

Roles

This is the default version of the Werewolves Revamped Role Book. The bot currently used on Mini Wolves Revamped and Werewolves Revamped implements all roles as they are listed in this document. Some of these roles are not considered to be "real roles", and aren't used in Werewolves Revamped, however they are still implemented in the bot, and occasionally used in Mini Wolves. These roles can be found in section seven. The \$info command will show the role description as listed in this document.

Each role that is listed in this document is also available on the [Werewolves Edge Case Sheet](#), where interactions between all roles are clarified.

1. Role Related Rules

1.1 Abilities

Basics

There are several ways an ability can work. Some abilities are end-night/end-day, which means that they will be executed once the night/day ends. Other abilities are immediate. When a player uses an immediate ability it will be done as soon as possible by a Game Master (optimally it will be done immediately).

Delaying Abilities

Delaying Immediate Abilities is not possible. One exception is that an immediate ability can be chosen one phase before it has to be executed (e.g. a Fortune Teller choosing a target during the day). If this is the case, the Game Masters will execute the immediate ability at an arbitrary time during its phase (the time can not be chosen).

Immediate Abilities

Immediate Abilities which are not investigative abilities can only be used once per phase, plus an emergency change once per game.

1.2 Attacks

Basics

Many roles or groups can attack. Attacks generally result in the attacked player dying, unless their role explicitly says otherwise. The player attacking another player is known as "Attacker".

Groups

When a group (such as Cult or Werewolves) attacks a player, a random member of the group (who voted for the target) is chosen as the attacker. The group is not informed about this. Unless explicitly listed otherwise, this attacker is always considered as the sole cause of the attack, and never the group.

1.3 Disguises

Basics

There are several ways to obtain disguises, which mask what role an investigative role (other types of roles are generally not affected) sees a player as when inspecting them. Permanent disguises are either active from the start, or have to be selected once, and are always applied below all other disguises. Non-permanent disguises are applied on top of all current disguises. Only the topmost disguise is relevant for investigative roles.

Strong & Weak

There are two types of disguises: strong ones and weak ones. If not explicitly listed otherwise, every investigative role is affected by strong disguises, and not affected by weak ones.

If the topmost disguise is a weak disguise, and a role is immune to weak disguises, the topmost strong disguise is relevant to that role.

When a player dies they first lose all weak disguises, and then all further consequences are executed, Lastly, all strong disguises are lost.

Current Disguises

- Archangel - permanent, weak
- Devil - permanent, weak
- Disguised Fox - non-permanent, weak
- Ice Queen - depends
- Psychopath - non-permanent, strong
- Sneaking Wolf - permanent, strong
- Tanner - non-permanent, weak
- White Werewolf - permanent, strong

1.4 Obstructions

Basics

Powers can be obstructed due to another role. If not explicitly listed otherwise, every role is not affected by obstructions.

Current Obstructions

- Flute Player/Enchanted - Enchanted investigative roles have a 60% chance that the player is seen as a Flute Player, and a 40% chance for a normal result

1.5 Role Loss

Basics

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

There are a couple of ways to lose your role. When you lose your role you keep your secret channels, but lose all your abilities - unless explicitly listed otherwise.

Current Role Losses

- Vampire/Demonized/Undead - If a player that has been demonized by the vampire dies, they instead lose their role and become an undead.
- Plaguebearer/Tainted/Zombie - If a player that has been tainted by the plaguebearer dies, they instead lose their role and become a zombie.
- Infected Wolf - If an infected wolf targets a player they lose their role and become a werewolf.
- Infected Wolf/Devil/Demon - If an infected wolf targets a devil or demon, the infected wolf loses their role and becomes a demon.
- Infected Wolf/Archangel/Saint - If an infected wolf targets an archangel or saint, the infected wolf loses their role and becomes a saint.
- Fortune Apprentice - If a town investigative role dies, the fortune apprentice loses their role and turns into the role of the dead player.
- Apprentice - If a player dies, the apprentice loses their role and turns into the role of the dead player.
- Dog/Look-Alike - When the Dog/Look-Alike makes their choice, they lose their role and turn into what they chose.

1.6 First Day

Basics

'First Day' refers to 'Day 1'. Sometimes a game starts with 'Day 0'; despite this, 'Day 1' is still considered to be the first day. Similarly, 'First Night' refers to 'Night 1' and never 'Night 0' (which is not usually used). This is relevant for roles that cannot or have to use their powers during the first day/night.

2. Townsfolk Team

The Townsfolk Team wins when all players that aren't part of the Townsfolk Team have been killed. Unaligned roles are an exception and can win with the Townsfolk Team.

