

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.

Townsfolk

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.

1.4 Results

Win/Loss

Games will usually end with a win for one team, and a loss for all other teams. This will usually happen when only one team (and potentially unaligned players) remain, but some solo teams may also win if enemies remain alive if a certain criteria is met (flute team wins as long as all enemies are either dead or enchanted).

Some Unaligned roles may leave the game early with a win (ascension) or loss (descension).

Win Conditions are evaluated at the start of any phase (before anything else happens), as well as after the completion of each immediate action, including all its consequences.

Tie

A Tie happens when players from more than one team win and neither can kill the players from the other team (without dying themselves).

A Tie is equal to a Live Win for everyone remaining alive, but a Death Loss for everyone that's dead (even if one of their allies is included in the Tie)

Draw

A Draw happens when the game is ended early (e.g. due to a host mistake), a Draw counts a bit more than a Live Loss, but can basically be considered a Live Loss. When a game ends in a Draw, all remaining alive players end the game with a Draw, all dead players end the game with a Dead Loss, players that have already won by ascension keep their Live Win.

Alliance

In rare cases the result "Alliance" may be possible. This result is given to players that deliberately betray their own team to join another team (thus allying with an enemy team, before joining it). As this is generally considered to be gamethrowing, this result is only given rarely. Any attempt to try to achieve this result should be checked and confirmed by the Hosts of the game. Some cases where Alliance may be allowed are the following:

- The entire team is still alive, but cannot win. However they can all change to a different alignment and win that way.
- Neither winning, nor killing enemies is possible, but all remaining players of the team can change to a different alignment and win that way.

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) Phase Delaying: 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) End Delaying: 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) Conditional Delaying: For both of the previous delaying methods, as well as for end effects players may specify conditions (e.g. "send wager to X unless they get lynched, in that case send to Y"). Any conditions other than "if X is (not) lynched/elected" may be rejected by the Hosts.

Visits

Basics

Warning: This is a highly technical description and generally not worth reading. Use `.visits` for a simple explanation.

In some cases the term 'visit' is used. This refers to any use of an ability and always involves two players.

Details

A visit always consists out of one player visiting a **different** player. Some roles/abilities involve several players simultaneously: these abilities are split up into several visits which happen simultaneously (examples below). Visits happen for both role based abilities and other abilities. The ability type targeting is counted as a visit, though in many cases roles will use phrasing such as "all visits (except targeting)". Actions resulting from an effect only count as a visit on effect application, not when the effect does something (examples below). The player performing the visit is always the player who chooses to act (e.g. uses an ability, accepts an offer). When neither player is making an active choice (e.g. a Huntress killing on death) the player who has the role that the relevant ability belongs to is performing the visit.

Examples of visits:

- An assassin attacks another player
- The Amulet of Protection is passed from one player to another
- A Huntress targets another player
- A Huntress kills a player on death

- A Witch protects players (split into three separate visits executed simultaneously, one per player)
- The Cult attacks (visit from the chosen attacker to the target)
- The Oracle checks players (split into two separate visits executed simultaneously, one per player)
- The Fletcher selects a customer
- Fletcher's Customer selects a target
- The Assistant redirects an ability (visit from the ability user to the assistant, as well as a visit from the ability user to the final target)
- The Warlock investigates another player
- Devil's Wager Recipient sells their soul to investigate another player (Recipient visits Devil, then Devil visits investigation target)
- The Guardian protects another player
- Somebody receives the devil's wager
- Chef's Food Recipient eats food

****NOT**** a visit:

- When a demonized player is turned into an Undead, there is no visit between the Vampire and any other player, unless the Vampire is the attacker - only between the attacker and the attacked
- When an enchanted player's investigation is obstructed by being enchanted, there is no visit between the investigator and the Flute Player, unless the Flute Player is the target
- When a player dies by the plague, there is no visit between the Plague Bearer and the player
- The Amulet of Protection blocking an attack does not constitute a visit between the attacker and the amulet crafter
- Using any action on yourself

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

Basics

Attacks are a type of ability that aims to kill another player, however success of this isn't guaranteed (See ``$i defenses``), making it different from killing (however killing isn't always guaranteed to succeed either). Some of the most generic attacks are the Assassin and the Wolfpack. Attacks usually, but not always, happen at the end of a phase. When an attack succeeds, the attacked player is killed. Most roles with the ability to attack are considered `_Killing_` roles.

Details

Many roles or groups can attack. The player attacking another player is known as “Attacker”. If a player is “attacked” and the attack isn't blocked, the attacked player is “killed”, should that also not be blocked, the player dies. Most “blocks” (= Defenses, see ``$i defenses``) apply only to “attacks”, but some apply to “kills”. Some roles skip the “attack” part and directly “kill”, avoiding most blocks. (See ``$i killing``)

Unless explicitly stated otherwise, an attack is considered successful if **any** player (even if that person wasn't the intended target) ends up dead as a result of the attack and unsuccessful otherwise.

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.

Edge Cases

For edge cases with conflicting attack order check ``$i attack order``.

Attack Order

If a player is attacked several times in one night, the list of defenses 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.

Investigation

Basics

Investigations are a type of ability that aims to gather more information about the game.

