeker's seeking is an immediate effect; they will gain an answer to their question immediately.

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).

1.9 Cult Leader

Basics

The Cult Leader acts as a Cult Member, except that if the Cult Leader dies the Cult loses its ability to kill at night.

Details

The cult cannot kill a player on the first night. When the Cult Leader dies, the cult can no longer kill at night. The cult's kill is an end effect; the chosen victim will die at the end of the night. If the Cult Leader turns Undead or is Infected, the cult continues to exist, until the original Cult Leader dies.

1.10 Cult Member

Basics

The cult members and leader have a secret channel where they can communicate among themselves securely. Each night, the cult votes to kill one player.

Details

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 can no longer kill at night.

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. Any member of the Cult, who no longer is a Cult Member or Cult Leader, can still vote on who to kill, but their vote isn't counted.

1.11 Cursed Civilian

Basics

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

Details

Lone Wolf attacks will also convert the Cursed Civilian to wolf. If killed any way except attacked by a werewolf or lone wolf, the Cursed Civilian will die as normal.

1.12 Executioner

Basics

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 be lynched in their place.

Details

After the failed lynch, the Executioner, can no longer use their ability. The Executioner may alternatively choose not to kill a player in their place.

1.13 Fortune Apprentice

Basics

If the Fortune Teller dies, the Fortune Apprentice will take their place.

Details

The fortune apprentice is assigned a fortune teller. That Fortune Teller's name will not be revealed to them. 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.

1.14 Fortune Teller

Basics

Each night, the Fortune Teller may check one player's role.

Details

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.

The fortune teller's powers are influenced by disguising powers. The Fortune Teller will see the White Werewolf as a Werewolf.

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).

1.15 Grandma

Basics

Each night, the Grandma can choose up to two players. The next day, those selected players can't vote. The following day the Grandma will get the same amount of votes as people she selected.

Details

Making players unable to vote is an immediate effect; the player(s) will be assigned immediately that they can no longer vote. This is relevant in scenarios where Grandma changes her role during the night. If they still vote, their vote simply isn't counted towards the final result. The Grandma's vote still looks like a normal vote, but can also count as 0 or 2, depending on how many players the Grandma chose. The 2 chosen players will additionally be added to a private channel, where the Grandma can anonymously talk to them. If the Grandma selects a player with several votes (e.g. Mayor or Grandma), they only lose 1 of their votes, but keep the others. The Grandma also only gains 1 vote, like normally.

1.16 Hooker

Basics

Each night, the hooker sleeps with another player. They will not be killed by night kills, but will be affected by night kills taking place at their target's house.

Details

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. The Hooker may also choose not to sleep with anybody.

1.17 Huntress

Basics

The huntress may select a player to kill with their dying breath.

Details

The Huntress may target a player, and update this target whenever she likes. When the huntress dies in any way other than by directly being lynched, her target will die along with her. The role will be revealed to all, and the other player is killed immediately. Special effects like turning undead still apply. If the huntress turns undead, they lose their powers entirely; when they die after turning undead, they will not take any target with them, no matter when they selected that target.

1.18 Huntsman

Basics

Each night, the Huntsman may check a target to determine if they are "part of the wolf pack" or not.

Details

The Huntsman 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 inner beast of the werewolf, scared werewolf, white werewolf, etc, but not the roles like the lone wolf, tanner or warlock. The Huntsman gains less information, but isn't influenced by the powers of the tanner nor flute player.

The Huntsman's inspection is an immediate effect; they will know if their target is in the pack immediately after inspecting.

1.19 Macho

Basics

If killed, the Macho will not die until the beginning of the next night and will have a final day to attempt to spread the word about their killer. They are also told the name of one of their killers.

Details

If the macho is killed during the night, they will survive until the next day. If the macho is killed by the lynch, they will die as normal. 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 that 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 Macho is attacked multiple times in a single night, they will not be killed by any of them, and the kill they are informed of will be chosen randomly from all their killers.

1.20 Mad Scientist

Basics

The mad scientist has two subjects, from two different teams. They interrogate their subjects and may target one subject. If killed, their targeted subject will also die.