2.1 Townsfolk Miscellaneous

'Town Miscellaneous' are those town roles that do not fit any other role category. They have no active powers and are not part of any group.

Bard

Basics

Throughout the game, all abilities used on the Bard will be narrated to everyone in story-time.

Details

This role book has been written by marhjo, McTsts and Vyrin for the Werewolves Revamped Server.

When an immediate ability is used on the Bard, it is immediately narrated. End abilities are narrated at the end of the phase. If the Bard changes roles, abilities are no longer narrated; however, the change is still narrated. The narrated info is precise and reveals both the ability (e.g. “attacked”) and the cause (e.g. “Assassin”), but further details are not revealed (e.g. if a tanner disguises the Bard, it is narrated that it happened, but the applied disguise is not revealed). If the Bard is attacked, the attacker’s role is the cause. If a Bard appears it is narrated.

Bartender

Basics

The Bartender can talk in the tavern without having their identity revealed.

Details

The Bartender has a secret channel where they can talk. Every message in that channel will be sent anonymously in the tavern chat.

If the Bartender loses their role, they lose their ability to anonymously talk in the tavern chat.

Child

Basics

The day after the Child dies, there will be two lynchings instead of one.

Details

Whenever the Child dies, there are two lynchings the next day. It is allowed to lynch the same player twice. Each royal knight can only cancel one lynching. If the Child loses their role, there will be two lynchings once the original Child dies, not when they lose their role.

Citizen

Basics

The Citizen has no special abilities.

Details

All the Citizens vote during the day on whomever they suspect to be an enemy and hope during the night that they won’t get killed.

Fortune Apprentice

Basics

The Fortune Apprentice will take the place of the first town investigative role to die.

Details

At the start of the first day where a town investigative role died the previous day or night, the Fortune Apprentice will become the role of the first town investigative role that died, and join their secret channel. The fact that a Fortune Apprentice has changed will be announced, but the identity of the Fortune Apprentice will not be revealed. This will not happen if the Fortune Apprentice’s role has changed.

Journalist

Basics

The Journalist can write a journal which a certain role will receive when the Journalist dies.

Details

The Journalist has a second secret channel. There they can write any information. When the Journalist dies, access to this channel will be granted to a player with a role that the Journalist selected. If there

are several people with the same role, a random player out of those is selected. If nobody has the role (anymore), nobody gains access to the channel. If the Journalist loses their role, the journal is lost.

Macho

Basics

If attacked, the Macho will be told the name of one of their attackers and will not die until the beginning of the next night.

Details

If the Macho is attacked during the night, they will survive until the end of the next day. If the Macho is lynched, they will die as usual. If the Macho is attacked during the day, they will survive until the end of that day. Only the Macho is informed who attacked them, but they can share this information. If it's a group that attacked the Macho, the attacker's name is told to the Macho. 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 attackers.

Ranger

Basics

The Ranger may select a player to reveal with their dying breath.

Details

The Ranger may target a player, and update this target whenever they like. When the Ranger dies in any way other than by directly being lynched, his target will be revealed in story-time. The Ranger's role, his target, and their role will be revealed to all. If the Ranger did not target a living player, the Ranger's role isn't revealed. The Ranger is affected by strong disguises.

Runner

Basics

Once per game, if attacked by a werewolf, 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 a werewolf kill, they will die the first time. If a Runner evades the wolfpack, the wolfpack is told why.

Trickster

Basics

On all public polls, the Trickster's vote is counted as negative one.

Details

When the Trickster votes on public polls, their vote appears normally, however internally it is counted with the value -1. If the Trickster becomes Mayor, their vote is counted as -2. Results of players that receive 0 or fewer votes are not displayed. If the Trickster loses their role, their vote will count as 1.

Town Crier

Basics

The Town Crier knows another townsfolk's role at the start of the game.

Details

The Town Crier will be told the role of one other random person from the Townsfolk team at the start

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

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.

2.2 Townsfolk Group

'Town Group' are those town roles that start out as part of a group, with other players of the Townsfolk team.

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 townsfolk; 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, they will still keep access to the channel. This means that at some point, a Baker may betray the group. If a Baker is infected by the infected wolf their role changes to bloody butcher, instead of wolf. If this happens, all other Bakers become butchers and are notified of this change.

Butcher

Basics

The Butchers are like the baker group, a group of trusted players, except exactly one Butcher is a werewolf!

Details

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 a werewolf spy called the bloody butcher.

Cult Member

Basics

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

Details

The Cult Member is part of the cult. After the first night, the cult can attack one player each night.

When the cult leader dies, the cult can no longer attack at night.