Details

Through various other abilities (See `Si disguises`, `Si obstructions`, and `Si 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

Basics

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.

For a complete list of targeting check `Si targeting list`.

Details

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.

Current targeting roles

- Angel - If lynched, their target will be killed if they were one of the voters.

- Assistant - The first wolfish non-attack action used on the assistant will be redirected to their target.
- Executioner - If lynched, it will be prevented, and their target will be lynched in their place.
- Flute Apprentice - Enchanted players that use an action on the Flute Apprentice have their action be redirected on the Flute Apprentice's target.
- Herald - Targets a role and is informed when the last player with that role is killed.
- Huntress - If killed by method other than a direct lynch, their target will be attacked by them.
- Journalist - Targets a role and if killed, someone with their targeted role will receive their journal.
- Mad Scientist - If killed, their targeted subject will also die.
- Ranger - If killed by method other than a direct lynch, their target's role will be revealed in story time.
- *Reaper - Can redirect the abilities of non-sleepless players to their target.*

Disguises

Basics

Disguises affect what role an investigative role sees a player as when inspecting them.

Details

Disguises may be either weak or strong. Disguises are applied in chronological order: an investigative role will see the most recently applied disguise of the strength they are affected by. As a general rule, only investigative roles which inspect a player's role (or an attribute of the role) are affected by disguises (e.g Warlock, Aura Teller). Investigative roles which inspect other attributes, such as alignment (e.g Oracle, Huntsman) generally see past any disguises.

- Permanent disguises are chosen once, usually at the start of the game (e.g Devil).
- Semi-permanent disguises are permanent disguises which the player may choose to change at any point (e.g Psychopath) or are permanent unless removed by source (e.g. Horseman of Famine).
- Non-permanent disguises usually last a single phase and, unlike permanent and semi-permanent disguises, may be applied to a player by a different player (e.g Tanner).

Take a Sneaking Wolf who has during the last day phase been disguised as a Demon by a Pack Tanner. During the night phase, the player will have two disguises, a strong permanent Citizen disguise and a weak non-permanent Demon disguise. A Fortune Teller would see the Sneaking Wolf as a Demon, as that is the most recent disguise; an Aura Teller would see the Sneaking Wolf as not a threat, as they are only affected by strong disguises; a Huntsman would see the Sneaking Wolf as part of the pack, as they are not affected by disguises at all (they check pack status, not role).

For a complete list of disguises check '\$i disguises list'.

Current Disguises

- Devil - permanent, weak
- Demon - permanent, weak
- Disguised Fox - non-permanent, strong
- Psychopath (Self) - semi-permanent, strong
- Psychopath (Others) - non-permanent, weak
- Sneaking Wolf - permanent, strong

- Tanner - non-permanent, weak
- White Werewolf - permanent, strong
- *Cerberus - permanent, weak*
- *Flute Charmer - semi-permanent, weak*
- *Hags - permanent, strong*
- *Herding Dog - permanent, strong*
- *Horseman of Famine - semi-permanent, strong*
- *Pack Tanner - non-permanent, weak*
- *Shepherd - permanent, strong*

Protections

Basics

Protections are a type of ability which is intended to stop attacks from succeeding. A protected player will not be harmed by attacks - instead they will be defended (see '\$i defenses').

Defenses

Basics

Defenses are a type of passive ability, which is used to evade potential deaths. Protections are active abilities that grant defenses.

Details

There are several ways an attack (or kill) 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 or idiot)
- 5) Role Based Role Changes (such as cursed civilian)
- 6) Effect Based Role Changes (such as vampire's demonization)

For both attacks and direct kills all six points apply, though most defensive abilities apply only to attacks (defined in the ability).

Redirections

Basics

Redirections are abilities that redirect attacks, investigations and/or other actions onto another player. All roles (excepting those with whisper abilities) are affected by redirections unless explicitly stated otherwise.

Details

If an attack is redirected onto another player, the attacker is not informed of this. They receive a generic failure message.

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, not the original target), but the original executor is not

revealed.

If any other action (such as an investigation or targetting) is redirected, the action happens as if it was directly used on the player who it is redirected on to. 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 - 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 occurs as usual.

For a complete list of redirections, check ``$i redirections list``.

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 wolfish non-attack action used on the assistant will be redirected
- *Reaper - Can redirect the abilities of non-sleepless players*

Killing

Basics

Killing is different from attacking, as it cannot be stopped by most defenses.

Details

Killing often happens passively and is then only described as 'dieing'.

Most defenses (see ``$i defenses``) do not affect kills, but a few do.

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

Vote Manipulation

Basics

Vote Manipulation is a group of abilities that affect voting in some way.

Details

There is three types of way this can happen:

- 1) Public voting power manipulation affects the voting power of someone on public polls (e.g. Grandma (active), Trickster (passive)).
- 2) Private voting power manipulation affects the voting power on private polls (e.g. Alpha Wolf (passive))
- 3) 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))

Whispering

Basics

Whispering is a type of ability that allows roles to anonymously communicate in some way. Whispering abilities are immune to redirection.

For a complete list of roles with whisper abilities, check ``$i whispering list``.

