

Werewolves Revamped - Rule Book

This is the default version of the Werewolves Revamped Rule 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 usually used in Werewolves Revamped, however, they are still implemented in the bot and primarily used in Mini Wolves. These roles can be found in the last section (limited roles). The \$info command will show the role description as listed in this document.

This rule book is generated from a Github Repository. You can find it here:
<https://github.com/McTsts/Werewolves-Roles>

1. How To Play

Werewolves Revamped is based on the card game 'Werewolves of Miller's Hollow', with influences from forum mafia and other online roleplaying games. The goal is to win with your alignment.

1.1 Alignments

Alignments are a big part of Werewolves Revamped. They decide your win condition (the way for you to win), and they decide who you can or can't cooperate with.

Each role has its base alignment listed next to the role name and generally, this is the same as the player's actual alignment. When a role like Cupid is in play it's possible for the base alignment of players to differ from their actual alignment.

Townfolk

This alignment makes up about 50% of the players. They have the most players, but with the disadvantage that they do not know each other from the start.

Their goal is to kill everyone who doesn't have the same win condition as them.

Werewolves

Werewolves make up about 30% of the players. While they are in a small group, most werewolves are in the wolfpack and know each other.

Their goal is to work together and kill everyone who doesn't have the same win condition as them.

Solo

Solo is a group of various smaller alignments. The solos make up about 10% of the players. Most of the

time, they either work completely alone or in a very small team. Their goal is to win by outplaying everyone who doesn't have the same win condition as them. There can be several separate solo alignments in one game and under some circumstances, new ones can be created during the game.

Unaligned

The unaligned are truly unique, they aren't part of any alignment. They make up about 10% of the players. Their goal is to fulfill their win condition. With that, they might even join an alignment.

The ones that don't change alignment ascend when they win. As they have no alignment, they are free to work with whatever alignment they want.

Unaligned players are exempt from other teams' win conditions. For example, this means that the Werewolves can win with Unaligned players left alive, even though they are supposed to kill all other players. This does not apply for Unaligned players that join an alignment or can't win with every alignment.

1.2 The Day And Nighttime Cycle

Werewolves Revamped is played in a real-time day/night cycle. That means that a day and a night added up in Werewolves Revamped always total 24 hours.

Daytime

In daytime, players can vote on a lynch poll and an election poll. At the end of the day, the lynch poll kills the top voted player.

At the same time, the top voted player in the election poll gets a special public role on top of their current role. The elected roles are Mayor, Reporter and Guardian.

Nighttime

In nighttime, most roles perform their role-specific actions, which can have an effect on the other roles and players in the game. Effects can be immediate or end night.

1.3 Conspiracy Channels

Werewolves Revamped is unique in their usage of Conspiracy Channels, mostly referred to as "cc's".

Conspiracy Channels are player-made channels, and give an opportunity to have a private channel with one or more players of their choosing. These channels can be used to talk privately, without other players being able to read what's being said.

2. Role Related Rules

2.1 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).

Immediate Abilities

Most Immediate Abilities can only be used once per phase. Additionally, abilities like targetting usually have an emergency change once per game.

Targeting abilities (e.g. Executioner) are lost when the main power (e.g. lynching another player) has already be used.

Delaying Abilities

Delaying Immediate Abilities is possible in three ways:

- 1) 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).
- 2) An immediate ability may be executed roughly 15 minutes before the next phase change, if requested. If several conflicting immediate abilities are delayed this way, the order in which they were requested is preserved. Abilities delayed this way can be cancelled/rerequested.
- 3) An end-day/start-night ability or an end delayed immediate day ability (using 2) may be chosen with an additional "if my target dies, target this person/nobody instead" condition. This only applies if the target is visibly lynched. Should the target unexpectedly die, the condition won't be used.

2.2 Ability Types

While some abilities are unique, many abilities share at least some similarities with others. The following types of abilities are the most common ones.

Attacks

Attacks are a type of ability that aims to kill another player, however success of this isn't guaranteed (See Protections/Defenses), making it different from killing. Some of the most generic attacks are the Assassin and the Wolfpack. Attacks usually, but not always, happen at the end of a phase.

Attacks are explained in detail in the Attacks section.

Most roles with the ability to attack are considered Killing roles.

Investigation

Investigations are a type of ability that aims to gather more information about the game. Through various other abilities (See Disguises/Obstructions/Redirections) investigations are not always guaranteed to return an accurate result. The most generic type of investigation is to see another player's role (e.g. Fortune Teller), however many other types of investigation exist (e.g. Oracle). Investigations usually, but not always, happen immediately.

Roles with the ability to investigate, are considered _Investigative_ roles.

Targeting

Targeting is a type of ability that on its own does not do much. Targeting is usually used by roles that cannot decide when their primary ability triggers, so in advance they may select a player (or other type of target) that should be targeted by their ability once it does trigger. Examples of this are the Huntress, who attacks a targeted player on death, or the Executioner who lynches a targeted player if lynched. Targeting is generally immediate and is limited to one use per phase, with one emergency use the player may use at any point in the game.

Disguises

Disguising is a type of abilities that aids in hiding from Investigation abilities. There are strong and weak disguises. Some roles have a disguise they can not alter (White Werewolf, Devil), others can even disguise other people (Tanner).

Disguises are explained in detail in the Disguises section.

Protections

Protections are a type of ability which is intended to stop attacks from succeeding. A protected player will not be harmed by attacks.

More information about protections can be found in the attacks section.

Defenses

Defenses are a type of passive ability, similar to protections. An example of a defense is the Scared Wolf, a role that will survive the first attack on it.

For more on defenses look at the attacks section.

Redirections

Redirections are a rare type of ability that changes the selected player of another player's ability to a different one. This generally means that using an ability on a redirector will result in the ability happening with/to the redirector's target instead.

Killing

Killing is different from attacking, as it cannot be stopped by defenses or protections, however it can be stopped by role changes. Killing often happens passively and is then only described as "dieing".

Most roles with the ability to kill are considered _Killing_ roles.

Vote Manipulation

Vote Manipulation is a group of abilities that affect voting in some way. There are three types of way this can happen. Public voting power manipulation affects the voting power of someone on public polls (e.g. Grandma (active), Trickster (passive)), private voting power manipulation affects the voting power on private polls (e.g. Alpha Wolf (passive)) and public vote manipulation affects how many votes a certain player has on public votes on top of the normal amount of votes they receive (e.g. Stalker (active), Angel (passive))

Whispering

Whispering is a type of ability that allows roles to anonymously communicate in some way. The Bartender may anonymously send messages in public, while roles such as the Stalker can anonymously communicate with one player of their choice each day.

Inflicting

Inflicting is a group of abilities that involves applying a solo team effect to another player. Examples of this are the Pyro Team's powdering or the Flute Team's enchanting.

Obstructions

Obstructions are another type of ability which aids in hiding from investigative powers. Instead of disguising a specific player, obstructions affect all results of affected investigative roles in some way.

Group Membership

Group membership is a passive ability that makes the role be part of a group, usually roles are part of a group from the start of the game (e.g. Baker, Wolf). Some roles can join groups at a later point in the game, either passively (e.g. Lone Wolf) or actively (e.g. Disguised Fox).

Townfolk roles that are part of a group are classified as **Townfolk Group** roles, most Werewolf and Solo roles are part of groups by default, so they are not categorized differently.

In some games, player can betray their group by changing their role (e.g. by turning undead or being infected by the Infecting Wolf), however they will still remain a member of the group.

Lynching

Lynching is most commonly done via the daily lynch vote. In this case it is considered a **direct** lynch. Lynches are different from attacks as most means of evading can't be used to evade the lynch. Lynching is similar to killing, but not the same (things that save from killing do not necessarily save from lynching and vice versa).

An **indirect** lynch can occur if another role lynches instead of the daily lynch vote. This can happen when the Executioner is lynched, and instead lynches someone else in their place. Unless explicitly stated otherwise both types of lynches work the same way. Roles with the ability to indirectly lynch are considered *_Killing_* roles.

Ascension & Descension

Unaligned players may leave the game early with either a win (ascension) or a loss (descension). This happens when they complete their win condition, or when winning becomes impossible for them. When players ascend or descend it will be treated as if they died, and their ascension/descension, as well as their role will be announced.

2.3 Attacks

Basics

Many roles or groups can attack. Attacks generally result in the attacked player dying. The player attacking another player is known as “Attacker”.

Unless explicitly stated otherwise, an attack is considered successful if a player ends up dead as a result of the attack and unsuccessful if the player survives.

Attacks are considered a success if they kill anyone, even if that person wasn't the intended target.

If the target of an attack was already killed by another attack occurring at the same time, then the attack is still considered a success.

Groups

When a group (such as Cult or Werewolves) attacks a player, a random member of the group (who voted for the target with at least 1 vote) is chosen as the attacker. The group is informed who is chosen. Unless explicitly listed otherwise, this attacker is always considered as the sole cause of the attack, and never the group.

Blocks

There's several ways an attack can be stopped. These sort of abilities/effects are applied in the following order:

- 1) Absences (such as hooker)
- 2) Effect Based Defenses (such as the witch's potion of life or the chef's charmed food)
- 3) Role Based Defenses (such as runner or scared wolf)
- 4) Partial Defenses (such as Macho)
- 5) Role Based Role Changes (such as Cursed Civilian)
- 6) Effect Based Role Changes (such as vampire's demonization)

If a player is attacked, all points apply. If a player is killed or dies, the first four points are skipped, and only role changes can still stop the death.

Attack Order

If a player is attacked several times in one night, the list of blocks is synchronously handled step by step for all attacks. This means first all attackers will simultaneously be affected by absences, then all of them will be affected by defenses, etc.

For conflicts (e.g. when a Lone Wolf and the wolfpack attack the same Runner) roles are first prioritized according to their team (Townfolk first, then Werewolf, and lastly any other role), then, if necessary, alphabetically within these three categories (e.g. Assassin before Priest).

If a conflict still exists (two Lone Wolves attacking the same Runner) a random attacker is chosen to be prioritized.

Groups are a special case and are prioritized before any single role attacks and sorted alphabetically

according to the group name, not the attacker's role.
Several roles/player may succeed in killing the same player.