The cult decides their victims by voting on whom they suspect most. The cult's attack is an end-night ability. 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.

2.3 Townsfolk Power

'Town Power' are those town roles that have an active power, that does not qualify for either Town Investigative or Town Killing.

Fletcher

Basics

The Fletcher selects a target. Unless the Fletcher changes their mind before they die, their target gains the abilities of a Huntress.

Details

The Fletcher must choose a target to be “Fletcher’s Customer” at the start of the game. Their target can not be changed. If no target is selected before Night 1, a target is randomly assigned. Fletcher’s Customer gains a private channel and may select a target of their own who will be killed if Fletcher’s Customer is killed. At any point whilst the Fletcher is alive, the Fletcher may irreversibly revoke Fletcher’s Customer's abilities. Choosing and revoking a customer are immediate abilities.

Grandma

Basics

Each night, the Grandma can choose up to two players. The next day, these selected players have a public voting value of 0, and the Grandma will get the same amount of votes as people they selected.

Details

Making players unable to vote is an immediate ability. 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. Players with negative votes can't have their negative votes stolen (and the Grandma is informed) but are still added to the channel.

Hooker

Basics

Each night, the Hooker sleeps with another player. They will not be killed by attacks, but will be affected by those 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 sleep with is attacked, then so are they.

Choosing a player to sleep with is an immediate ability. 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.

Medium

Basics

Each night, the Medium may ask the dead players one question.

Details

During each night the Medium has access to a second secret channel. Once the day starts, the channel is locked, and a Yes/No poll is created. In the night, the Medium can ask any question, and all dead participants can vote on it during the day. Of course, there can be members of all teams in the dead participants. Once the day ends, the poll is closed, and the Medium gains access to the second secret channel again.

Royal Knight

Basics

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

Details

Cancelling the lynch is an immediate ability. However, the fact that the lynch has been canceled will only be revealed at the end of the day. The Royal Knight also chooses 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.

Stalker

Basics

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

Details

Each night, the Stalker may threaten a player. The morning after, that player has 2 more invisible votes against them on the daily polls. The threatened player is privately notified of the threat. Threatening a player is an immediate ability. The Stalker can anonymously talk to the person they're threatening.

2.4 Townsfolk Investigative

'Town Investigative' are those town roles that in some way can gather information about other players and/or roles.

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. Lycans, and killing roles show up as a threat. The Aura Teller's inspection is an immediate ability.

Crowd Seeker

Basics

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

Details

The Crowd Seeker can select up to 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 is affected by weak disguises and obstructions. The Crowd Seeker's seeking is an immediate ability.

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 ability. The Fortune Teller gains more information, but is affected by weak disguises and obstructions.

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 wolfpack.

The Huntsman’s inspection is an immediate ability. Since the Huntsman does not check the role itself, they are not affected by any disguises.

Oracle

Basics

Every night, the Oracle can select two players and see if they have the same alignment as each other.

Details

Each night, the Oracle can inspect two players. The Oracle will be told whether their roles have the same alignment or not. The Oracle can select itself as one of the two players, but can only select each player once throughout the game. Inspecting players is an immediate ability. Unaligned roles have the same alignment, solo roles do not.

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 players with that role are left in the game. Checking the status of a specific role is an immediate ability.

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

2.5 Townsfolk Killing

'Town Killing' are those town roles that can in some way kill other players. This can be a one-time ability or one with several uses. If a role also qualifies for another category, Town Killing is prioritized.

Assassin

Basics

After night 1, the Assassin may choose a player to attack during the night.

Details

The Assassin may only attack a total of 3 players throughout a game. The Assassin’s attack is an end-night ability.

Barber

Basics

Once per game, the Barber may choose to immediately attack one player during the day.

Details

After the first day, at any time during the day, the Barber may once attack another player. The Barber also chooses whether they want to be revealed or not. If they choose to be revealed, both their role and name are announced; otherwise, neither is.

The Barber's attack is an immediate ability.

Cult Leader

Basics

The Cult Leader acts as a cult member, except that if the Cult Leader dies, the cult loses its ability to attack at night.

Details

The Cult Leader is part of the cult. After the first night, the cult can attack one player each night.

When the Cult Leader dies, the Cult can no longer attack at night. If the Cult Leader loses their role, the cult continues to exist, until the original Cult Leader dies.

The cult decides their victims by voting on whom they suspect most. The cult's attack is an end-night ability.

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 lynch a player in their place.

Huntress

Basics

The Huntress may select a player to attack with their dying breath.