Details

Examples: The Bartender may anonymously send messages in public, while roles such as the Corrupt Wolf can anonymously communicate with one player of their choice each day.

Current Whisper Abilities

- Bartender - Can whisper to the public tavern channel at any time.
- Chef - Can whisper to their selected customer in the restaurant each day.
- Devil - Can whisper to the devil wager channel with the wager recipient each night.
- Flute Player - Can whisper to the enchanted channel at any time with all those who have been enchanted.
- Grandma - Can whisper with their selected player(s) each night.

- *Cerberus - Can whisper with their offer of protection recipient each night.*
- *Corrupt Wolf - Can whisper with their selected player each night.*
- *Herding Dog - Can whisper to a singular member of the herded channel each night.*
- *Shepherd - Can whisper to the herded channel at any time with all those who have been herded.*

Inflicting

Basics

Inflicting is a group of abilities that involves applying a solo team effect to another player.

Details

Examples of this are the Pyro Team's powdering or the Flute Team's enchanting.

Obstructions

Basics

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.

Details

If not explicitly listed otherwise, every role is not affected by obstructions.

For a complete list of obstructions check `§i obstructions list`.

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

Group Membership

Basics

Group membership is a passive ability that makes the role be part of a group.

Details

Usually roles are part of a group from the start of the game (e.g. Baker, Wolf), however some roles can join groups at a later point in the game, either passively (e.g. Lone Wolf) or actively (e.g. Disguised Fox). Townsfolk roles that are part of a group are classified as *Townsfolk Group* roles, Werewolf roles are classified as *Werewolf Group*, if they are part of a second group on top of the wolfpack. Solo roles are

usually 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

Basics

Lynching is most commonly done via the daily lynch vote. In this case it is considered a **direct** lynch.

Details

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

Basics

Unaligned players may leave the game early with either a live win (ascension) or a death loss (descension).

Details

This happens when they complete their win condition (ascension), or when winning becomes impossible for them (descension). When players ascend it will be treated as if they died and if they descend they actually die. In either case, their ascension/descension, as well as their role will be announced.

Role Blocking

Basics

Role Blocking is a rare type of ability that stops other players from successfully using their abilities.

Details

Role blocked players are not informed they have been blocked, unless specified otherwise. When a role blocked player attempts to use an ability the action will result in a failure. For some ability types, such as attacks, this will be indistinguishable from other types of failure (e.g. hitting a protected player is indistinguishable from the attack failing due to a role block). However, for many ability types the only way the action can fail through role blocking (e.g. investigations). For group actions (e.g. wolfpack attack), role blocked players can still be chosen to execute the action, however if they are, the action will fail. Completely passive abilities, like Runner, as well as the ability to whisper, are not affected.

2.3 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/Cat - When the Dog makes their choice, they lose their role and turn into what they chose. Cat also changes role at that point
- IW/Baker - When a Baker gets infecting 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 infecting 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 `Si cupid variants`.
- Cursed Civilian - If attacked by a wolfish player the cursed civilian becomes a wolf
- Amnesiac - Amnesiac will turn into another role at the end of Day 1

2.4 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 attack.

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 attack. 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. An exception is Unaligned players, the townsfolk team does not need to kill them, however any Unaligned players that remain alive at the end of the game, but have not hit their win condition will still lose.

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.

Alcoholic

Basics

The Alcoholic spends the night drinking at the tavern and is thus absent for any attacks on them.

Details

During the night, the Alcoholic is fully immune against all attacks targeting them, though they may still be killed by other means.

The Alcoholic cannot exist without a bartender, and loses their power as soon as the last bartender dies. The Alcoholic dies at the end of the first night without a living Bartender.

Amnesiac

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 townsfolk 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.

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 wolfish player's power, that is not an attack, it will be redirected to the target without the wolfish player 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

All abilities used throughout a phase 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 only reveals the ability type and not the role who used the ability. Further details are also not revealed (e.g. if a tanner disguises the Bard, it is narrated that the Bard was disguised, however the applied disguise is not revealed, nor is which role disguised the Bard).

The following general ability types exist for Bard: “attacked”, “investigated”, “disguised”, “killed”, “targeted”, “protected”, “manipulated” and “changed role”. Abilities that do not fall under one of these categories (e.g. Flute Player's enchant or Hooker's sleeping) are directly revealed.

Abilities used on the Bard while they are dead are not narrated.

Lynches and Elections are not narrated.

Bartender

Basics

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

Details

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

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

The Bartender is often used together with the Alcoholic, in which case it is important for the Bartender to remain hidden.

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.

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 (this can be either "kill", "suicide", "lynch" or "descension"), as well as the name (but not the role) of the player that died.

The Coroner is not affected by any disguises.

Cursed Civilian

Basics

If the Cursed Civilian is attacked by a wolfish player, 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 wolfish player, the Cursed Civilian will die as usual.

Devout Villager

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.

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

The first time the Idiot is lynched, attacked or killed, they will survive.

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 their attacker and will not die until the end of the next day.

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 attacker.

If a Macho is attacked in a way that will result in the Macho's death at the beginning of the next night, the name of the Macho and the fact that they were attacked will be revealed 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 attacker they are informed of will be chosen randomly.