Details

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. He will have a secret channel together with his two targets, and he also has a channel alone, where he will decide on who he wants to kill if he is killed. If one of the targets are killed before the mad scientist, then the mad scientist will be able to choose to not take anyone with him to his death. The two targets are always on two different teams (excluding Unaligned), so either Town + Werewolf / Town + Solo / Werewolf + Solo.

Killing the other player is an immediate effect.

1.21 Priest

Basics

Each night, the Priest may use his holy water on a player. If that player is a werewolf, that player will die. Otherwise, the Priest risks their own death.

Details

Using holy water upon a player is an end effect. The targeted player will die, if they're part of the wolfpack, or the lone wolf. The Priest will die if the target is an Innocent Team member, but if the target is a Solo or Unaligned player, neither the Priest nor the target will die. If the target is part of the Werewolf Team, but not part of the wolfpack, and not the lone wolf, neither the Priest nor the target will die.

1.22 Receptionist

Basics

Each night, the Receptionist may check any role to determine the number of players currently alive with that role.

Details

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.

1.23 Royal Knight

Basics

Once per game, the Royal Knight may cancel the lynch.

Details

Cancelling the lynch is an end effect. The fact that the lynch has been canceled will only be revealed at the end of the day. The Royal Knight also receives the choice whether they want to be revealed or not. Cancelling the lynch results in nobody dying from the lynch that day. The Royal Knight may cancel the lynch at any time of day or night, and it will apply to the next lynch.

1.24 Runner

Basics

Once per game, if attacked by a werewolf team member, the runner shall escape.

Details

When they are attacked, the Runner will not die, but will be vulnerable to future attacks. Runners are informed that they were attacked. If a runner is targeted by any kill other than the werewolf kill or lone wolf kills, they will die the first time. If a Runner evades the wolves, the wolves are told why.

1.25 Stalker

Basics

Each night, the Stalker may assign a player two extra votes in the next day's lynch poll.

Details

Each night, the Stalker may threaten a player. The morning after, that player has 2 more invisible votes against them on the daily death poll. The threatened player is privately notified of the threat. Threatening a player is an immediate effect.

1.26 Town Crier

Basics

The Town Crier knows one neighbor's role at the start of the game.

Details

The Town Crier will be told the role of one random person from the Townsfolk team at the start of the game. The role given is not under the influence of any other powers, and therefore is completely reliable. This information is one directional.

1.27 Witch

Basics

Once per game, at night, the Witch may choose three players to protect from any kill for one night.
Once per game, at night, the Witch may kill one player.

Details

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, which the witch chooses + the witch itself do not die during that night (immediate), they also cannot turn undead. If they use the potion of death, they can choose one player to kill (end night). Each potion can be used only once. They can also be used simultaneously in one night.

2 Werewolf Team

2.1 Werewolf

Basics

The Werewolves receive a secret channel to communicate among themselves securely. Each night, the Werewolves vote to kill one player.

Details

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 werewolves win when all players that aren't part of the werewolf team have been killed.

The following roles join the Werewolf secret channel and are considered part of the “wolfpack”: Werewolf, Bloody Butcher, Hellhound, Infected Wolf, Psychic Wolf, Scared Wolf, Wolf’s Cub, and White Werewolf. The Lone Wolves join the wolfpack and wolf channel after the first death of a member of the wolfpack. Tanner and Warlock are not part of the wolfpack and do not know who the other members of the Werewolf team are.

2.2 Bloody Butcher

Basics

The Bloody Butcher is the werewolf spy in the Butcher group. They are part of both channels.

Details

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.

2.3 Hellhound

Basics

There is always more than one hellhound. All the hellhounds have a secret channel where they can communicate with the other hellhounds securely.

Details

Hellhounds are the wolf version of bakers. 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. Sometimes it is, and sometimes it is not, in the interest of the wolf team to immediately inform the rest of the wolves that they are hellhounds.

2.4 Infected Wolf

Basics

In the first night, the infected wolf must choose one player to convert to a werewolf.