Details

The Huntress may target a player, and update this target whenever they like. When the Huntress dies in any way other than by directly being lynched, their target will be attacked by them. The Huntress's role is revealed to all, and the other player is attacked immediately. If the Huntress did not target a living player, or the player does not die, the Huntress's role isn't revealed.

Mad Scientist

Basics

The Mad Scientist has two subjects, from two different teams. If killed, their targeted subject will also die.

Details

At the start of the game, the Mad Scientist is assigned two players. They interrogate their subjects and, before the Mad Scientist dies, they must choose one of the two assigned players to take with them to their death. They will have a secret channel together with their two targets, and they also have a channel alone, where they will decide on who they want to attack if they are killed. The Mad Scientist

can choose a target, even if the target is already dead. The two targets are always on two different teams (excluding Unaligned), so either Town + Werewolf / Town + Solo / Werewolf + Solo. Attacking the other player is an immediate ability.

Priest

Basics

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

Details

Using holy water upon a player is an end-night ability. If the targeted player is a lycan, they are attacked. If they are townsfolk, the Priest dies. If the target is not a townsfolk or a lycan (a.k.a a solo, unaligned, or non-lycan werewolf), neither the Priest nor their target dies.

Witch

Basics

Once per game, at night, the Witch may choose three players to protect from all attacks for one night.

Once per game, at night, the Witch may attack 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, as well as the Witch itself are not harmed by attacks during that night (immediate). If they use the potion of death, they can choose one player to attack (end-night). Each potion can only be used once. They can also be used simultaneously in one night.

3. Werewolf Team

The Werewolf Team wins when all players that aren't part of the Werewolf Team have been killed. Unaligned roles are an exception and can win with the Werewolf Team.

3.1 Wolfpack & Lycans

Wolfpack

Most of the werewolves (Members of the Werewolf Team) are also part of the wolfpack. All members of the wolfpack know each other and receive a secret channel to communicate among themselves securely. Each night, the wolfpack votes to attack one player. Not all members of the wolfpack necessarily are also werewolves. Unless explicitly listed otherwise, all members of the Werewolf Team are also part of the pack.

Lycans

Most, but not all members of the Werewolf Team are lycans. This is relevant for roles such as the Priest. Unless explicitly listed otherwise, all members of the Werewolf Team are lycans. Lycans are

those members of the werewolf team that truly are werewolves, and not just allies of the werewolves (e.g. while foxes are part of the werewolf team they aren't truly werewolves, so they aren't lycans).

3.2 Werewolf Miscellaneous

'Werewolf Miscellaneous' are those werewolf roles that do not fit any other role category. They have no active powers.

Alpha Wolf

Basics

The Alpha Wolf has two votes on the wolfpack poll.

Details

When the Alpha Wolf votes on the wolfpack poll, their vote appears normally, however internally it is counted with the value 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. They are the traitor among the group, who tries to gain information.

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 werewolf 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 werewolf team to immediately inform the rest of the werewolves that they are Hellhounds.

Scared Wolf

Basics

The Scared Wolf will be protected from the first night attack 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.

Wolf

Basics

The Wolf has no special abilities.

Details

The Wolf 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.

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

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 a Wolf's Cub dies, the other wolfpack members 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 they want to kill runners or players who may have been demonized. This ability is triggered when a player who has the role of Wolf's Cub dies, not when a Wolf's Cub loses their role.

3.3 Werewolf Power

'Werewolf Power' are those werewolf roles that have an active power that does not qualify for the Werewolf Investigative category.

Disguised Fox

Basics

Each day, the Disguised Fox must select a disguise. Once per game, the Disguised Fox may alternatively join the wolfpack as a regular wolf.

Details

Each day, the Disguised Fox must either select a disguise or choose to join the wolfpack. If the Disguised Fox does not select a disguise, they will be disguised as a wolf. The Disguised Fox's disguise is a strong disguise. The Hosts announce to the wolfpack at the start of each night what disguise the Disguised Fox has chosen. The Disguised Fox's disguise wears off at the end of each night. The Disguised Fox and wolfpack do not know each other's identities, as the Disguised Fox is not a lycan, nor a member of the wolfpack. If the Disguised Fox chooses to join the wolfpack, they may not select a disguise for that night, and will lose their power as they will become a regular wolf. Joining the wolfpack is an immediate ability. Choosing a disguise is an end-day ability.

Infected Wolf

Basics

During the first night, the Infected Wolf must choose one player to convert to a wolf.

Details

If the Infected Wolf fails to choose a player during the first night, a random player will be selected for them. This ability can only be used once. Infecting a player is an immediate ability. Members of the wolfpack can't be infected. If a devil, demon, archangel, or saint is picked the power backfires and the infected wolf becomes a demon or saint.