You can find examples under `§i attack order examples`

Attack Order Examples

Role Priority:

Cult, Wolfpack || Assassin, Priest, Witch | Lone Wolf | Devil, Pyromancer, WWW

(Not a complete list. Sorted alphabetically. Groups first, then town, then wolf, then others)

Block Priority:

- 1) Absences
- 2) Effect Defenses
- 3) Role Defenses
- 4) Partial Defenses
- 5) Role Based Role Changes
- 6) Effect Based Role Changes
- 7) Death

Examples:

- 1) Hooker
- 2) Witch PoL, Chef's Charmed Food, Devil's Soul Defense
- 3) Scared Wolf, Runner, Idiot
- 4) Macho
- 5) Cursed Civilian
- 6) Vampire Demonized

How to figure out what happens

- 1) Compile a list of attack causes, sorted by the role priority list (e.g. `Wolfpack, Pyromancer`).
- 2) Go through the block priority list step by step, for each of the steps go through the entire list of attacks (in the way it's ordered) and see if that attack is affected by the current block.

Edge Cases

- 1) If two attacks are the same type (e.g. 2 `Lone Wolf's) a random one is prioritized.

Examples

- 1) If both the wolfpack and a lone wolf attacks a runner, both of those could be blocked by 2), however because wolfpack has higher priority than lone wolf only the wolfpack attack is blocked (and they'll be notified their target ran away), the lone wolf's attack will succeed.
- 2) If both an assassin and the wolfpack attack a demonized Runner, the wolfpack one is escaped (in 2)) and the assassin one converts (in 5)) - there is no conflict in any of the blocking steps.

2.4 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. They last until the end of the game, but are lost when the player loses their role. Semi-permanent disguises work mostly like permanent disguises, with the exception that they can be changed. They last until the player chooses another disguise.

Non-permanent disguises are applied on top of all current disguises. They usually only last a single phase. For roles affected by both types of disguises only the topmost (most recent) disguise is relevant. For roles affected only by strong disguises only the topmost **strong** disguise is relevant.

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

- Devil - permanent, weak
- Disguised Fox - non-permanent, strong
- Psychopath - semi-permanent, strong
- Sneaking Wolf - permanent, strong
- Tanner - non-permanent, weak
- White Werewolf - permanent, strong

2.5 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

2.6 Redirections

Basics

Redirections are abilities that redirect attacks, actions and/or investigations onto another player. All roles are affected by redirections, unless explicitly stated otherwise.

Details

If an attack is redirected onto another player, the attacker(s) is/are not informed of this. They simply get a generic failure message and may use #storytime to deduce what happened.

If an action that would usually cause a reveal is redirected, the feedback is also failure. The action still happens (but with the player it was redirected onto and not the original target), but nobody is revealed.

If any other action (for example investigation or targetting) is redirected, the action happens as if it was directly used on the player who it is redirected on to, but it is not stated that the ability was used on a different player than selected.

When an action is redirected it is still attributed to the player that originally executed it and not the player that redirected it. Actions may be redirected several times in a row.

Actions can not be redirected onto a dead player, if attempted, the redirection doesn't happen and the action happens as usual.

Current Redirections

- Flute Apprentice - Enchanted players that use an action on the Flute Apprentice have their action be redirected on the Flute Apprentice's target
- Assistant - The first wolf action used on the assistant will be redirected

2.7 Role Loss

Basics

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.
- Infecting Wolf - If an infecting wolf targets a player they lose their role and become a wolf.
- IW/Hell - If an infecting wolf targets a devil, imp or demon, the infecting wolf loses their role and

becomes an imp.

- Fortune Apprentice - If a town investigative role dies, the fortune 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.
- IW/Baker - When a Baker gets infected by an infecting wolf, they will turn into a bloody butcher. The rest of the bakers will turn into butchers.
- IW/Butcher - When a Butcher gets infected by an infecting wolf, they will turn into a bloody butcher.
- Cupid - All normal role changes happen differently for the cupid. Additionally, the Cupid may change role depending on what alignment their lover has. More on Cupid role changes under `§i cupid variants`.
- Cursed Civilian - If attacked by a werewolf/lycan the cursed civilian becomes a wolf

2.8 Events

Basics

In the game various events and effects happen throughout a day. A “day“ is split into two phases: Daytime and Nighttime.

A lot of events/effects are end effects - they happen at the end of a phase. Some effects are immediate effects and happen immediately in the middle of a phase.

Event Order

The order of various events throughout day and night.

Day

Start Day Effects - Start day effects happen after end night effects and their consequences have been fully completed - if the player doing them is still alive.

Immediate Day Effects - Effects that happen immediately during the game. For example barber's kill.

Lynch - The lynch poll is closed and votes are counted, a winner is chosen but nothing else happens.

Election - The election poll is closed and votes are counted, a winner is chosen but nothing else happens.

Lynch Block - The lynch is possibly cancelled (Royal Knight).

Election Block - The election is possibly cancelled (Corrupt Wolf).

Lynch Consequences - The lynch winner is lynched, and consequences (death/ascension) of it happen.

Election Consequences - The election winner is elected, and consequences (election/ascension) of it happen.

End Day Effects - End day effects (e.g. Chef's Poison) happen - if the player doing them is still alive.

End Day Effect Consequences - Consequences of the end day effects happen (e.g. somebody being poisoned).

Night

Start Night Effects - Start night effects (e.g. Devil's Wager) happen after end day effects and their consequences have been fully completed - if the player doing them is still alive.

Immediate Night Effects - Effects that happen immediately during the game. For example most investigations.

End Night Effects - End night effects happen. E.g. the wolfpack's kill. If a player is alive during this stage and executes an effect, the effect happens even if they die as a consequence of an end night effect.

End Night Effects Consequences - Consequences of the end night effects happen (e.g. somebody being attacked).

Conflicts

If several abilities happen at the same time the following rules are applied. Non-attacks happen before attacks. Attacks are ordered according to the attack order rules.

Non-attack abilities are prioritized according to alphabetical sorting. If a conflict still exists a random player is chosen to be prioritized.

3. Townsfolk

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.

3.1 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.

Assistant

Basics

The Assistant may select a player to redirect one werewolf action to. The action cannot be an attack.

Details

The Assistant may target a player. They can update this target once per phase, with 1 emergency change to be used whenever the Assistant wants.

When the Assistant is affected by a werewolf power, that is not an attack, it will be redirected to the target without the werewolves being informed.

The Assistant's redirection power can only be used once per game. The Assistant is informed when their power is used, but they are not told what ability they redirected.

Bard

Basics

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

Details

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 role change is still narrated.

The narrated info is precise and reveals both the ability (e.g. “attacked”) and the cause (e.g. “Assassin”), however further details are not revealed (e.g. if a tanner disguises the Bard, it is narrated that it happened, however the applied disguise is not revealed). If the Bard is attacked, the attacker’s role is the cause.

The Bard is only affected by strong disguises.

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 is an additional lynching the next day. If more than one Child dies, there can be more than two lynchings.

It is allowed to lynch the same player several times. This is useful in scenarios where the werewolves want to lynch an Executioner, who can avoid one lynching.

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.

Cursed Civilian

Basics

If the Cursed Civilian is attacked by a lycan or a werewolf, they will turn into a 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 or a werewolf, the Cursed Civilian will die as usual.

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 or lost their role the previous day or night, the Fortune Apprentice will become the role of the first town investigative role that died or lost their role.

The Fortune Apprentice does not know the identity of the previous town investigative role, nor do they know the checks made by this person.

This will not happen if the Fortune Apprentice's role has changed.

Idiot

Basics

If the Idiot dies for the first time, they instead live, but lose their voting power.

Details

If the Idiot dies due to the lynch or due to an attack, the first death will be prevented.

However, the Idiot loses their vote and is informed about this.

If the Idiot is Mayor, they will still have their Mayor vote.

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.

The Journalist can select a role and update their targeted role once per phase, with 1 emergency change to be used whenever the Journalist wants.

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, and will be able to attempt to spread the word about their killer.

If a Macho is attacked, the fact that the Macho was attacked that night is announced in storytime.

The Macho will know who attacked them, and it is up to them to decide whether they want to share this information or not. At the end of that day, the Macho dies.

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.

If the Macho is lynched, they will die as usual.

Ranger

Basics

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

Details

The Ranger may target a player. They can update this target once per phase, with 1 emergency change to be used whenever the Ranger wants.

When the Ranger dies in any way other than by directly being lynched, their target will be revealed in story time. The Ranger's role, their 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 by a werewolf, the Runner will not die, but will be vulnerable to future attacks.

If a Runner is targeted by any kill other than a werewolf kill, they will die the first time.

Runners are informed that they were attacked. If a Runner evades a wolfpack kill, the wolfpack is told their target ran away. If a Runner evades a kill from a wolf outside of the pack, that wolf is informed instead.

Town Crier

Basics

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

Details

The Town Crier will be told the role and identity of one other arbitrary person from the Townsfolk team at the start of the game. This information is one-directional.

The role given is not under the influence of any other powers, and therefore is completely reliable.

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.

While they have the mayor's extra vote, the Trickster's vote is counted as -2 instead.

Results of players that receive 0 or less votes are not displayed.

If the Trickster loses their role, their vote will count as that of a normal player.

3.2 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 infecting 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 Butcher is like the baker group, a group of trusted players; except for that 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 actually a werewolf spy called the bloody butcher.

If a Butcher is infected by the infecting wolf their role changes to bloody butcher, instead of wolf.

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 Night 1, 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.

3.3 Townsfolk Power

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

Exorcist

Basics

Each day, the Exorcist may remove negative effects from one player.

Details

Each day, the Exorcist can exorcise one player. All negative effects caused by solo roles are removed from the player and the Exorcist is informed which effects were removed. Exorcising a player is an immediate effect.

Players that have already been exorcised can not be exorcised again. The Exorcist can not cure players if they have changed role as the result of an effect, such as the Undead, but can still remove other possible effects the Undead has.

The solo team whose effect is cured is informed about this.

Negative Effects

The following effects can be removed by the Exorcist:

Enchanted - Flute Team

Soulless - Hell Team

Powdered - Pyro Team

Demonized - Underworld Team

Contaminated/Contagious - Plague Team

Sleepless - Nightmare Team

Tagged/Herded - Flock Team

Bitten - Graveyard Team

Fletcher

Basics

During Day 0, 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 when Day 0 ends, a target is randomly assigned. The Fletcher cannot target themselves.