Details

If the Infected Wolf fails to choose a player after the first night, a random player will be selected for them. This ability can only be used once. Infecting a player is an immediate effect. Members of the Wolf Pack can't be infected.

2.5 Lone Warlock

Basics

Each night, the Lone Warlock may check one player's role. When the first member of the wolfpack dies, the Lone Warlock joins the wolfpack.

Details

Each night, the Lone Warlock may inspect a player. The Lone Warlock will be told what their role is. The Lone Warlock is a corrupted version of a fortune teller, with traits of the lone wolf. It is the Lone Warlock's goal to survive with all the werewolves. When a member of the wolf pack dies, the Lone Warlock loses their powers and joins the wolf pack.

Inspecting a player is an immediate effect; the role will be revealed immediately.

The Lone Warlock's powers are influenced by disguising powers. The Lone Warlock will see the White Werewolf as a Werewolf.

The Lone 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).

2.6 Lone Wolf

Basics

Each night, the lone wolf may kill one player. When the first member of the wolfpack dies, the Lone Wolf joins the wolfpack.

Details

The Lone Wolf doesn't know the other wolves, and starts off all alone. Each night, they may kill one player on their own. If they kill someone who isn't on the Townsfolk team or a Solo role, the Lone Wolf dies. When a member of the wolf pack dies, the Lone Wolf loses their powers and joins the wolf pack.

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

2.7 Psychic Wolf

Basics

Each night, the psychic wolf may guess one player's role, and if their guess is correct, it gets confirmed.

Details

The Psychic Wolf is a member of the wolf pack. The White Werewolf will appear as a regular Werewolf to this power, regardless of what they are checked as.

The psychic wolf's powers are influenced by the flute player; if they're enchanted, and there's still a flute player alive, guessing 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).

2.8 Scared Wolf

Basics

The Scared Wolf will be protected from the first night kill to target them.

Details

The scared wolf is the runner of the werewolves. If it is attacked by anyone at night, it will escape unharmed the first time. After being attacked once, it will lose its ability.

2.9 Tanner

Basics

Each day, the tanner may disguise up to two players as roles of the tanner's choosing.

Details

Each day, the tanner can disguise two 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. Disguises from the Tanner are applied on top of and override any other disguises a player may have. Disguising players is an immediate effect. If the tanner dies, the assigned players will keep their disguises for the night. All players lose their disguise at the end of the night.

2.10 Warlock

Basics

Each night, the Warlock may check one player's role.

Details

Each night, the warlock may inspect a player. The warlock will be told what their role is. The warlock is the corrupted version of a fortune teller. It is the warlock's goal to survive with all the werewolves. Inspecting a player is an immediate effect; the role will be revealed immediately.

The Warlock's powers are influenced by disguising powers. The Warlock will see the White Werewolf as 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).

2.11 Wolf's Cub

Basics

The night after the Wolf's Cub dies, the wolfpack will be able to kill two players instead of one.

Details

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.

3 Solo Roles

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.

3.1 Demon

Basics

The Demon wins with the Devil and joins a channel with the Devil to communicate securely.

Details

The Demon is usually the result of someone copying the Devil for various reasons. This is because the Devil is too powerful for there to be two. 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.

3.2 Devil

Basics

Each day, the devil may choose a player to send the Devil's Wager to. The target may choose to either learn another player's role, or kill another player but sell their soul in the process. The devil has a variety of uses for souls. When everyone is dead or soulless the Devil wins.

Details

The wager is sent at the end of the day. The Devil can anonymously communicate with the target & will be notified of the result of the wager - he will learn who was killed/which person was inspected & what role the target saw.

If the player chooses to see another player's role (immediate), it will work like the fortune teller powers; effects like enchanted/disguises 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.

At the start of the game the devil may choose a role that players that attempt to learn the devil's role using the wager will learn. If the Devil doesn't choose a role, he will show up as citizen.

If the player chooses to kill another player (end night), then they will become soulless. All normal rules like the end condition and your team still apply, but the Devil can't target soulless players. The person the target chooses to kill, dies at the end of the night, though normal effects like the scared wolf and being demonized still applies.

An exception is that killing the Devil always fails.