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 wolfish player, the Runner shall escape.

Details

When they are attacked by a wolfish player, the Runner will not die, but will be vulnerable to future attacks.

If a Runner is targeted by any attack other than by a wolfish player's attack, they will die the first time.

Runners are informed that they were attacked. If a Runner evades a wolfpack attack, the wolfpack is told their target ran away. If a Runner evades any other attack, the wolfish player responsible 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 Member shares a secret channel with the other cultists, 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 has their original role, can still vote on who to attack.

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. Most 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.

All the members of the solo team whose effect is cured are informed about this.

Negative Effects

The following effects can be removed by the Exorcist:

Enchanted/Charmed - Flute Team

Powdered - Pyro Team

Demonized - Underworld Team

Contaminated/Contagious - Plague Team

Sleepless - Nightmare Team

Doomed - Horsemen 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 themselves. 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 or obstructions.

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.

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.

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

After Day 1, the Royal Knight may cancel the lynch at any time of day or night, and it will apply to the current or upcoming lynch. If there are several lynchings, the Royal Knight may only cancel one of them: they may choose which one.

Cancelling the lynch is an immediate ability. However, the fact that the lynch has been cancelled will only be revealed at the end of the day.

The Royal Knight also chooses whether they want to be revealed or not. If they choose to be revealed, both their role and name are announced: otherwise, neither is.

Stalker

Basics

After Day 1, the Stalker may assign two extra invisible votes to a player in the current day's lynch poll.

Details

After Day 1, the Stalker may threaten a player. That player will have two more invisible votes against them on the daily lynch poll. These additional votes are not revealed, instead the threatened player may

win the lynch even if they don't have the most votes. The threatened player is not informed that they are threatened. Threatening a player is an end-day ability.

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.

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.

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 attack/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 has their original role, can still vote on who to attack.

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

Executioner

Basics

After Day 1, if the Executioner is 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.

If the Executioner would be lynched, their target is (indirectly) lynched instead. If there is no target, the Executioner 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.

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 test 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, called test subjects, with which they share an additional secret channel. The test subjects do not know the identity of the Mad Scientist. 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.

The two subjects always start on two different teams, and never as unaligned.

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, the target isn't attacked and 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. An exception is Unaligned players, the werewolves do not need to kill them, however any Unaligned players that remain alive at the end of the game, but have not hit their win condition will still lose.

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.

Knowledgeable Wolf

Basics

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

Details

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

The Knowledgeable 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 Knowledgeable Wolf about all the roles in the game.

Recluse

Basics

The Recluse is immediately notified of all powers used on them. When a werewolf uses a power on them, they are given that werewolf's identity.

Details

The Recluse is told which role targeted them and what power was used on them, but not the identity of the player that used a power on them. An exception are members of the wolfpack/werewolf team - when they use a power on the Recluse, the Recluse is told the identity of that player as well.

The Recluse is not a lycan and is not part of the wolfpack.

Should a wolfish player attempt to attack the Recluse, the attack fails.

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.

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 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 fewer votes are not displayed.

If the Trickster Wolf is the last remaining member of the wolfpack, they turn into a regular wolf and regain their votes.

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 Cub

Basics

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

Details

Whenever a Wolf Cub dies, the other wolfpack members will be able to attack an additional player the night after the Wolf 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 Cub dies, not when a Wolf Cub loses their role.

4.3 Werewolves Group

'Werewolf Group' are those werewolf roles that start out as part of a group (besides wolfpack).

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.

4.4 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.

Corrupt Wolf

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 within the range of -1 to 2. 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.

The Corrupt Wolf is not affected by redirections.

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 is neither 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 still be voted for in the election poll in the following day phase, but should they win, nobody is elected. 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.

4.5 Werewolves Investigative

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

Archivist Fox

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

Each day, they may pick two *different* categories from the role list; they will be told a role from each category. They may then pick one of these roles, and if they survive the day, the wolfpack will be informed that the Archivist Fox has archived this role.

The Archivist Fox will only see each entry on the role list once (however, a role that exists twice can be seen twice, etc), but will never see themselves.

When the Archivist Fox checks a category without remaining roles, they are informed, and should both categories have no remaining roles, the wolfpack is informed of this instead.

The Archivist Fox is unaffected by disguises, obstructions and redirections.

The Archivist Fox is neither a lycan, nor a member of the wolfpack.

Joining the wolfpack and learning a role are immediate abilities.

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 also announced to the wolfpack at the start of the night.

The wolfpack only sees the result and that it is from a Clairvoyant Fox - they don't know who was checked.

The Clairvoyant Fox is neither 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.

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.

Tracking Wolf

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.

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.

4.6 Werewolves Killing

'Werewolf Killing' are those werewolf roles that have the ability to kill/attack, besides their vote on the wolfpack poll.

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. The Alpha Wolf can not change alignments.

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.

The Alpha Wolf's loyalty to the pack is so great that their alignment cannot be changed. Any attempt to do so will result in failure.

Direwolf

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.

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 target one player. If their target is townsfolk aligned, the Lone Wolf attacks them. If they are wolfish, the Lone Wolf dies (not an attack). If they are neither, the target isn't attacked and both the Lone Wolf and the target live.