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 while 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 can’t vote. That day, 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 two chosen players will additionally be added to a private channel, where the Grandma can anonymously talk to them. At the end of the day the players are removed and the votes are restored (even if the Grandma is dead at that point).

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 or no votes can't have their negative votes stolen (and the Grandma is informed), but are still added to the channel. The Mayors extra vote cannot be stolen.

The Grandma may select herself. The Grandma is not affected by redirections.

Herald

Basics

The Herald selects a role and is informed when the last player with that role dies.

Details

The Herald may immediately change their target once per phase, with 1 emergency change to be used whenever the Herald wants to.

If several players die at the same time the Herald is not informed which of the players had their selected role.

If there are no players of the selected role, or if the last player with the selected role changes to a different role, the Herald is not informed.

The Herald is not affected by any disguises.

The Herald may use their power several times.

Hooker

Basics

Each night, the Hooker sleeps with another player. They will not be killed by attacks on them, 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 targeting the Hooker in the night will fail; however, if the person they're sleeping over at is being attacked, then they both are attacked.

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.

The Hooker may not sleep with the same player two nights in a row.

If the Hooker is sleeping with another player while being protected from attacks, the protection is ignored; only protections for the player they are sleeping with apply.

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, where they can ask a question, once day starts the channel is locked, and a Yes/No poll is created.

All dead participants are able to vote on it during the day. Of course, there can be members of all teams in

the dead participants.

The question needs to be one simple yes/no question without any hidden meaning to it. Not voting as a dead participant should not give the Medium any information.

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

The Royal Knight may cancel the lynch at any time of day or night, and it will apply to the current (or if there is none the next) lynch. If there are several lynchings the Royal Knight may only cancel one of them, however they may choose which one.

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 receives the choice whether they want to be revealed or not.

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 day after, that player has 2 more invisible votes against them on the daily polls. These additional votes are revealed when the polls close. The threatened player is privately notified of the threat and added to a channel.

Threatening a player is an immediate ability. The Stalker can anonymously talk to the person they're threatening. At the end of the day the player is removed from the channel and the invisible votes are removed (even if the Stalker is dead at that point).

The Stalker may select themselves. The Stalker is not affected by redirections.

3.4 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 roles classified as killing roles show up as a threat.

The Aura Teller's inspection is an immediate ability.

Some roles or players may be able to kill, but will not show up as threats as they are neither lycans nor a role classified as a killing role.

The Aura Teller is affected by strong disguises and redirections, but not by obstructions.

Coroner

Basics

Upon every death, the Coroner is informed how that participant died.

Details

The Coroner will be told the cause of death for every dead player, and if multiple causes of death are present, then all causes will be revealed to the Coroner.

The Coroner is told the name of role that killed the player (if applicable) and the type of death/attack, as well as the name (but not the role) of the player that died.

The Coroner is not affected by any disguises.

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.

They may use several of their guesses for one player, however all guesses have to be made at the same time. All correct guesses will be confirmed.

The Crowd Seeker is affected by weak disguises, redirections, 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, redirections, and obstructions.

Huntsman

Basics

Each night, the Huntsman may check a target to determine if they are "part of the wolfpack" 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 or obstructions, but are affected by redirections.

Innkeeper

Basics

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

Details

Each night the Innkeeper can get a status on a specific role. Checking the status of a specific role will let the Innkeeper 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. The Innkeeper is affected by strong disguises.

Oracle

Basics

Every night, the Oracle can select two players and see if they have the same current alignment as each other. Each player can only be checked once.

Details

Each night, the Oracle can inspect two players. The Oracle will be told whether they have the same current 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 (if they are still unaligned) have the same alignment as each other, solo roles on opposing teams do not.

Some roles' current alignments may be different than their role's starting alignment (e.g. Cupid, Cupid's Lover).

The Oracle is not affected by disguises or obstructions, but is affected by redirections.

3.5 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 one player to attack during the night.

Details

The Assassin may only attack a total of 3 times 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 Day 1, 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 is announced, otherwise neither is.

The Barber's attack is an immediate ability. If the Barber's attack fails, they are not revealed.

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 Night 1, the cult can attack one player each night.

When the Cult Leader dies, the cult is disbanded and can no longer attack at night.

If the Cult Leader loses their role, the cult continues to exist, until the original Cult Leader dies.

Any member of the cult, who no longer is a cult member or Cult Leader, can still vote on who to kill.

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 a player chosen by the Executioner will be lynched in their place.

Details

The Executioner may target a player. This target can be updated once per phase, with 1 emergency change to be used whenever the Executioner wants to. Targeting a player is an immediate effect. The Executioner may alternatively choose to not target any player.

If the Executioner would be lynched, their target is (indirectly) lynched instead. If there is no target, nobody is lynched.

When the Executioner changes the lynch, their role is revealed to all, and the targeted player is lynched immediately.

This ability will only work once. Future lynchings will behave as normal.

When the Executioner tries to lynch a player protected from the lynch, the lynch is cancelled and the Executioner is revealed, but nobody is lynched.

Huntress

Basics

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

Details

The Huntress may target a player. They can update this target once per phase, with 1 emergency change to be used whenever the Huntress wants.

When the Huntress dies in any way other than by directly being lynched, their target will be attacked by them. The other player is attacked immediately and if it succeeds, the Huntress's role is revealed to all.

If the Huntress did not target a living player, 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.

If the Mad Scientist has not targeted a subject when they die, a random subject will be killed.

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 two targets are always on two different teams (excluding Unaligned). These teams are either Townsfolk, Werewolves or any of the different Solo teams.

The Mad Scientist can choose a target, even if the target is already dead. Attacking the other player is an immediate ability.

When the Mad Scientist kills, they are revealed as the Mad Scientist.

Priest

Basics

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

Details

If the targeted player is a lycan, they are attacked. If they are townsfolk aligned, the Priest dies. If they are not lycan and not townsfolk aligned, both the Priest and the target live.

Using holy water on a player is an end-night ability.

Witch

Basics

Once per game, at night, the Witch may choose three players to protect from any attack 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. Each potion can only be used once. They can also be used simultaneously in one night.

If they use the potion of life, then three players, which the Witch chooses, as well as the Witch themselves are protected from attacks during that night (immediate).

If they use the potion of death, they can choose one player to attack (end-night).

4. Werewolves

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.

4.1 Wolves

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.

If there are no werewolves or lycans left in the wolfpack, the wolfpack is disbanded.

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).

Foxes

Foxes are a special type of werewolf team roles. Foxes are part of the werewolf team, but they are neither lycans nor members of the wolfpack.

Foxes have various different powers, but they all are able to join the wolfpack instead of using their power. Once they do that they will turn into a normal wolf.

4.2 Werewolves Miscellaneous

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

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.

If a Hellhound betrays the group in any way (by changing alignment or role) the Hellhounds are immediately disbanded.

Knowledgable Wolf

Basics

The Knowledgable Wolf starts out with some information about the role list.

Details

At the start of the game the Knowledgable Wolf is told some of the roles on the role list.

The Knowledgable Wolf can only be used in games with a partial or private role list and usually receives a partial role list.

Alternatively, the Hosts may decide to tell the Knowledge Wolf about all the roles in the game.

Scared Wolf

Basics

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

Details

If it is attacked by anyone at night, it will escape unharmed the first time. The Scared Wolf is informed that they were attacked. After being attacked once, it will lose its ability.

Sneaking Wolf

Basics

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

Details

The Sneaking Wolf is strongly disguised as citizen and will appear as citizen to most roles and powers inspecting them.

If the Sneaking Wolf loses their role, they no longer appear as citizen.

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.

Wolf's Cub

Basics

The night after the Wolf's Cub dies, the wolfpack will be able to kill an additional player.

Details

Whenever a Wolf's Cub dies, the other wolfpack members will be able to kill an additional player the night after the Wolf's Cub's death. They are allowed to attack the same player several times, if they like.

This ability is triggered when a player who at any point had the role of Wolf's Cub dies, not when a Wolf's Cub loses their role.

4.3 Werewolves Power

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

Disguised Fox

Basics

Each day, the Disguised Fox may select a disguise, and the disguise will be announced to the Wolfpack. Once per game, the Disguised Fox may alternatively join the wolfpack as a regular wolf.

Details

Each day, the Disguised Fox may 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 citizen. The Disguised Fox's disguise is a strong disguise.

If the Disguised Fox survives the day, the wolfpack is informed at the start of the night that a Disguised Fox has chosen a disguise and what the disguise is. 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 and selecting a disguise are immediate abilities.

Infecting Wolf

Basics

During Night 1, the Infecting Wolf must choose one player to convert to a wolf.

Details

If the Infecting Wolf fails to choose a player during Night 1, a random player will be selected for them.

This ability can only be used once.

Infecting a player is an immediate ability.

Edge Cases

If a member of the wolfpack or the werewolf team is picked, the power fails and wastes the ability.

If a hell team member is picked the power backfires and the Infecting Wolf becomes an imp.

If a baker or butcher is picked they become a bloody butcher.

If a cupid is picked they become a cupid wolf.

If a trickster is picked they become a trickster wolf.

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 can not be voted for in the election poll in the following day phase. The selected player can still be lynched and can still vote in the election poll.

The Saboteur Wolf may not sabotage the same player two nights in a row, but can sabotage themselves or others in the wolfpack.

Sabotaging is an immediate ability.

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 today 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, is not part of the wolfpack, and is not affected by strong disguises.

4.4 Werewolves Investigative

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

Clairvoyant Fox

Basics

Each day, the Clairvoyant Fox may investigate one player, and the results will be known to both them and the Wolfpack. Once per game, the Clairvoyant Fox may alternatively join the wolfpack as a regular wolf.

Details

When the Clairvoyant Fox investigates a player they see that player's role. If the Clairvoyant Fox survives the day, the result of the investigation is announced to them as well as to the wolfpack at the start of the night. The wolfpack only sees the result and that it's from a Clairvoyant Fox - they don't know who was checked.

The Clairvoyant Fox and wolfpack do not know each other's identities, as the Clairvoyant Fox is not a lycan, nor a member of the wolfpack.

If the Clairvoyant Fox chooses to join the wolfpack, they may not investigate that day, and will lose their power as they will become a regular wolf.