The Devil can use a soul to protect someone else from all attacks for one night (select person before the night begins) or kill a player of their liking (both day and night time; immediate).

If the Devil is attacked at night and they have spare souls, they will be protected and a soul will be used up automatically.

The Devil starts the game off with a single soul that they can use whenever.

3.3 Flute Player

Basics

Each night, the flute player may enchant two players. If all living players are either enchanted or flute player(s), the flute player(s) win.

Details

If all living players but the flute player(s) are enchanted, the flute player wins.

Whenever a player is enchanted, they will join a secret channel with the other enchanted players, excluding the flute player(s). The flute player(s) may see everything said in this channel, from the safety of their own secret channel.

If an enchanted player is a role like fortune teller, crowd seeker, psychic wolf 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 flute player, 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. The players are not told when the effect disappears.

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 a flute player turns undead, they will lose their ability to enchant players.

3.4 Pyromancer

Basics

Each night, the Pyromancer may either powder a player or ignite all currently powdered players. The pyromancer wins when they are the last one alive.

Details

Each night the Pyromancer may either powder or ignite all current powdered people. The Pyromancers power is an optional effect. 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 there are several Pyromancers, they work together.

3.5 Undead

Basics

The undead are the Vampire's secret army. If a demonized player dies during the night, they will lose their original role and become an Undead.

Details

When a demonized player is killed during the night, 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. They lose their previous role, but if they were part of a group like the wolfpack, they will remain in the channel and be able to vote as long as at least one other member of their group is still alive. However in cases like the wolf pack, their vote will internally count for 0 when calculating the decision of the group poll. If all members of a certain group have been turned their ability will be lost.

3.6 Vampire

Basics

The Vampire wins by secretly turning all the living players into undead. The Vampire demonizes players; if a demonized player dies in the night, they will instead turn into an Undead.

Details

Each night, the Vampire may demonize a player. On even numbered nights, the vampire may demonize a second 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 there are several Vampires, they work together. Demonizing a player is an immediate effect.

3.7 White Werewolf

Basics

The White Werewolf is a werewolf who is not satisfied with merely killing the innocent; they must kill all the wolves as well. On even numbered nights, the White Werewolf may kill a werewolf.

Details

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. Killing a werewolf is an end effect. If only werewolves and the White Werewolf are left alive, the game will continue until either all werewolves are dead or the White Werewolf is dead.

The White Werewolf will show up as a regular werewolf to most inspecting roles, such as the fortune teller. The Reporter can still see the White Werewolf's role after he dies.

4 Unaligned Roles

Unaligned roles are not part of any other team when the game starts. Some of these roles align themselves with one of the other teams during the game, while others can win with any team.

4.1 Angel

Basics

The Angel wins when they are lynched.

Details

When the Angel wins, the Angel ascends and stops playing. The game continues.

The Angel may be lynched on any day, not just the first one. The Angel may select a player that dies when the Angel is lynched, if this player has voted for the Angel when the Angel is lynched, it is announced and they will also die. If they haven't, a random player that has voted for the Angel is selected instead. If the Angel is lynched by unusual means (e.g. by the invisible Stalker votes or the Executioner selecting them) the player responsible for this will die with the Angel.

4.2 Cupid

Basics

The Cupid chooses a player to be their lover, and forms an inseparable team with that player.

Details

During the first night, the cupid must choose a player to become their lover. If the cupid does not choose in time, they will fall in love with a random player. The lover is added to the cupid's secret channel.

The cupid and their lover form an inseparable team; they can no longer vote to kill each other, and they will die if the other player dies. After the cupid has chosen their lover, they will NOT turn into an innocent. Choosing a lover is an immediate effect; the couple will immediately fall in love with each other.

By default the Cupid wins with the townsfolk team. If the lover is on a different team, they will only win when both win conditions are fulfilled. For example, if the couple is Cupid and a Werewolf, everyone else 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 townsfolk, they belong to the townsfolk team and can win together with them. The cupid's love overrides any other mechanic that may cause a player to change teams for any reason; the cupid is always on the same team as their lover. After choosing a Lover, unless they are also Unaligned, the Cupid is no longer Unaligned. See [edge cases](#) for more information.