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

Attacking a player is an end-night ability.

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 non-WG role in the wolfpack. It is strongly disguised as that role and gains all its abilities. If there are several most common non-WG roles, an arbitrary one is chosen.

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. They can update this target once per phase, with 1 emergency change to be used whenever the Flute Apprentice wants.

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, but the Flute Apprentice is informed that an ability was redirected.

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/channel 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 uses an investigative action, 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

During the first phase, the Demon may choose a role as a weak disguise (defaults to 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 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

During the first phase, the Devil may choose a role as a weak disguise (defaults to 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.

During the night, 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, which the devil will also see.

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 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. Any case of a second devil or cerberus occurring is replaced by an Imp. 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 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, and the role is shown to both the recipient and the devil.

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. At the end of the night, the recipient is removed from the Wager channel. 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. By default members of the team do not 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. Should the player still be alive afterwards, they remain contagious, but will not die again.

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 rodents 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 during the day.

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 day, 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.

If the plague bearer attempts to contaminate the Plague Doctor with one of their rodents, the Plague Doctor immediately dies (not an attack).

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. Members of the team know each other.

Undead

Basics

The Undead is a part of the vampire's secret army and pretends to be their old role. If a demonized player is killed 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 player will not know they have been demonised. 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.

Demonizing a player is an immediate ability.

If there are several Vampires, they work together.

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 Miscellaneous' 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.

Despot

Basics

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

Details

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

Riding Hood

Basics

The Riding Hood wins when they are killed by a wolfish player.

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 wolfish player. 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 ascends any other way, the wolfish player responsible will be unable to kill/attack the following night.

If no wolfish players remain, the Riding Hood stops playing, descends and loses.

6.2 Unaligned Power

'Unaligned Power' are those unaligned roles that have an active power that does not qualify for the Unaligned Investigative, Unaligned Align or Unaligned Killing categories.

6.3 Unaligned Investigative

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

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. The Psychopath can't win when they are dead.

The Psychopath's list will always contain at least one player from every team that has at least two players. 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.

Additionally, the Psychopath may choose to either investigate or weakly disguise a player each day, but not both. Their investigation is affected by all disguises, redirections and obstructions. Their disguise lasts for the current and next phase.

6.4 Unaligned Killing

'Unaligned Killing' are those unaligned roles that have the ability to kill/attack.

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. Targeting 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.

The Chef can anonymously talk to them. 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.

The Chef is not affected by redirections.

6.5 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 chooses for the rest of the game.

Details

If the dog chooses journalist, 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 journalist.

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 journalist, 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 journalist. After choosing a role the Dog is no longer unaligned.

6.6 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.

The Cupid will gain the same alignment as their lover, however if the Cupid changes role then the Cupid

and their lover receive a new win condition based on a combination of their win conditions.

If the Cupid's lover is unaligned they can only win with their lover's win condition.

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 a Cupid couple ends up without a win condition (e.g. two Cupids falling in love with each other), their goal is to survive until the end of the game and win with whatever team remains.

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

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

If the Cupid's lover is part of a solo team or channel then the Cupid is immune to that team's effects or their consequences (e.g powdering, death by plague, sleepless, etc)

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 changes role into another alignment and is in love with an unaligned player, 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 have "Any" as the lover, this means this case applies for any alignment not previously listed.

Same Alignment: Lover's alignment

Werewolf; Flute: Only Enchanted Wolves alive

Werewolf; Nightmare: Only Sleepless Wolves alive

Werewolf; Flock: Only Herded Wolves alive

Werewolf; Any: Only Couple alive

Werewolf aligned Cupid; Imp (Infected Wolf): Demonic Cupid

Underworld; Flute: Only Enchanted Underworld alive

Underworld; Nightmare: Only Sleepless Underworld alive

Underworld; Flock: Only Herded Underworld alive

Underworld; Any: Only Couple alive

Nightmare; Flute: Only Enchanted Nightmare and Sleepless Flute alive

Nightmare; Flock: Only Herded Nightmare and Sleepless Flock alive

Nightmare; Townsfolk: Only Sleepless Townsfolk alive

Nightmare; Pyro: Only Sleepless Pyromancers alive

Nightmare; Plague: Only Sleepless Plague alive

Nightmare; Horsemen: Only Sleepless Horsemen alive

Cupid Hag

Basics

The Cupid Hag is a cupid whose lover is a hag.

Details

If the cupid selects a lover that is a hag or if their lover turns into a hag, 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 several exceptions: The Cupid Hag is strongly disguised as a hag, and can be wronged like any other hag.

If the hags turn into bitter hags, the Cupid Hag joins the bitter hag channel, and shares their win condition.

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.

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.

Cupid Hag

If the cupid's lover is a hag, the cupid becomes a cupid hag. The cupid hag shares the win condition of the hags and can be wronged.

Loyal Cupid

If the cupid falls in love with an alpha wolf or a devout villager they become a Loyal Cupid.

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 alignment is hell. Once a cupid and their lover have joined the hell team, they cannot 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.

Loyal Cupid

Basics

The Loyal Cupid is a cupid who's lover is unable to betray their team.

Details

The Loyal Cupid is similar in every way to the cupid except for one detail, the Loyal Cupid is immune to role and alignment changes.