Joining the wolfpack and investigating a player are immediate abilities, though the result of the investigation is only revealed later.

The investigation is affected by weak disguises, redirections, and obstructions.

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 loses their powers and joins the wolfpack.

Inspecting a player is an immediate ability. The Lone Warlock is affected by weak disguises, redirections, 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, redirections, 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. They will be told what that player's role is.

Inspecting a player is an immediate ability. The Warlock is affected by weak disguises, redirections, and obstructions.

The Warlock is not a lycan, nor are they a member of the wolfpack.

4.5 Werewolves Killing

'Werewolf Killing' are those werewolf roles that have a killing ability, besides their vote on the wolfpack kill.

Alpha Wolf

Basics

The Alpha Wolf has two votes on the wolfpack poll. Additionally, the Alpha Wolf may once overwrite the decision of the wolfpack.

Details

When the Alpha Wolf votes on the wolfpack poll, their vote appears normally, however internally it is counted with the value 2.

Once per game, the Alpha Wolf may determine the target of one wolfpack attack, instead of it being decided by the wolfpack. If there are several wolfpack polls the Alpha Wolf can choose which one to overwrite. If there are none, they can not use their power.

Overwriting the wolfpack poll is an end night ability and makes the Alpha Wolf execute the attack. The wolfpack is informed that their attack was overwritten and who was attacked at the end of the night.

When they overwrite the wolfpack poll, the Alpha Wolf may also choose to reveal themselves to the pack.

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 off all alone, they are not a member of the wolfpack. However, they are still a lycan.

Each night, they may kill one player on their own. If they kill someone who isn't townsfolk or solo aligned, the Lone Wolf dies.

When a member of the wolfpack dies, the Lone Wolf loses their powers and joins the wolfpack.

Killing a player is an end-night ability.

4.6 Werewolves Transformation

'Werewolf Transformation' are those werewolf roles that cannot be part of a role list. They can only be created during the game, by another role changing into it.

Trickster Wolf

Basics

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

Details

When the Trickster Wolf votes on public or private polls, their vote appears normally, however internally it is counted with the value -1.

If the Trickster Wolf becomes Mayor, their vote is counted as -2. Results of players that receive 0 or less votes are not displayed.

This role cannot be part of a role list and can only be created by another role changing into it during the game.

5. Other

5.1 White Wolves

'White Wolves' is less of a team and more of a group of roles. White Wolves always start out with just themselves on their team, however they pretend to be a werewolf. They win when everyone but them is dead. In rare circumstances (e.g. through copying) the white wolves may contain more than one player.

White Werewolf

Basics

The White Werewolf is a werewolf who is not satisfied with merely killing the townsfolk; they must kill all the werewolves as well.

Every other night, the White Werewolf may attack a member of the wolfpack.

Details

To the werewolves, the White Werewolf will appear to be just another member of the wolfpack. However, it is the White Werewolf's goal to win the game completely alone; even the other werewolves must die.

Starting with Night 2, the White Werewolf may attack a member of the wolfpack every other night. If they choose not to attack, they will once again have the option to attack in the following night.

Attacking 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 imitates the most common role in the wolfpack. The White Werewolf is strongly disguised as that role and gains all its abilities. If there are several most common roles, the most common Werewolf Miscellaneous role is picked; if there are several most common WM roles, or there are no WM roles, an arbitrary one is picked from the most common WM or wolfpack roles respectively.

If the White Werewolf changes role, the disguise and abilities are lost.

The White Werewolf is not part of the werewolf team, but is still considered a lycan and is part of the wolfpack.

5.2 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 Apprentice

Basics

The Flute Apprentice is a Flute Player that can't enchant other players; instead, they can become the Flute Player if no Flute Players remain. Additionally, the Flute Apprentice can redirect the abilities of enchanted players.

Details

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.

If no Flute Players remain, the Flute Apprentice turns into a Flute Player and loses their redirection power.

Flute Player

Basics

Each night, the Flute Player may enchant a certain amount of players.

If all living players are either enchanted, unaligned or Flute team members, the Flute team wins.

Details

Whenever a player is enchanted, they will immediately join a secret channel with the other enchanted players, but without 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 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 a player.

This effect will disappear once no members of the Flute Player channel or team remain. The players are not told when the effect disappears.

The Flute Player is able to enchant 1 player for every ten players in the game (rounded). They may not enchant a member of the flute team or channel.

If there is more than one player in the Flute Player channel (not counting Flute Apprentices), each Flute Player will only be able to enchant 1 player for every twenty players in the game (rounded).

The amount of players used is the amount of players that are part of the game, not the alive players.

If there are multiple Flute Players, then they are one team, and they will work together.

If a Flute Player loses their role, they will lose their ability to enchant players. Role changes are not revealed to the other Flute Players.

It is never revealed to the Flute Players how many or which players have been enchanted.

5.3 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

Basics

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

Just like the devil the Demon can use the hell team's pool of souls.

Details

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

At the start of the game the Demon's soul is added to the hell team's pool of souls, and they are soulless afterwards.

The Demon may use souls from the pool to protect or attack somebody.

If the Demon is attacked while a soul is in the pool, a soul will automatically be used to protect the Demon.

Use '\$info souls' for a detailed explanation.

Members of the Hell team cannot change role or betray the team in any way.

Devil

Basics

Each day, the Devil may choose one player to send the devil's wager to.

The devil's wager recipient may choose one of four options.

The Devil can use the hell team's pool of souls.

When everyone is dead, unaligned or soulless the Devil wins.

Details

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.

At the start of the game the Devil's soul is added to the hell team's pool of souls, and they are soulless afterwards.

The Devil may use souls from the pool to protect or attack somebody.

If the Devil is attacked while a soul is in the pool, a soul will automatically be used to protect the Devil.

Use '\$info souls' for a detailed explanation.

The Devil can't send the wager to soulless players. The wager is sent at the start of the night. The wager cannot be redirected onto another player.

The Devil can anonymously communicate with the recipient.

Until the end of the night, the recipient may choose to sell their soul to protect or attack somebody, or to share their identity to learn the role of another player.

Alternatively, they may also ignore the wager.

If the Devil dies before the night ends, the recipient is not informed, however no wager action can happen anymore.

Use '\$info wager' for a detailed explanation.

Members of the Hell team cannot change role or betray the team in any way.

Imp

Basics

The Imp wins with the devil and joins a channel with the devil to communicate securely.

Details

The Imp 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. When an Imp is created they lose their soul and it becomes part of the hell team's pool of souls.

Members of the Hell team cannot change role or betray the team in any way.

Souls

Members of the hell team that can use Souls (soul users) may use a Soul to protect someone from all attacks for the current night. If used during the day the player will be protected for the next night.

Using a Soul to protect a player is an immediate effect.

Soul users may use a Soul to attack a player. The player will be attacked immediately and it is not revealed why they died.

This ability may be used during both day and night. If the attack fails it is explained.

If a soul user is attacked during the night and if they have a spare soul in the pool, they will be protected and a soul will be used up automatically.

If they are attacked several times a soul is used for every attack.

If several soul users are attacked at the same time and there aren't enough souls to protect them all, the protections are chosen randomly, but the Devil is always protected first.

When souls are used to protect a member the whole of hell is informed of who was attacked.

Devil's Wager

The Devil's Wager recipient may choose one of these four options:

1) The recipient may choose to sell their soul, to attack another player.

Selling the soul immediately adds it to the pool. At the end of the night the devil will attack the player chosen by the recipient.

If the recipient chooses a member of the hell team, they will sell their soul as normal, but the devil will not execute the attack. The recipient is not informed.

2) The recipient may choose to sell their soul, to protect a player.

Selling the soul immediately adds it to the pool. For the rest of the night the player chosen by the recipient will be protected from any attacks to target them.

The recipient may choose to protect themselves.

3) The recipient may choose to sell their identity, to see another player's role.

Checking another player is an immediate effect. Afterwards, the devil is privately informed what role the recipient has.

Both of the investigations are affected by weak disguises. Checking the other player is affected by redirections and obstructions, but checking the recipient is not. These effects are seen from the devil's perspective, not the recipient's.

4) The recipient may choose to ignore the devil's wager.

The Devil's Wager recipient may choose until the end of the night, if they have not chosen by then, the wager is automatically ignored.

If the Devil dies before the night ends, the recipient is not informed, but no new wager action can happen anymore.

The recipient cannot undo selling their soul, but if they have chosen an attack, they may change the target until the end of the night, or switch to a protection instead. Protections are immediate and cannot be changed.

5.4 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

Basics

Each night, the Pyromancer may either powder one player or ignite all currently powdered players.

Details

Each night the Pyromancer may either powder or ignite all currently powdered people.

When a Pyromancer chooses to ignite, all powdered players will be attacked by them. If a powdered player survives the attack, they still remain powdered.

Powdering is an immediate ability, and igniting is an end-night ability. Instead of powdering the Pyromancer may also unpowder.

The Pyromancer is a member of the pyro team and channel.

The Pyros win when they're the last ones alive.

Wisp

Basics

The Wisp visits a person each day, igniting them if they are powdered.

Details

The Wisp may visit one person each day, if that person has been powdered, then the Wisp ignites the visited person at the end of the day.

If that person is not powdered, the Wisp powders that person. This is an immediate action.

The Wisp is only informed at the end of the day whether they powdered or attacked.

The Wisp may not visit themselves.

The Wisp is a member of the pyro team, but not a member of the pyro channel. That means they do not know the other members of their team.

If the Wisp is ignited by the pyros the Wisp will be alerted they were ignited, but will not be killed.

Whoever ignited the Wisp will be informed that their target could not be ignited. This message is unique and different from other ways the igniting could fail.

When no members of the pyro channel are left, the Wisp is informed and turns into a pyromancer at the start of the next phase and joins the pyro channel.

If several Wisps exist when the last member of the pyro channel dies, all of them turn into pyromancers and join the pyro channel.

5.5 Plague

'Plague' is the team of the Plague Bearer. Plague wins when all players are either dead or part of the Plague team. The Plague Doctor is not a member of the plague team, nor a solo role, they are an Unaligned role instead, but can only be used in games with the plague team.

Plague Bearer

Basics

The Plague Bearer's disease is lethal and highly contagious. Their desire is to kill off all other players.