4.3 Despot

Basics

If the despot is chosen Mayor and subsequently survives for three consecutive nights, then the despot wins.

Details

When the Despot wins, the Despot ascends and stops playing. The game continues.

4.4 Dog

Basics

During the first night, the Dog may choose between Town Crier, Cursed Civilian or Werewolf, and will immediately become this role for the rest of the game.

Details

Changing the dog's role is an immediate effect; their role will immediately change after they have chosen their new role.

If the dog hasn't chosen a role before the night ends, the dog will be given the role of the citizen. After using choosing a role the Dog is no longer Unaligned.

4.5 Look-Alike

Basics

The Look-Alike copies the role of another player during the first night.

Details

During the first night, the look-alike must choose a player. All data, including whether they are enchanted or not, demonized, in love, etc, is copied. If the look-alike does not copy a player in time, a target will be randomly selected for them.

Choosing a player to copy is an immediate effect.

The target is not told they have been copied by the look-alike, unless 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. After using their ability the Look-Alike is no longer Unaligned.

4.6 Psychopath

Basics

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

Details

When the Psychopath wins, the Psychopath ascends and stops playing. The game continues. If the game has an even amount of players (uneven without the Psychopath) the amount of people the Psychopath has to kill is rounded up. If there's an odd amount of players (even without the Psychopath) half of them are on the list. The Psychopath can't team win when he is dead, unless there

were several Psychopaths in the dead Psychopath's group, and one is still alive. If there are several Psychopaths they usually don't work together, and have their own lists.

4.7 Survivor

Basics

The only goal for the Survivor is to survive until the end of the game. They are able to win with any team, even if that team's win condition is to kill all others.

Details

The Survivor must vote in **every** lynch poll. If they miss one, they will die immediately.

5 Elected Roles

These roles are elected by a vote of the players during the day. Players who hold one of these roles do not lose their previous role, but gain this one in addition. Players may hold two or more of these positions.

These roles are elected in the particular order of precedence outlined below.

1. Mayor
2. Reporter
3. Guardian

Only one election takes place per day, for the topmost position on this list that is unoccupied at the start of that day. This means that the Mayor is elected first, followed by the Reporter, etc. However, if the Mayor dies, the next day will have a Mayor election instead of whatever role would have been next.

5.1 Mayor

Basics

The Mayor leads the town. They have the privilege of being able to post in #story_time and receive an extra vote in polls. When there are more than 15 living players, instead of an extra vote the mayor chooses each day whether the top one or the top two players being voted on will be lynched.

Details

The Mayor can be a powerful role to help either the innocent team or the werewolves team, but they tend to garner a lot of attention and may be killed quickly. If the Mayor misuses their ability to post in #story_time, they may be demoted or killed at the discretion of the Game Masters. The Mayor may resign from his post, and a new Mayor will be elected on the next full day following their resignation. In some themed games, the Mayor may be called something else, but they are always the only living participant with a yellow name.

5.2 Reporter

Basics

The Reporter is notified of the roles of the dead.

Details

The Reporter has access to a secret channel with the roles of the dead. The roles given are impervious to powers such as the flute player or taner. The roles given are always the role that player was originally assigned; a dog who chooses to become a cursed civilian, then gets turned into a wolf and finally dies will be shown to the Reporter as Dog. The reporter can be a powerful role to help either the innocent team or the werewolves team, but they tend to garner a lot of attention and may be killed quickly. The Reporter is elected on the first full day with a living Mayor and no living Reporter.

5.3 Guardian

Basics

The Guardian protects the town. When when there are 12 or less players, the Guardian may choose one player, that can't be lynched the next day. When there are more than 12 he may choose up to two.

Details

Guardians choose their protected player(s) during the night, and they will be protected from death the lynch for the following day, according to how many living players are present. They may not change targets during the day. Guardians may not protect the same player two days in a row, but may protect themselves and/or alternate between two or more players. The people that are protected by the Guardian simply can't be voted for on the lynch. The Guardian is elected on the first full day with a living Mayor, a living Reporter and no living Guardian.