The Loyal Cupid is created when their lover is either a devout villager or alpha wolf.

The Loyal Cupid copies their lover's alignment like the regular cupid and will stay this alignment for the rest of the game.

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.

6.7 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.

IMPORTANT: Hags are currently still considered to be limited roles, however they are listed here due to technical reasons.

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 every night.

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 every 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.

Sometimes, 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.

The Bitter Hag is strongly disguised as a Hag.

Cautious Hag

Basics

The Cautious Hag can win with any team, unless that team has wronged the coven, however the Cautious Hag cannot win if the coven has 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 use any number of their spell(s) to protect a player(s). The Cautious Hag may protect themselves. This power is not affected by redirections. Protecting a player is an immediate ability. 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. Transformations).

The Cautious Hag is strongly disguised as a Hag.

Hag

Basics

The Hag can win with any team, unless that team has wronged the coven, but cannot win if the coven has never been wronged.

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 discard one hag role (vicious, cautious or prophetic).

At the end of the day, the Hag turns into an undiscarded hag role.

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

General

The Hags do not know each other, but always have the same win condition and alignment. Unlike other unaligned roles, Hags can win while dead, as long as one Hag survives.

Win Conditions

At the start of the game, the Hags cannot win. Once they have been wronged by a team, they can win with any team that hasn’t wronged the coven.

If all remaining teams have wronged the coven, all remaining Hags turn into bitter hags.

Wronging

If a Hag is killed or has their role changed the team of the player(s) responsible has wronged the coven. If a Hag is lynched, all teams who voted for the Hag, wrong the coven.

Unaligned players cannot wrong the coven.

When the coven is wronged it is announced, including which team has wronged the coven, even if no Hags are left.

Powers

Each Hag (with the exception of the plain hag and the cupid 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.

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 coven, however the Prophetic Hag cannot win if the coven has 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 use any number of their spell(s) to see the current alignment of another player(s). This check is not affected by any disguises, obstructions or redirections.

Checking a player is an immediate ability.

The Prophetic Hag is strongly disguised as a Hag.

Vicious Hag

Basics

The Vicious Hag can win with any team, unless that team has wronged the coven, however the Vicious Hag cannot win if the coven has 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 use any number of their spell(s) to attack another player(s). This power is not affected by redirections.

Attacking a player is an end-night ability.

The Vicious Hag is strongly disguised as a Hag.

7. Extra

The extra category contains roles that can be obtained ontop of the normal role.

7.1 Extra 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 players, 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 a player who was protected by a Guardian in the previous night, 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.

The Guardian may resign at the end of any phase.

The Guardian gains an additional secret channel, which is reused for any subsequent Guardians.

Mayor

Basics

The Mayor can post in #story_time.

When there are 15 or less living players, the Mayor receives an extra vote in polls.

When there are more than 15 living players, each night the Mayor instead chooses whether a second player will be lynched during the next day.

Details

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

If the Mayor's normal vote is a negative vote, the extra vote becomes a negative vote too.

The Mayor may resign at the end of any phase.

The Mayor gains an additional secret channel, which is reused for any subsequent Mayors.

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

The Reporter may resign at the end of any phase.

The Reporter gains an additional secret channel, which is reused for any subsequent Reporters.

7.2 Extra Miscellaneous

Extra roles that are not elected roles.

Fletcher's Customer

Basics

The Fletcher's Customer may select a player to attack with their dying breath.

Details

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

When the Fletcher's Customer 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, their status as Fletcher's Customer's is revealed to all.

If the Fletcher's Customer did not target a living player, the Fletcher's Customer isn't revealed.

At any point while the Fletcher is alive, the Fletcher may irreversibly revoke Fletcher's Customer's abilities.

Lover

Basics

A player becomes a Lover when they are chosen by a cupid, and forms an inseparable team with that cupid.

Details

During Night 1, each cupid must choose one player to become their Lover. The Lover is added to the cupid's secret channel.

The Lover and their cupid form an inseparable team; they will die if the other player dies. When this happens it is announced that the lovers died.

The Lover keeps their role, however their base alignment is combined with the cupid's base alignment (usually townsfolk). If the cupid and lover have different base alignments, they will only win when both of their base alignment's win conditions are fulfilled, forming a new alignment separate from either of their base alignments. For example, if the couple is cupid (townsfolk base alignment) and a wolf (werewolf base alignment), everyone else must die (newly formed solo cupid alignment). Or, if they're both townsfolk base alignment (e.g. cupid and citizen), they both are part of the townsfolk alignment and can win together with the other townsfolk.

The Lover's love overrides any other mechanic that may cause a player to change alignment for any reason; the Lover is always on the same alignment as their cupid.

This is a role that is gained on top of your original role - it does not replace it.

Test Subject

Basics

The Test Subject is a member of the laboratory with the mad scientist.

Details

Two Test Subjects and the mad scientist share the laboratory secret channel. The mad scientist must target one of the two test subjects (though they may target a dead test subject). When the mad scientist is killed,

their targeted subject dies.

The Test Subjects do not know the identity of the mad scientist.

The two Test Subjects never start out as the same team.

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.