Details

The Plague Bearer starts the game with rodents that carry the plague. They have one rodent for every five players in the game (rounded).

If there are several Plague Bearers then they know each other, and their rodent counts are combined. Each Plague Bearer may use one rodent per night.

Each night, the Plague Bearer may free one of their rodents to contaminate another player. Contaminated players will be affected by the disease. The Plague Bearer cannot be contaminated.

If the Plague Bearer attempts to contaminate an already contaminated player, they are informed, but the rodent is still used up.

Contaminating a player is an immediate ability. Contaminated players are contagious, and remain so till their death.

Any player who visits or is visited by a contagious player is immediately contaminated. Any type of action (target, attack, investigation, etc) is counted as a visit.

At the start of the second night after being contaminated the player is informed that they are contaminated.

At the end of the second night after being contaminated the player will stop being contagious and die. This is not an attack.

If no members of the plague team or channel remain, all players are no longer contaminated, although they are not informed about this.

If the Plague Bearer attempts to use a rodent on the Plague Doctor, the attempt fails, the Plague Doctor immediately dies (not an attack), and the rodent is **not** used up.

The Plague Bearer cannot win while a Plague Doctor is alive.

Plague Carrier

Basics

The Plague Carrier wins with the plague bearers and joins a channel with them to communicate securely.

Details

The Plague Carrier does not have any special abilities. If somebody tries to copy a plague bearer a Plague Carrier is created instead.

The Plague Carrier can be a carrier of the plague but once they become contaminated they don't die and instead stay contagious for the rest of the game.

The plague bearer may not attempt to directly contaminate the Plague Carrier using one of their rodents.

The Plague Carrier cannot win while a Plague Doctor is alive.

If the last plague bearer dies, and there are vials left, the Plague Carrier stops being contagious and becomes a plague bearer.

At the start of every phase, the Plague Carrier is told the amount of contagious players.

Plague Doctor

Basics

The Plague Doctor is mostly immune to the plague bearer's disease and requires the plague team to be eliminated in order to win.

Each night, they may check a player for symptoms of the plague. Additionally, they are also able to cure players.

Details

As soon as the plague team is eliminated, the Plague Doctor ascends and wins. The Plague Doctor cannot win while dead.

Each night, the Plague Doctor may check a player for symptoms of the plague. The Plague Doctor will immediately be informed if and since when their target has had the plague.

Members of the plague team do not have any symptoms and will **never** show up as having the plague.

The Plague Doctor starts off with vials that can cure the plague. They have one vial for every five players in the game (rounded).

Each night, the Plague Doctor may also choose to use one of their vials to immediately cure a player.

Cured players no longer have the plague and stop being contagious, however they will not be informed of this. A player that is already in the final stage of the plague (i.e. they have already been informed that they have it) is too far gone to be saved and can not be cured anymore.

If the plague bearer attempts to contaminate the Plague Doctor with one of their rodents, the Plague Doctor immediately dies (unavoidable).

Otherwise, the Plague Doctor is immune to the disease.

The Plague team cannot win while a Plague Doctor is alive.

5.6 Underworld

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

Undead

Basics

The Undead is a part of the vampire's secret army and pretends to be their old role. If a demonized player dies during the night, they will not die, and will instead lose their original role and become an Undead.

Details

An Undead has the same win condition as the vampire; they will win when all remaining players are part of the underworld team.

They lose their previous role, but if they were part of a group like the wolfpack, they will remain in the channel and will still be able to vote (though internally their vote won't be counted) as long as at least one other member of their group is still alive.

If all members of a group have changed role or died, the group is disbanded and any abilities it may have had are lost.

Vampire

Basics

The Vampire wins by secretly turning all the living players into undead.

The Vampire demonizes players; if a demonized player is killed in the night, they will instead turn into an undead.

Details

Each night, the Vampire may demonize one player. On even numbered nights, the Vampire may demonize a second player. The target will not know about it by that time. Vampires cannot demonize themselves or other members of the underworld.

When a demonized player is killed in the night, 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.

If no members of the underworld channel remain, all demonized players are no longer demonized.

6. Unaligned

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.

Any team can win if their win condition is fulfilled with the exception of all the Unaligned players.

6.1 Unaligned Miscellaneous

'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 and the game continues. In addition, the following lynch will be canceled.

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.

The Angel may change their target once per phase, with 1 emergency change to be used whenever the Angel wants to. The Angel cannot select themselves. Targetting a player is an immediate effect.

If they haven't selected a valid target, 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, the Angel dies and does not win.

If the Angel's target didn't vote for the Angel, but did put invisible votes on the Angel, they are considered a valid target.

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 given the opportunity 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 a start-day ability. Eating the food is an end-day ability.

If the Chef dies during the day, the customer is immediately removed from the restaurant without having eaten the food.

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

Each game has a certain amount of players that are "waiters" - one from the townsfolk team, one from the werewolf team, and one from each solo team. Waiters 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 is able to win with any team, even if that team's win condition is to kill all others.

If a new solo team is created during the game, they do not gain a waiter.

When the last waiter dies, the Chef stops playing, descends and loses.

The Chef may not select themselves as customer.

Despot

Basics

If the Despot is elected mayor, they win. The next day, the election will be skipped.

Details

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

Psychopath

Basics

At the start of the game, the Psychopath is given an arbitrary list with one third of the town's population, rounded up, 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 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.

The Psychopath may strongly disguise themselves as any role. The disguise is applied immediately. They can update this disguise once per phase, with 1 emergency change to be used whenever the Psychopath wants to. If the Psychopath changes role, the disguise is lost.

Riding Hood

Basics

The Riding Hood wins when they are killed by a werewolf.

Details

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

The Riding Hood will win if they are killed by a lycan, a werewolf or by the wolfpack's kill. If the Riding Hood is killed in another way, they lose.

If the Riding Hood is protected they neither die nor do they ascend. When the Riding Hood is killed by the wolfpack, the wolfpack may not attack **anyone** the following night.

When the Riding Hood is killed by a werewolf (but not the wolfpack's kill), that werewolf will be unable to kill the following night. If that werewolf is also part of the wolfpack they do not get a vote on the wolfpack's kill for that night.

If no werewolves are left and if the wolfpack either has no players left or is disbanded the Riding Hood stops playing, descends and loses.

6.2 Unaligned Align

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

Cat

Basics

During Night 1, the Cat will immediately become the opposite role dog choses for the rest of the game.

Details

If the dog chooses town crier, the Cat will turn into wolf; cursed civilian will turn the Cat into a psychopath with the dog in the list; and wolf will turn the Cat into a town crier.

Changing role is an immediate consequence of the dog choosing.

For each Cat in the game, there must be a corresponding dog. Neither the Cat, nor the dog will know their counterpart.

Dog

Basics

During Night 1, 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 become a cursed civilian. After choosing a role the Dog is no longer unaligned.

Look-Alike

Basics

The Look-Alike copies the role of another player during Night 1.

Details

During Night 1, the Look-Alike must choose one other 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.

The Look-Alike may not copy themselves. 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 (unless they copied an unaligned player).

Some Look-Alike special cases can be seen under 'Si la cases'.

Look-Alike Special Cases

By default the Look-Alike simply copies the role of the other player. In many cases the Look-Alike doesn't just copy the role, but also joins the channels of the copied role.

If a role that is part of a group is copied the Look-Alike always joins the group channels. For roles listed as 'Join' the Look-Alike additionally also joins the private secret channel.

When a Look-Alike joins the private secret channel of another player, their actions are turned into polls, which also turns immediate abilities into end abilities.

For roles listed as 'Special Copy' the Look-Alike instead turns into the listed role, instead of the copied one.

Join

Bartender

Journalist

Mad Scientist

Town Crier

Chef

Psychopath

Grandma

Stalker

Cupid (any variant)

White Werewolf

Special Copy

Cult Leader => Cult Member

Devil => Imp

Plague Bearer => Plague Carrier

Shepherd => Herding Dog

Reaper => Spirit

6.3 Unaligned Align - Cupid

'Unaligned Align - Cupid' roles are a subcategory of the unaligned align roles. The only Cupid that can exist at the start of the game is the plain Cupid. Cupids are considered a part of the Unaligned Align category, but are listed separately to avoid confusion.

All Cupids can never change roles, except to another Cupid variant. Cupids have a base alignment, which

is combined with the base alignment of their lover to form their actual alignment.

Cupid

Basics

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

Details

During Night 1, the Cupid must choose one 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 and the lover's role is revealed to the Cupid.

The Cupid and their lover form an inseparable team; they will die if the other player dies. When this happens it is announced. 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 wolf, everyone else must die. If the lover is a townsfolk role, they are townsfolk aligned and can win together with them (more examples can be found in '\$info cupid alignment').

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. If the lover is unaligned, the couple can either win with townsfolk or with the lover's win condition, however even though they have a second win condition they are simply considered to be townsfolk aligned.

If the Cupid loses their role before selecting a lover, a random lover is chosen.

The Cupid can never change role to anything but another cupid variant (more info in '\$info cupid variants').

Cupid Alignment Examples

Since it can be difficult to figure out the exact win condition of the cupid couple, here is a list of examples. For each couple a list of players that may remain alive is provided, unless everyone else must die, it can always implicitly be assumed that the couple can remain alive, without needing to meet any other conditions. For all couples Unaligned players may remain alive, so Unaligned is never listed. If a Cupid is in love with an unaligned, instead of their win conditions being combined, the couple has two possible win conditions and may win with either. If the lover ascends, so does the Cupid. In couples with an Unaligned player, the secondary unaligned win condition is not listed. Some couples are impossible, but are listed as impossible for clarification. Some couples have "Any" as the lover, this means this case applies for any alignment not previously listed.