Lone Wolf

Basics

Each night, the Lone Wolf may attack 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 werewolves and starts all alone; they are not a member of the wolfpack. 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 wolfpack dies, the Lone Wolf becomes a wolf and joins the wolfpack.

Killing a player is an end-night ability.

Saboteur Wolf

Basics

Each night, the Saboteur Wolf may select one player to disqualify from the public election poll.

Details

Each night, the Saboteur Wolf may select one player. That player cannot be elected Mayor, Reporter, or Guardian in the following day phase. The selected player can still be lynched and can still vote in the election poll.

Sneaking Wolf

Basics

The Sneaking Wolf will appear as a citizen to all investigative roles.

Details

The Sneaking Wolf is strongly disguised as citizen and will appear as citizen to all roles and powers inspecting them. If the Sneaking Wolf loses their role, they no longer appear as citizen.

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 weakly disguise two players; the night after, to roles affected by weak disguises, 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 disguises a player who is part of the wolfpack, the tanner is informed by the Hosts that "At least one of the players you tanned this night is part of the wolfpack". 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.

The Tanner is not a lycan, and is not part of the wolfpack.

3.4 Werewolf Investigative

'Werewolf Investigative' are those werewolf roles that in some way can gather information about other players and/or roles.

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. When a member of the wolfpack dies, the Lone Warlock becomes a wolf and joins the wolfpack.

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

Inspecting a player is an immediate ability. The Lone Warlock is affected by weak disguises and obstructions. The Lone Warlock is not a lycan, and is not a member of the wolfpack.

Psychic Wolf

Basics

Each night, the Psychic Wolf may guess one player's role, and if their guess is correct, it is confirmed.

Details

The Psychic Wolf is affected by weak disguises and obstructions. The Psychic Wolf's guessing is an immediate ability.

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. Inspecting a player is an immediate ability.

The Warlock is affected by weak disguises and obstructions.

The Warlock is not a lycan, and is not part of the wolfpack.

4. Other Teams

4.1 Solo

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

White Werewolf | Solo Killing

Basics

The White Werewolf is a werewolf who is not satisfied with merely killing the townsfolk; they must kill all the werewolves as well. On even-numbered nights, the White Werewolf may kill a member of the wolfpack.

Details

To the werewolves, the White Werewolf will appear to be a regular wolf. However, it is the White Werewolf's goal to win the game completely alone; even the other werewolves must die. Killing a member of the wolfpack is an end-night ability. 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 is strongly disguised as a regular wolf as long as they live.

Gray Werewolf | Solo Killing

Basics

The Gray Werewolf is a werewolf who is not satisfied with merely killing the townsfolk; they must kill all the werewolves as well. On even-numbered nights; the Gray Werewolf may kill a member of the wolfpack.

Details

The Gray Werewolf is similar to the White Werewolf. A difference is that the Gray Werewolf can also win while one other player is alive. The Gray Werewolf wins when the only remaining players are the Gray Werewolf; and optionally another player. Unlike the White Werewolf, the Gray Werewolf does not have a disguise. Killing a member of the wolfpack is an end effect. If only werewolves and the Gray Werewolf are left alive, the game ends in a Werewolf victory.

4.2 Flute

'Flute' is the team of the Flute Player. Members of this team win when all players are dead, enchanted, or part of the team. Members of the team know each other.

Flute Player | Solo/Flute Power

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

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 secret channel.

If an enchanted player is an investigative role, that is affected by obstructions, they will have a 60% chance that the player is displayed as a Flute Player, and a 40% chance for the inspection to happen normally, whenever they attempt to inspect/seek a player. This effect will disappear once all members of the flute team are dead. The players are not told when the effect disappears.

Enchanting a player is an immediate ability.

If there are multiple alive Flute Players, then they are one team, and they will work together. If there is more than one player in the Flute Player channel, at the start of the night, each Flute Player will be able to enchant one player. If a Flute Player turns undead, they will lose their ability to enchant players; however if there are still one or more Flute Player(s) alive, the turned Flute Player will still be asked to enchant somebody.

4.3 Hell

'Hell' is the team of the Devil. Hell wins when all players are either dead, soulless or part of the Hell team. All members of the team know each other and can never betray each other.

Demon | Solo/Hell Miscellaneous

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. Their win condition is the same as the Devil's. The Demon starts out soulless.

Devil | Solo/Hell Killing

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 attack 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 Devil can't target soulless players. 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 - they will learn who was attacked/which person was inspected & what role the target saw.