Amulet Crafter | Townsfolk Killing | Limited

Actions

At the start of the game, the Amulet Crafter is the first holder of the *Amulet of Protection*. Whoever holds the amulet is protected from attacks during the night, but must pass it to another player during the day.

Basics

If the Amulet Crafter or the current holder die, the amulet shatters. When the amulet shatters, the current holder is attacked. Afterwards, the amulet is out of play and won't be passed anymore. The Amulet Crafter may also manually choose to shatter the amulet during the day.

The Amulet Crafter must pass the amulet during Day 0.

When passing the amulet, up to three players may be specified (either at once or separately) and the amulet will be passed to the first player who has not previously had the amulet. Selecting a target is an immediate effect and, should the selection fail, the holder is immediately informed (and if applicable, the next selection is attempted). However, passing the amulet is an end-day ability. If the holder of the amulet does not or cannot choose a player to pass the amulet to, it shatters at the end of the day, instead of being passed.

Holders of the amulet do not know who gave them the amulet, nor do they know who has previously held it.

Amulet of Protection | Extra Miscellaneous | Limited

Basics

The Amulet of Protection is in play, if an Amulet Crafter is in the game. The Amulet Crafter is the original holder of the amulet.

As long as you hold the amulet, you cannot die by attacks during the night, but you must pass it to another player during the day.

Details

While you cannot die through an attack, you can still die by other means. If that happens, the amulet shatters.

When passing the amulet, up to three players may be specified (either at once or separately) and the amulet will be passed to the first player who has not previously had the amulet. Selecting a target is an

immediate effect and, should the selection fail, the holder is immediately informed (and if applicable, the next selection is attempted). However, passing the amulet is an end-day ability. If the holder does not or cannot choose a player to pass the amulet to, it shatters at the end of the day, instead of being passed. If the current target to gain the amulet dies during the day the next eligible player will receive the amulet, if there are no other eligible players left in the list the amulet shatters. Holders of the amulet do not know who gave them the amulet, nor do they know who has previously held it. If the amulet crafter dies or chooses to, the amulet shatters. When the amulet shatters, the current holder is attacked by the amulet crafter.

Apocalyptic Horseman | Solo Killing - Horsemen Team | Limited Transformation

Basics

At night, the Apocalyptic Horseman cannot be killed. Each night, the Apocalyptic Horseman may attack a player. The Horsemen win when everyone else is dead.

Details

When all remaining Horsemen are united and all remaining players are doomed, Doomsday is unleashed, and all Horsemen turn into an Apocalyptic Horseman.

Apocalyptic Horseman cannot be killed in any way during the night. Attacking a player is an end-night ability.

Baroness | Werewolf Investigative

Basics

The Baroness can learn the information received by other players.

Details

During the day, the Baroness may either select an investigative role or another information-receiving role (see '§i baroness roles').

For the next two phases, when any player with the targeted role uses an ability, the Baroness will learn all information the player receives. If no player with the selected role is alive, the Baroness receives no information.

Selecting a role is an end day ability.

The Baroness cannot select the same role during consecutive days.

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

Baroness Special Roles

The Baroness can learn information from a selection of roles that do not fall within the Investigative category:

Medium - Learns the question asked and the result of the poll for that question

Tanner - Learns targets and if one was a wolfpack member

Innkeeper - Learns the selected role and how many of that role are alive

Juror - Learns the target of the jury and their target's role

Ravenkeeper - Learns if a player with a raven visited another player with a raven from the same ravenkeeper

Cerberus | Solo Power - Hell Team | Limited

Basics

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

The Cerberus can choose every day to send an offer of protection to another player in exchange for their soul.

Details

During the first phase, the Cerberus may choose a role as a weak disguise (defaults to citizen).

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

The Cerberus cannot use souls from the soul pool.

The Cerberus can't send the offer to soulless players or to a player that is receiving the devil's wager the same night. The offer is sent at the start of the night. The offer cannot be redirected onto another player.

The Cerberus can anonymously communicate with the recipient.

The recipient may accept or ignore the offer. Accepting the offer, immediately adds the recipient's soul to the soul pool, and cannot be changed.

Should the recipient be attacked and die after accepting the offer, the Cerberus dies instead and the role and identity of the attacker is revealed in the Hell team's channel.

Members of the Hell team cannot betray the team in any way.

If the Cerberus is the last living member of the Hell team/channel, they turn into a demon.

Cult Acolyte | Townsfolk Group | Limited

Basics

The Cult Acolyte acts as a cult member, with some exceptions: the night after the Cult Acolyte dies, the cult gains an additional attack. Should the cult leader die, the Cult Acolyte becomes the new Cult Leader.

Details

The Cult Acolyte is part of the cult. After Night 1, the cult can attack one player each night. When the cult leader dies, the Cult Acolyte becomes the new cult leader at the start of the next night. If there are several Cult Acolytes, an arbitrary one becomes the new leader.

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 has their original role, can still vote on who to attack.

Detective | Unaligned Investigative | Limited

Basics

During the day, the detective compiles information on other players. At night, they try to solve the mystery by guessing the contents of the role list. If their guess is correct, the Detective wins.