Cupid, Townsfolk/Unaligned: Townsfolk

Cupid, Flute: Enchanted Townsfolk

Cupid, Underworld: Couple

Cupid, Werewolf/WW: Impossible; Cupid becomes Lupine Cupid

Cupid, Hell: Impossible; Cupid becomes Demonic Cupid

Cupid, Pyro: Impossible; Cupid becomes Flaming Cupid

Cupid, Plague: Impossible; Cupid becomes Plagued Cupid

Cupid, Hag: Impossible; Cupid becomes Cupid Hag

Lupine Cupid, Werewolf/WWW: Couple
Lupine Cupid, Any: Impossible

Flaming Cupid, Pyro: Couple
Flaming Cupid, Any: Impossible

Plagued Cupid, Plague: Couple
Plagued Cupid, Any: Impossible

Demonic Cupid, Hell: Soulless players, Hell
Demonic Cupid, Any: Impossible

Cupid Hag, Hag: Hags
Cupid Hag, Any: Impossible

Undead Cupid, Townsfolk/Werewolf/WWW/Pyro/Plague/Hag: Couple
Undead Cupid, Flute: Enchanted Underworld
Undead Cupid, Underworld/Unaligned: Underworld
Undead Cupid, Hell: Impossible

Cupid Wolf, Townsfolk/WWW/Pyro/Underworld/Plague/Hag: Couple
Cupid Wolf, Flute: Enchanted Werewolves
Cupid Wolf, Werewolf/Unaligned: Werewolves
Cupid Wolf, Hell: Impossible

Cupid Hag

Basics

The Cupid Hag is a cupid whose lover is a member of the hag team.

Details

If the cupid selects a lover from the hag team, if their lover joins the hag team, or if their lover turns into a Bitter Hag, creating the hag team, the cupid turns into a Cupid Hag, but may lose their role again at a later point.

The Cupid Hag works like the cupid, with a few exceptions: The Cupid Hag's base alignment is hag. If there are several bitter hags, the Cupid Hag joins the channel with them.

Cupid Variants

The Cupid can never change role to a role that isn't a cupid variant. Every time the Cupid would usually change role, they instead change to a different cupid variant. After picking a lover, or if the lover changes alignment, the cupid may also change role. The following cupid variants exist.

Cupid

This is the default cupid role, and the only one that can be in a role list. Unless another case applies the cupid stays as this role.

Cupid Wolf

If the cupid is targetted by the infecting wolf, they turn into a cupid wolf instead of a normal wolf.

Undead Cupid

If the cupid is demonized and then killed, they turn into an undead cupid instead of into an undead.

Spectral Cupid

If the cupid is recruited onto the nightmare team, they turn into a spectral cupid instead of into a spirit.

Zombified Cupid

If the cupid is bitten twice, they turn into a zombified cupid instead of into a zombie.

Demonic Cupid

If the cupid's lover is a member of hell, the cupid becomes a demonic cupid, and a full member of hell. Afterwards, the cupid cannot change role again.

Lupine Cupid

If the cupid's lover is a member of the wolfpack or wolf team, the cupid becomes a lupine cupid. This does not change the cupid's alignment.

Flaming Cupid

If the cupid's lover is a member of the pyro team, the cupid becomes a flaming cupid. This does not change the cupid's alignment.

Plagued Cupid

If the cupid's lover is a member of the plague team, the cupid becomes a plagued cupid. This does not change the cupid's alignment.

Cupid Hag

If the cupid's lover turns into a bitter hag, the cupid becomes a cupid hag. The cupid hags becomes a member of the hag team and joins their channel.

Cupid Wolf

Basics

The Cupid Wolf is a cupid that has been infected by the infected wolf.

Details

If turned into a wolf in any way, the cupid turns into an Cupid Wolf instead.

The Cupid Wolf works like the cupid, with one exception: The Cupid Wolf's base alignment is werewolf.

If the lover is part of a different alignment, they will only win when both win conditions are fulfilled. For example, if the couple is Cupid Wolf and a citizen, everyone else must die. If the lover is also part of the werewolf alignment, they are werewolf aligned and can win together with them.

If the lover is unaligned, the couple can either win with the werewolf team or with the lover's win condition.

Demonic Cupid

Basics

The Demonic Cupid is a cupid whose lover is a member of the hell team.

Details

If the cupid selects a lover from the hell team or if their lover joins the hell team, the cupid turns into a Demonic Cupid.

The Demonic Cupid works like the cupid, with a few exceptions: The Demonic Cupid's base alignment is hell.

Once a cupid and their lover have joined the hell team, they cannot change role or betray the team in any way.

If the cupid has a soul it is lost the moment they become a Demonic Cupid. The hell team gains this soul for their pool of souls.

Flaming Cupid

Basics

The Flaming Cupid is a cupid whose lover is a member of the pyro team.

Details

If the cupid selects a lover from the pyro team, or if their lover joins the pyro team, the cupid turns into a Flaming Cupid.

The Flaming Cupid works like the cupid, with an exception: The Flaming Cupid cannot be powdered or ignited by the pyro team.

If any member of the pyro team powders the Flaming Cupid it silently fails. If any member of the pyro team attacks the Flaming Cupid the attack fails.

The Flaming Cupid's win condition is not changed.

Lupine Cupid

Basics

The Lupine Cupid is a cupid whose lover is a member of the werewolf team or wolfpack.

Details

If the cupid selects a lover from the wolf team or wolfpack, or if their lover joins the wolf team or wolfpack, the cupid turns into a Lupine Cupid.

The Lupine Cupid works like the cupid, with a one exception: The Lupine Cupid cannot be killed by the werewolves.

If any werewolf or member of the wolfpack attacks the Lupine Cupid the attack fails. Additionally, they are a lycan, but do not join the pack.

The Lupine Cupid's win condition is not changed.

Plagued Cupid

Basics

The Plagued Cupid is a cupid whose lover is a member of the plague team.

Details

If the cupid selects a lover from the plague team, or if their lover joins the plague team, the cupid turns into a Plagued Cupid.

The Plagued Cupid works like the cupid, with an exception: If the Plagued Cupid becomes contaminated

they don't die and instead stay contagious for the rest of the game.
The Plague Doctor always sees the plagued cupid as not having the plague.
The Plagued Cupid's win condition is not changed.

Spectral Cupid

Basics

The Spectral Cupid is a cupid that has been recruited onto the nightmare team.

Details

Instead of turning into a spirit, the cupid turns into an Spectral Cupid.

The Spectral Cupid works like the cupid, with one exception: The Spectral Cupid's base alignment is nightmare.

If the lover is part of a different alignment, they will only win when both win conditions are fulfilled. For example, if the couple is Spectral Cupid and a werewolf, everyone else must die. If the lover is also part of the nightmare alignment, they are nightmare aligned and can win together with them.

If the lover is unaligned, the couple can either win with the nightmare team or with the lover's win condition.

Undead Cupid

Basics

The Undead Cupid is a cupid that has been demonized and then killed.

Details

Instead of turning into an undead, the cupid turns into an Undead Cupid.

The Undead Cupid works like the cupid, with one exception: The Undead Cupid's base alignment is underworld.

If the lover is part of a different alignment, they will only win when both win conditions are fulfilled. For example, if the couple is Undead Cupid and a werewolf, everyone else must die. If the lover is also part of the underworld alignment, they are underworld aligned and can win together with them.

If the lover is unaligned, the couple can either win with the underworld team or with the lover's win condition.

6.4 Unaligned Align - Hag

'Unaligned Align - Hag' roles are a subcategory of the unaligned align roles. Hags are considered a part of the Unaligned Align category, but are listed separately to avoid confusion.

Bitter Hag

Basics

If the hags have been wronged by all remaining teams, they turn into Bitter Hags. The Bitter Hag wins if all remaining players are dead, unaligned or hags. The Bitter Hag may use each of the hag spells once.

Details

When hags become Bitter Hags they gain a new secret channel with the other Bitter Hags (if there are any). Each Bitter Hag may protect, investigate and attack a player once during a night. However, if their

previous spell had any uses left, they do not get to keep these upon changing to Bitter Hag. The spells of the Bitter Hag work like the spells of the cautious, vicious and prophetic hag and are not affected by any disguises, redirections or obstructions. The Bitter Hag cannot be part of role lists and can only be created by a hag turning into it. Sometime, hags may turn into Bitter Hags directly after wronging (if they are wronged by the last remaining team that hasn't wronged them), however they may also turn into Bitter Hags if the last remaining team that hasn't wronged them is eliminated, leaving only teams that have wronged the hags.

Cautious Hag

Basics

The Cautious Hag can win with any team, unless that team has wronged the hags, however the Cautious Hag cannot win if the hags have never been wronged.

The Cautious Hag can protect a player.

Details

The Cautious Hag is one of the hags ('\$i hags').

During the night, the Cautious Hag may once use their spell to protect a player. The Cautious Hag may protect themselves. This power is not affected by redirections.

Protecting a player is an immediate effect. Protected players will be immune to attacks for the rest of the night. If the protected player is a hag, they can also not be affected by any other action that is counted as "wronging" (e.g. Solo Power Effects).

Hag

Basics

The Hag can win with any team, unless that team has wronged the hags. The Hag will turn into a specific type of hag at the end of the day.

Details

The Hag is one of the hags ('\$i hags').

At the start of the game, the Hag may name one other hag role.

At the end of the day the Hag turns into one of the other hag roles, however they can not become the one they named nor can they immediately become a bitter hag.

If the Hag doesn't choose they can turn into any of the other hag roles (except bitter hag).

The Hag does not have a spell at the start of the game, but gains one later, once they turn into another hag role.

The Hags

The Hags win if they're alive at the end of the game and have been wronged at least once, as long as the winning team didn't wrong them. At the start of the game, the Hags cannot win, but if a team wrongs the Hags, the Hags can win with any team except the one that has wronged them. The Hags do not know each other, but always have the same win condition and alignment. If the Hags are wronged it is announced which team has wronged the Hags, even if no Hags are left. If all remaining teams have wronged the Hags, all remaining Hags turn into bitter hags.

If a Hag is attacked, killed, has their role changed or has their role publicly revealed the team of the player responsible has wronged the Hags. If a Hag is lynched the team(s) which had the most votes on the

lynched Hag has wronged the Hags. If a Hag is lynched by unusual means, the team of the player responsible has wronged the Hags. If a player applies a solo team effect to a Hag, that player's team has wronged the Hags. Unaligned players cannot wrong the hags.

Each Hag (with the exception of the plain Hag) has one specific spell, that they can use during the night. Hags may only use their spell once, however every time a Hag is wronged they gain an additional use for their spell. Hags are allowed to wait until their spell has several uses and then use it more than once in one night.

At the start of the game the Hags don't have an alignment, and cannot win, but as soon as they are wronged for the first time a new hag alignment is formed. Teams that have **not** wronged the Hags can still win together with the Hags, according to the standard Unaligned rules, however teams that have wronged the Hags need them dead in order to win.