If the player chooses to see another player's role (immediate), it will be affected by weak disguises and obstructions. These effects are seen from the player's perspective, not the Devil's.

If the player chooses to attack another player (soul sold: immediately; kill executed: end-night), then they will become soulless. The attacker is the Devil. Using the wager to attack the Devil always fails.

The Devil can use a soul to protect someone else from all attacks for the next night (day; immediate) or kill a player of their liking (day/night; 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.

At the start of the game, the Devil may choose a role as a weak disguise. If the Devil doesn't choose a role, they will show up as a citizen.

4.4 Pyro

'Pyro' is the team of the Pyromancer. The team wins when all players are dead or part of the team. Members of the team know each other.

Pyromancer | Solo/Pyro Killing

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 currently powdered people.

Powdering is an immediate ability, and igniting is an end-night ability. If there are several Pyromancers, they work together.

4.5 Underworld

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

'Underworld' is the team of the Vampire. Underworld wins when all players are dead or part of the team.

Undead | Solo/Underworld Miscellaneous

Basics

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

Details

When a demonized player is attacked 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 vampires, 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 wolfpack, 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. If all members of a group are dead or turned, the group is disbanded.

Vampire | Solo/Underworld Power

Basics

The Vampire wins by secretly turning all the living players into undead. The Vampire demonizes players; if a demonized player is attacked 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 is attacked, 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 ability.

Edge Cases

Members of the Hell team can't be demonized. The Vampire can't be demonized. If demonizing fails the Vampire is informed.

5. 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.

5.1 Unaligned Miscellaneous

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

'Unaligned Misc' are those unaligned roles that do not fit any other category. Many of them can win the game by ascending, which means that even though they have won, the game continues, and a team can still win.

Angel

Basics

The Angel wins when they are lynched.

Details

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

On all public votes, the Angel starts out with -1 invisible votes. 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. If nobody except the Angel has voted for the Angel, nobody dies. The Angel cannot select themselves.

Chef

Basics

The Chef can choose to make charmed food or poisoned food each night, and select a customer. The following day, the customer can decide to eat the food, and, depending on the food, gain invulnerability for the night or die. The Chef wins if they are alive at the end of the game, and at least one waiter remains.

Details

At the beginning of each day, the customer chosen by the Chef is allowed to eat the food. They can choose yes or no, but they don't know what food the Chef sent them. If they eat the poisoned food, they die at the end of the day. If they eat the charmed food, they are invulnerable from night attacks for the next night. After the night ends, the effect of the charmed food disappears.

Making food and selecting a customer is an end-night ability. Eating the food is an end-day ability.

Once a customer has eaten food, they can no longer be sent food.

Each game has a certain amount of players that are "waiters", they are not informed about this, nor does it affect their win condition or ability. The waiters are on different teams. The Chef wins, if at least one waiter and the Chef itself are alive when the game ends. The Chef can win with any team, even if that team's win condition is to kill all others.

The Chef dies once they are unable to win; this usually happens when the last waiter dies.

Despot

Basics

If the Despot is elected Mayor, they win. All players who voted for them as mayor will lose their public voting power for the next day phase.

Details

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

The votes of all players whose votes contributed to the Despot's victory will be nullified the next day phase, for both the election and the lynch.

Psychopath

Basics

At the start of the game, the Psychopath is given a list of a third of the town's population, rounded up. 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 number of players excluding the Psychopath is not divisible by 3, the number of players on the list is rounded up. The Psychopath can't win when they are dead. Whenever they want, the Psychopath may strongly disguise themselves as any role.

5.2 Unaligned Align

'Unaligned Align' are those unaligned roles that join a team (become aligned) at some point in the game.

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 will die if the other player dies. Choosing a lover is an immediate ability.

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.

Dog

Basics

During the first night, the Dog may choose between town crier, cursed civilian or wolf, and will immediately become this role for the rest of the game.

Details

Choosing a role is an immediate ability. If the Dog hasn't chosen a role before the night ends, the dog will be given the role of the citizen. After choosing a role the Dog is no longer unaligned.

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 ability.

The target is not told they have been copied by the Look-Alike. This means that if the Look-Alike copies a wolf, they 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.

6. 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.

A player that has an elected role may resign (end-night/end-day).

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. If there is no mayor, the lynch vote always only kills the top voted player.

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 tanner. 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.

Guardian

Basics

The Guardian protects the town. When there are 12 or fewer players, the Guardian may choose one player. This player cannot be lynched the following day. When there are more than 12 they may choose up to two.

Details

The Guardian chooses their protected player(s) during the night, and they will be protected from the lynch for the following day. 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.