If a cupid falls in love with a hag and the cupid is attacked, killed or lynched, the hags are wronged as if the cupid was a hag, other forms of wronging however do not apply.

Use ``$i uah`` for a list of all hags.

Prophetic Hag

Basics

The Prophetic Hag can win with any team, unless that team has wronged the hags, however the Prophetic Hag cannot win if the hags have never been wronged.

The Prophetic Hag can see the current alignment of another player.

Details

The Prophetic Hag is one of the hags (``$i hags``).

During the night, the Prophetic Hag may once use their spell to see the current alignment of another player. This check is not affected by any disguises, obstructions or redirections.

Checking a player is an immediate effect.

Vicious Hag

Basics

The Vicious Hag can win with any team, unless that team has wronged the hags, however the Vicious Hag cannot win if the hags have never been wronged.

The Vicious Hag can attack another player.

Details

The Vicious Hag is one of the hags (``$i hags``).

During the night, the Vicious Hag may once use their spell to attack another player. This power is not affected by redirections.

Attacking a player is an end effect.

7. Elected

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).

Guardian

Basics

The Guardian protects the town. When there are 15 or fewer players, the Guardian may choose one player. This player cannot be killed by attacks during the current night. When there are more than 15 they may choose up to two.

Details

The Guardian chooses their protected player(s) during the night, and they will be protected from attacks during the current night.

They may not protect the same player two days in a row, but may protect themselves and/or alternate between two or more players.

Any attack against a player protected by the Guardian fails, however a protected player may still die through other means.

The Guardian is elected on the first full day with a living Mayor, a living Reporter and no living Guardian.

Protecting players from attacks is an immediate effect.

Mayor

Basics

The Mayor leads the town. They have the privilege of being able to post in #story_time.

When there are more than 15 living players, each night the Mayor chooses whether the top one or two players being voted on will be lynched during the next day. When there are 15 or less living players, the Mayor instead receives an extra vote in polls.

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.

The Mayor's extra vote cannot be nullified, stolen or removed under any circumstances.

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.

8. Limited

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.

Limited roles may not be used in games with closed or partial role lists. As they are generally not well tested they may require mid-game changes, which is not possible in those games.

Amnesiac | Townsfolk Miscellaneous | Limited

Basics

The Amnesiac has forgotten their role and only has a vague idea of what it was. They will remember it at the end of Day 1.

Details

From the start of the game until the end of Day 1, the Amnesiac is a normal citizen. At the end of Day 1, they will get to know their role.

This role will not be known to the rest of the players, but it will be one of three roles that the Amnesiac is told at the start of the game.

If the Amnesiac changes into a role that has a power limited to a Day or Night that has already passed, they have to use it in the following Day or Night.

If they change into a role that receives information or is part of a group at the start of the game, the Amnesiac will receive the information or join the group directly after changing role.

Apprentice | Unaligned Align | Limited

Basics

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

Details

The Apprentice will stay as an Apprentice until someone is either attacked or killed, thereafter they will pick up the role of the dead, and join the team they were on.

If multiple people are attacked or killed at the same time, the Apprentice will pick up a random of the attack / dead people's roles, but it will not be revealed from who the role came from.

Archivist Fox | Werewolf Investigative

Basics

Each day, the Archivist Fox will learn roles from two categories, and one of them will be told to the Wolfpack. Once per game, the Archivist Fox may alternatively join the wolfpack as a regular wolf.

Details

The Archivist Fox can only be in games with partial role lists. Each day, they may pick two *different* categories from the role; they will be told a role from each category. They may then pick one of these roles, and if they survive the day, this role is announced to the wolfpack at the start of the night. The wolfpack knows this information is from the Archivist Fox, but doesn't know the second role they learned.

The Archivist Fox is not affected by any disguises, obstructions or redirections, as they check the role list rather than any players. They can only learn each role once, except when the role is on the role list several times, in which case they may see the role as many times as it is on the list. The Archivist Fox will never be informed that they themselves are part of the role list, but may be informed about other Archivist Foxes. If there are no roles remaining unchecked in a category, the Archivist Fox is informed that no roles remain. If the Archivist Fox fails to find any role or doesn't choose, the wolfpack will be informed that the Archivist Fox didn't find anything.

The Archivist Fox and wolfpack do not know each other's identities, as the Archivist Fox is not a lycan, nor a member of the wolfpack.

If the Archivist Fox chooses to join the wolfpack, they may not investigate that day, and will lose their power as they will become a regular wolf.

Joining the wolfpack and learning a role are immediate abilities.

Bat | Solo Power - Underworld Team | Limited

Basics

Each day, the Bat may choose one player to haunt in the following night. The Bat will not be affected by attacks targetting them, but will instead be affected by those taking place at their target's house. Any player that interacts with the Bat's target while the Bat is visiting becomes demonized.

Details

Choosing a player to haunt is an end-day ability. Throughout the following night, they will stay with that player. The Bat may also choose not to haunt anybody. Since the Bat is at the other player's house and not at home, any attacks targeting the Bat in the night will fail; however, if the person they're haunting is being attacked, then the Bat is also attacked. Any player that interacts with the Bat's target in any way while the Bat is visiting will become demonized immediately, and the Bat is told the name of the newly demonized player.

The Bat may not haunt the same player twice and can only haunt demonized players or members of the underworld team. If they select an invalid player, their action will fail and they will be informed.

If the Bat is haunting another player while being protected from attacks, the protection is ignored; only protections for the player they are haunting apply.

The Bat is part of the Underworld team and channel. The Bat is demonized from the start of the game and may be turned into an undead.

Corpse | Solo Miscellaneous - Graveyard Team | Limited

Basics

The Corpse wins with the zombie and joins a channel with the zombie to communicate securely.

Details

The Corpse does not have any special abilities. If there are no zombies left, the Corpse becomes a zombie.

The Corpse wins when all players are either dead or part of the graveyard team.

Corpses are part of the graveyard channel and know the other Corpses and zombies.

Corrupt Wolf | Werewolf Power | Limited

Basics

The Corrupt Wolf can manipulate a player's votes in the next day's public polls.

Details

Each night, the Corrupt Wolf may select a player and a number of votes (2 or -1). The next day, the selected player has the chosen vote value instead of their usual value.

The number of votes replaces the player's vote, it is not additive. However, the Mayor retains their extra vote.

Manipulating a vote is immediate. The Corrupt Wolf may manipulate a member of the wolfpack. The Corrupt Wolf may also communicate with their chosen player in a whispers channel during the day.

The Corrupt Wolf is a lycan and also part of the pack.

Devout Villager | Townsfolk Miscellaneous | Limited

Basics

The Devout Villager is a normal citizen, with one exception: they can never change role.

Details

When a role changing ability affects the Devout Villager, it fails. If the infecting wolf tries to infect the devout villager the infection fails and nothing happens. If a vampire tries to demonize the Devout Villager it happens normally, however if the Devout Villager is attacked they will die instead of turning undead.

Direwolf | Werewolf Killing | Limited

Basics

The Direwolf may attack two people every night if they are the last player left in the pack.

Details

If, at the start of the night, the Direwolf is the last remaining member of the wolfpack, the wolfpack will be able to attack an additional player.

Usually, this means the Direwolf will be able to attack two people, but in some situations the amount of attacks and the attacker may also be influenced by other roles/abilities.

Golem | Unaligned Miscellaneous | Limited

Basics

If the Golem is elected guardian, they win. The next night, players that opposed the Golem's election will be protected.

Details

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

The next night, everyone that didn't vote for the Golem will be protected from attacks.

Each night, the Golem may choose one player, and they will immediately be protected from attacks

during the remainder of the current night.

Any attack against a player protected by the Golem's ability or election fails, however a protected player may still die through other means.

Herding Dog | Solo Power - Flock Team | Limited

Basics

The Herding Dog wins with the shepherd and joins a channel with the shepherd to communicate securely.

Details

During the day, the Herding Dog can un-herd a herded player to steal that player's vote. Players with negative votes can't have their negative votes stolen (but will still be unherded).

During the night, if the Herding Dog is attacked and there is at least one herded player, a random herded player will be automatically unherded to protect the Herding Dog. However, protecting the Shepherd is prioritized.

The Herding Dog is usually the result of someone copying the shepherd for various reasons. This is because the shepherd is too powerful for there to be two. Their win condition is the same as the shepherd's.

Juror | Townsfolk Group | Limited

Basics

The Jurors have a secret channel where they can communicate among themselves securely. During certain nights, the jury votes to investigate a player.

If the jury successfully investigates a non-town role, it is announced.

Details

The Juror is part of the jury. During certain nights, the jury can vote to investigate a player.

The jury receives the result of the investigation at the end of the night. If the result of the investigation shows a non-town role, the role is announced publicly.

The jury is disbanded if there are 1 or less Jurors left; this means the jury is active only if at least two Jurors are alive.

Any member of the jury, even if they lose their role, can still vote on who to investigate.

One of the Jurors that has voted for the jury's target is randomly chosen as the investigator, who performs the investigations.

The jury is affected by weak disguises and obstructions. These effects are seen from the investigator's perspective.

The jury's first check happens during Night 2. If the jury started with two Jurors they may check again each night. For every additional Juror the jury started with they have to wait an additional night between checks.

Pack Tanner | Werewolf Power | Limited

Basics

Each day, the Pack Tanner may disguise up to one player as a role of the Pack Tanner's choosing.

Details

Each day, the Pack Tanner can weakly disguise one player; the night after, to roles affected by weak disguises, their role will appear to be what the Pack Tanner has disguised the player as.

The Pack Tanner may disguise themselves, but they may not disguise the same player twice in a row.

Disguising a player is an immediate effect.

If the Pack Tanner dies, the assigned player will keep their disguise for the night. The player loses their disguise at the end of the night.

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

Reaper | Solo Power - Nightmare Team

Basics

Each night the Reaper may turn one player sleepless.

The Reaper wins when all living players have been turned sleepless or are part of the nightmare team.

Additionally, the Reaper may use the powers of dead players, temporarily.

Details

The Reaper knows the roles of all dead players, and is informed as soon as they die. During the next day and/or night the Reaper will be able to use the power of every player that has died since the start of the previous day/night.

The gained abilities can only be used during this/these phase(s), and are lost after that. Day abilities have to be used during the day and night abilities during the night. General abilities can be used during both the next day and night.

If one of the dead players had a disguise when they died, their disguise is applied to the Reaper for two phases.

Use '\$info reaper abilities' for a detailed explanation on how the reaper can use certain abilities.

Each night, the Reaper can immediately turn one player sleepless.

Players are privately informed when they become sleepless. The Reaper cannot become sleepless, nor can other members of the nightmare team or channel.

The Reaper cannot use any powers on a player they have already turned sleepless, unless it's a power that specifically requires sleepless players to work.

However, when a sleepless player uses a power on the Reaper, their power fails and the Reaper automatically attacks them (immediate).

One exception is that sleepless players may still target the Reaper.

If no members of the nightmare team or channel remain all players are no longer sleepless, however they are not informed about this.

Reaper Abilities | Additional Info - Nightmare Team

Limitations

If a role with limited uses of their power dies, the Reaper will only receive a power if it has uses left.

Other limitations, like only being able to select every player once or only being able to select specific players still apply, but the Reaper is not informed which player can't be selected. If they select an invalid player, they are informed that their power failed.

Powers

The Reaper is able to use passive powers.

They are also able to use powers involving a reveal, however nobody will be revealed.

Group roles don't give the reaper any powers, nor does the Reaper gain access to any secret channels (e.g. Journal) or info (e.g. Psychopath List, Town Crier) the dead player had.

Abilities that involve effects (e.g. enchanting, powdering, igniting powdered players) instead work with the sleepless effect.

Passive abilities of solo teams (e.g. the flute player passively obstructs enchanted players and can affect their investigation results) also apply to the Reaper, but only when the last member of a team has died.

They work with elements of the nightmare team (e.g. a Reaper with the flute player passive ability reaper obstructs sleepless players, who may falsely see Reaper as an investigative result).

If an ability results in a role change (e.g. Look-Alike), no role change happens. Instead, a permanent strong disguise of the role that the player would have turned into is applied to the player. The Reaper is informed which disguise is being used. An exception is all role changes that would recruit another player on that role's team; the role change still happens, but the player is turned into a spirit (e.g. Vampire, Infecting Wolf).

All abilities involving private anonymous communication (e.g. Devil, Stalker) happen in reaper specific channels, instead of their normal ones.

If the Reaper dies, any abilities with effects that would occur in a later phase do not trigger, but those that still happen in the same phase do trigger.

Special Cases

- Foxes: The wolfpack is not informed of what the Reaper chooses
- Direwolf: The Reaper may attack one player
- Exorcist: Makes target sleepless, but still removes other effects
- Shepherd: Instead of tagging, turn people sleepless

Scared White Werewolf | Solo Killing - White Wolves | Limited

Basics

The Scared White Werewolf is a werewolf who is not satisfied with merely killing the townsfolk; they must kill all the werewolves as well.

Details

The Scared White Werewolf is a variant of the white werewolf intended for bigger games.

It works exactly like the White Werewolf (see info white werewolf), with one exception:

They will be protected from the first night attack to target them. They are informed that they were attacked. After being attacked once, it will lose this ability.

Shepherd | Solo Power - Flock Team | Limited

Basics

Each night, the Shepherd may tag two players. If two tagged players visit each other, they both become herded. When everyone is dead, herded or part of the flock team the Shepherd wins.

Details

When a tagged player visits another tagged player they become herded but remain tagged, if they then visit or are visited by another tagged player who is not herded then that player is then also herded.

Tagging a player is an immediate ability.

Additionally each night the Shepherd can choose to make one tagged player herded as an end night effect.

Whenever a player is herded, they will join a secret channel with the other herded players. Becoming herded is a consequence of the action. The Shepherd may see everything said in this channel, from the safety of their secret channel.

Members of the flock can not be tagged or herded.

Every time someone is herded or unherded the Shepherd will be informed.

During the day, the Shepherd may temporarily steal the votes of herded players; players who have their votes stolen will be unherded, but remain tagged. Players with negative votes can't have their negative votes stolen (but will still be unherded). The Mayor's extra vote cannot be stolen. The Shepherd is informed how many votes they have after stealing votes. After the day ends, the votes are returned to normal.

During the night, if there's two or more herded players, the Shepherd is protected from attacks. Every time the Shepherd is attacked, two random herded players will immediately be unherded instead.

At the start of the game, the Shepherd may choose a role as a strong disguise. If the Shepherd doesn't choose a role, they will be disguised as a citizen. If the Shepherd changes role, the disguise is lost.

If the game started with more than 20 players, the Shepherd may tag three players each night, instead of two.

If no members of the flock team or channel remain all players are no longer herded, however they are not informed about this.

Spirit | Solo Miscellaneous - Nightmare Team | Limited

Basics

The Spirit is a part of the reaper's secret army and pretends to be their old role. When the reaper uses a recruitment power on a player, they become a Spirit.

Details

The Spirit has the same win condition as the reaper; they will win when all remaining players are part of the nightmare team.

They lose their previous role, but if they were part of a group like the wolfpack, they will remain in the channel and will still be able to vote as long as at least one other member of their group is still alive.

However, their vote will not be counted.

If all members of a group have changed role or died, the group is disbanded and any abilities it may have had are lost.

Thief | Unaligned Align | Limited

Basics

Each night, the Thief chooses one player to switch roles with.

Details

When they switch with a player, they become that player's role, and the other player becomes the Thief. Role specific disguises are also switched.

Selecting a player to switch with is an immediate effect, but switching roles is an end night action and happens after any other end night actions such as night kills. The Thief can switch with a dead player, if the player was alive when they selected them.

When switching with another player, all their channels are switched. Effects such as being powdered are not swapped. Effects are kept after switching, even if a player's new role cannot have that effect. In those cases the effect becomes dormant and does nothing; it will become active again if the player once again switches role.

If the Thief does not select a target, a random player is chosen. Each Thief may only select players that have never been that thief before.

The Thief wins if they are still alive at the end of the game or alternatively if there's no or only Unaligned players left to select, the Thief immediately ascends and wins. This can happen immediately after selecting a player.

The Thief's ability is more powerful than any other mechanic (even more powerful than those that claim they are the most powerful). If a Thief switches with a member of Hell, the current member of Hell betrays their team and becomes a Thief. Effectively the Thief changes the player behind the role, so if a demon switches with a thief, the demon doesn't truly betray the hell team - just the player behind the demon has changed.

If the Thief switches with a member of a cupid couple, that member betrays the couple to become a thief and the former thief joins the couple instead.

The Thief is not affected by redirections.

Tracking Wolf | Werewolf Investigative | Limited

Basics

Each night, the Tracking Wolf may find out how much of a threat a player is to the pack.

Details

Each night, the Tracking Wolf may check the category of a player's role to find out how much of a threat they are to the pack. The Tracking Wolf only learns how much of a threat the player is and not the role's category.

For townsfolk and solo categories, investigative and killing roles are considered a major threat; power, recruitment and group roles a significant threat; and miscellaneous roles a slight threat.

Werewolf killing roles are considered a slight threat. All other werewolf roles, as well as all unaligned roles, are not considered a threat.

The Tracking Wolf's check is an immediate ability. The Tracking Wolf is affected by strong disguises and redirections, but not by obstructions.

Unemployed Chef | Unaligned Miscellaneous | Limited

Basics

The Unemployed Chef can use their charmed food to protect one player each night. The Unemployed Chef wins if they are alive at the end of the game, and at least one waiter remains.

Details

Protecting a player is an immediate night effect. A protected player is invulnerable from night attacks for the current night. After the night ends, the effect of the charmed food disappears.

Once a player has received charmed food, they can no longer be protected.

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

If a new solo team is created during the game, they do not gain a waiter.

When the last waiter dies, the Unemployed Chef stops playing, descends and loses.

The Unemployed Chef may not protect themselves.

Wraith | Solo Killing - Nightmare Team | Limited

Basics

The Wraith wins with the reaper and joins a channel with the reaper to communicate securely.

Details

The Wraith does not have any special abilities. If somebody tries to copy the reaper a Wraith is created instead. The Wraith cannot become sleepless.

When a sleepless player uses a power on the Wraith, their power fails and the Wraith immediately attacks them.

One exception is that sleepless players may still target the Wraith.

If the (original) Reaper dies, the Wraith may turn one player sleepless each night.

Zombie | Solo Recruitment - Graveyard Team | Limited

Basics

Each night, the Zombie may bite another player. If a player is bitten a second time they become a Zombie.

Details

When a Zombie bites another player they become “bitten“. The bitten player does not know about this.

When a Zombie bites a player that is already bitten, they immediately become a Zombie.

If a Zombie dies, every other Zombie that has been turned by the dying Zombie also dies.

The Zombies win when all players are either dead or part of the graveyard team.

Zombies are part of the graveyard channel and know the other Zombies and corpses.

Zombies cannot bite other members of the graveyard channel.

When a player turns into a Zombie, they betray their team and join the graveyard channel. They can also immediately bite another player.

They lose their previous role, but if they were part of a group like the wolfpack, they will remain in the channel and will still be able to vote (though internally their vote won't be counted) as long as at least one other member of their group is still alive.

If all members of a group have changed role or died, the group is disbanded and any abilities it may have had are lost.

Edge Cases

If a Zombie changes their role, they will no longer die when its creator Zombie dies, nor will it cause the death of Zombies it has created (neither immediately, nor when it dies).

If a Zombie tries to turn a member of the hell team (second bite), their power backfires, and instead the Zombie becomes an imp. Since members of hell can't be turned into Zombies, they may be bitten for a “second“ time several times.

Zombified Cupid | Unaligned Align - Graveyard Base Alignment | Limited

Basics

The Zombified Cupid is a cupid that has been bitten twice by the zombies.

Details

Instead of turning into a zombie, the cupid turns into a Zombified Cupid.

The Zombified Cupid works like the cupid, with one exception: The Zombified Cupid's base alignment is graveyard.

If the lover is part of a different alignment, they will only win when both win conditions are fulfilled. For example, if the couple is a Zombified Cupid and a werewolf, everyone else must die. If the lover is also

part of the graveyard alignment, they are graveyard aligned and can win together with them.
If the lover is unaligned, the couple can either win with the graveyard team or with the lover's win condition.