7. Limited Roles

These roles are usually not used in season games. They are generally reserved for Mini Wolves or Off-season games. This includes removed roles, upcoming/WIP roles, joke roles, and more.

Acrobat | Townsfolk Miscellaneous

Basics

Twice per game, if attacked by a werewolf team member, the Acrobat shall escape.

Details

When they are attacked, the Acrobat will not die, but after the second attack they will be vulnerable to future attacks. Acrobats are informed that they were attacked. If an Acrobat is targeted by any attack other than a werewolf attack, they will die the first time. If an Acrobat evades the wolfpack, the wolfpack is told why.

Apprentice | Unaligned Align

Basics

On first death or attack, the Apprentice will assume the role of whoever is attacked.

Details

The Apprentice will stay as an Apprentice until someone is either attacked or killed, thereafter they will assume the role of the dead player, and join the team they were on. If multiple people are attacked or killed at the same time, the Apprentice will assume a randomly chosen dead player's role, but it will not be revealed from who the role came from.

Archangel | Solo/Heaven Killing

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

Basics

The Archangel is an alternative version of the devil.

Details

Instead of souls, the Archangel has prayers. Instead of a wager, the Archangel sends a grace. Instead of demons, the Archangel has saints. Instead of becoming soulless, players become blessed.

Claimspace | Townsfolk Miscellaneous

Basics

The Claimspace has no special abilities and is only there for claimspace.

Details

For each Claimspace in the game, an extra role is added to the role list along with Claimspace, however, no player is this role. When the role list is sent, it is not noted which role is not actually in the game. The Claimspace is privately informed which role the extra was. If there are multiple Claimspaces, each Claimspace has their own extra role.

Coroner | Townsfolk Investigative

Basics

Once per day, the Coroner can check how a dead participant died.

Details

Each day, 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. The Coroner is only told the name of roles, and never the name of a player. Inspecting a player is an immediate ability.

Cursed Civilian | Townsfolk Miscellaneous

Basics

If the Cursed Civilian is attacked by a lycan, they will turn into a packless wolf instead of dying.

Details

The Cursed Civilian is part of the townsfolk team, however, they may betray their team at some point. If attacked any other way than by a lycan, the Cursed Civilian will die as usual.

Edge Cases

The Cursed Civilian's ability to turn into a Wolf takes precedence over other effects. If attacked in any other way than by a lycan, other effects may apply.

Cursed Civilian (Old) | Townsfolk Miscellaneous

Basics

If the Cursed Civilian (Old) is attacked by a lycan, they will turn into a wolf instead of dying.

Details

The Cursed Civilian (Old) is part of the townsfolk team, however they may betray their team at some point. If attacked any other way than by a lycan, the Cursed Civilian (Old) will die as usual.

Evil Scientist | Solo/Disease Killing

Basics

The Evil Scientist has invented a new disease, lethal and highly contagious. He desires to kill off all players.

Details

He starts off with two (or three for larger games) vial(s) of a substrate containing the disease. At any night, he may use one vial to infect another player. Infected players will be affected by the disease.

If the Evil Scientist attempts to infect an already infected player, they are informed, but the vial is used up.

Infecting a player is an immediate ability.

The Disease

N0 - Player is infected. [Night Immediate]

D1 - Player becomes contagious and remains so till their death. Any player (except the Evil Scientist) who visits or is visited by a contagious player becomes infected (group visits, such as werewolf kills counts as a visit, but only one random person who voted for the contagious player is infected). [End-Day]

N1 - Player is still contagious.

D2 - Player is informed of infection. [End-Day]

N2 - Player dies (no possible way to survive), cause of death is announced publicly. [End-Night]

Flute Apprentice | Solo/Flute Power

Basics

The Flute Apprentice is a Flute Player that can't enchant other players; instead, they can join the enchanted channel.

Details

Once, at any point during the game, the Flute Apprentice can join the enchanted channel. When the Flute Apprentice joins the enchanted channel it will seem like the Flute Apprentice was enchanted. The Flute Apprentice may target a player, and update this target whenever they like. If any player that is enchanted uses an ability on the Flute Apprentice, the ability is instead redirected onto the Flute Apprentice's target. The original player is not informed about this.

Ice King | Solo/Ice Royals Power

Basics

Each night, the Ice King can submit a list of players, and if all guesses are correct, then all guessed players will have their public votes nulled.

Details

Each night, the Ice King can submit a list of players; they can guess the roles of as many players as they want. If they have submitted all their guesses, and all guesses are correct, then all guessed players will be frozen. Frozen players are not notified about this, but their votes will no longer count in the public votes. Instead, the Ice King gains one vote. One exception is the mayor - the second mayor vote is still counted. Guessing roles and freezing players is an immediate ability.

The Ice King is an ice royal, knows the other ice royals, and works together with them. The ice royals win when all players, except the ice royals, are frozen or dead.

When the Ice King dies, all frozen players will be unfrozen and their vote will count again.

Ice Queen | Solo/Ice Royals Power

Basics

Each night, the Ice Queen can submit the role of one player, and if that guess is correct, the Ice Queen is able to use the guessed player's ability on the next day.

Details

Each night, the Ice Queen guesses the role of one player. If the guess is correct and the player has an ability, the Ice Queen is able to use this ability during the next day. If the guessed player has a night ability, then an end-night ability becomes an end-day ability for the Ice Queen, and immediate night ability becomes an immediate day ability. Day abilities stay the same, and passive or permanent abilities can also be used by the Ice Queen. At the end of the day, the ability is removed. After correctly guessing a player, the same player can't be guessed again. If the Ice Queen can't use the ability of the guessed player, the guess is simply confirmed and nothing else happens. The Ice Queen is an ice royal, knows the other ice royals, and works together with them. The ice royals win when all players, except the ice royals, are frozen or dead.

Immune Survivor | Unaligned Miscellaneous

Basics

The Immune Survivor is essentially a survivor, but is immune to the evil scientist's disease, and requires the evil scientist to be dead in order to win.

Details

If the evil scientist attempts to infect the Immune Survivor, it fails and the vial is used up. Both the evil scientist and the Immune Survivor are informed of the failure, however. The Immune Survivor must vote in every lynch poll. If they miss one, they will die immediately.

Knowledge Wolf | Werewolf Miscellaneous

Basics

The Knowledge Wolf knows the role list.

Details

At the start of the game, the Knowledge Wolf is told all the roles in the role list.

Packless Wolf | Werewolf Miscellaneous

Basics

The Packless Wolf has no ability and only joins the wolfpack if no members of the wolfpack are left.

Details

The Packless Wolf is a member of the werewolf team, that is not part of the wolfpack. Once all members of the wolfpack, which includes white werewolves and werewolves, that have lost their role, are dead all Packless Wolves join the wolfpack. If the last member of the wolfpack dies, but a player with a role such as Lone Wolf joins the wolfpack immediately, the Packless Wolf does not join the wolfpack. Packless Wolves are usually cursed civilians that have been turned by a werewolf attack.

Plaguebearer | Solo/Graveyard Power

Basics

The Plaguebearer is an alternative version of the vampire.

Details

Instead of demonizing, the Plaguebearer taints players. Instead of the undead, the Plaguebearer has zombies. A demonized player can't be tainted, and a tainted player can't be demonized. If tainting/demonizing fails the player is informed. The Plaguebearer can't be demonized or tainted.

Reaper | Solo Power

Basics

This role book has been written by marhjo, McTsts and Vyryn for the Werewolves Revamped Server.

The Reaper can give living players powers of dead players, temporarily. This turns them Sleepless. The Reaper wins when all living players have been turned Sleepless.

Details

The reaper knows the roles of all dead players. Each day, the reaper may select a dead player and a living player. The living player will gain the power of the dead player. The empowered player becomes sleepless as an end-night ability and loses their power in the morning. If the targeted player in turn targets the Reaper with their power, the targeted player is instead immediately killed by the Reaper. If the empowered player dies, the Reaper gains immunity to all attacks for the next night. Abilities like the Macho still apply, but the power will not go through if it targets the Reaper. Dead players may be the reaper's target multiple times, while each living player may only be the Reaper's target once. If at any day start, all living players are Reapers or sleepless, the Reapers win.

Riding Hood | Unaligned Miscellaneous

Basics

The Riding Hood wins when they are killed by the wolfpack.

Details

When the Riding Hood wins, the Riding Hood ascends and stops playing. The game continues. The Riding Hood will also win if they are killed by a lycan, rather than by the wolfpack's kill. If the Riding Hood is killed in another way, they lose. If the Riding Hood is protected they do not die and ascend. When the Riding Hood is killed by the wolfpack, the pack does not get a kill the following night.

Saint | Solo/Heaven Miscellaneous

Basics

The Saint is an alternative version of the demon.

Details

Instead of the devil, the Saint has the archangel.

Survivor | Unaligned Miscellaneous

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. The Survivor may not use options such as abstain either.

Zombie | Solo/Graveyard Miscellaneous

Basics

The Zombie is an alternative version of the undead.

Details

Instead of the vampire, the Zombie has the plaguebearer.