Details

Each day, the detective has to choose between guessing one player's current role or learning the final role of a dead player. If they guess a player's current role correctly, it is confirmed. The detective is not affected by any disguises, obstructions or redirections.

Each night, the detective must try to submit the contents (players and their roles) of the entire initial role list in their secret channel. If their guess is correct, they ascend and win the game. If their guess is wrong, they are informed how many guesses (but not which) were correct. The Detective may also only submit a partial list, however they cannot win if they do so.

Doom | Additional Info - Horseman Team

Dooming a player is an immediate effect. Each Horseman type will apply a different effect when dooming.

When a Horseman attempts to doom another Horseman, it fails: the two Horsemen unite, joining a shared channel. Doomed players are informed that they have been doomed, but not which Horseman doomed them. Doomed players can be doomed again by the same or a different Horseman.

Dooming and its accompanying effect will immediately disappear when no Horsemen remain.

When all remaining Horsemen are united and all remaining players doomed, Doomsday is unleashed:

Each living Horseman turns into an Apocalyptic Horseman, with the ability to attack a player each night.

Firebug | Solo Killing - Pyro Team | Limited

Basics

Each night, the Firebug may either powder one player or ward one player.

Details

When the Firebug wards a player, that player is protected from attacks for the night. Should anyone other than a member of the pyro team try to attack the warded player, the attack backfires, igniting the attacker as well as all powdered players. This is considered an attack executed by the Firebug.

Powdering and warding are immediate abilities. Instead of powdering the Firebug may also unpowder.

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

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

When the last original Pyromancer dies, the Firebug turns into a Pyromancer

Flute Charmer | Solo Investigative - Flute Team | Limited

Basics

The Flute Charmer is a flute player that can't enchant other players; instead, they have the ability to charm one player each day, learning their role and disguising them as flute player. The Flute Charmer becomes a flute player if none remain.

Details

During the day, the Flute Charmer may charm a player, the charmed player is not informed about this.

This action is immediate.

Successfully charming a player will tell the Flute Charmer their targets role, and weakly disguise them as flute player afterwards. This result is affected by all disguises, redirections, and obstructions.

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

When a player is both charmed and enchanted, the charmed status and disguise is removed.

The Flute Charmer can target themselves or other members of the flute team.

If no flute players remain, the Flute Charmer turns into a flute player and loses their current powers.

Gallant Fox | Werewolf Power | Limited

Basics

Each day, the Gallant Fox may select a player to protect from attacks and the lynch during the following night and day phases, and the chosen player will be announced to the wolfpack. Once per game, the Gallant Fox may alternatively join the wolfpack as a regular wolf.

Details

The chosen player will be protected from attacks and lynchings during the following night and day phases (but not during the current day phase!), but can still die through other means. The protection does not wear off early if the Gallant Fox dies or changes role.

If the Gallant Fox survives the day, the wolfpack is informed at the start of the night that the Gallant Fox has chosen to protect a player, as well as who that player is.

The Gallant Fox is neither a lycan, nor a member of the wolfpack.

If the Gallant Fox chooses to join the wolfpack, they may not select a player to protect, and will lose their power as they will become a regular wolf.

Joining the wolfpack, selecting a disguise, and choosing a target to protect are immediate abilities.

Greater Coyote | Werewolf Killing | Limited

Basics

The Greater Coyote is a packless non-lycan wolf who shares a channel with the other coyotes: however, none of the coyotes know the identities of any other wolves. If the Greater Coyote dies, the coyote group is disbanded.

Details

If the wolfpack fails to kill a townsfolk on any given night, the coyotes may kill a player during the following night. The coyotes decide their target by voting.

If the Greater Coyote dies, the coyote group is disbanded. All other coyotes lose any remaining abilities and join the wolfpack. This is not triggered by the Greater Coyote changing role.

Any member of the coyote group without their original role can still vote on who to attack.

The coyotes' attack is an end-night ability.

Horseman | Solo Miscellaneous - Horsemen Team | Limited

Basics

At the end of Day 0, the Horseman becomes one of the other Horseman roles.

Details

The Horseman can not immediately become an Apocalyptic Horseman.

Each Horseman can doom one or several player(s) every night, the effect and amount of which depends on the type of Horseman.

For more information, check `Si doom`.

The Horsemen win when everyone else is dead.

Horseman of Death | Solo Killing - Horsemen Team | Limited

Basics

Each night, the Horseman of Death may doom a player. The Horseman marks the player, and they will die at the end of the following night.

Details

Dooming a player is an immediate effect. Players doomed by the Horseman of Death will die at the end of the next night (this is not an attack).

For more information, check `!i doom`.

The Horsemen win when everyone else is dead.

Horseman of Famine | Solo Power - Horsemen Team | Limited

Basics

Each night, the Horseman of Famine may doom two players. Doomed by the Horseman of Famine, they are starved, becoming unrecognizable. Instead, they will permanently be seen as a horseman role.

Details

Dooming a player is an immediate effect. Players doomed by the Horseman of Famine will be permanently and strongly disguised as an arbitrary in-play Horseman role (one that existed when Night 1 starts).

For more information, check `!i doom`.

The Horsemen win when everyone else is dead.

Horseman of Pestilence | Solo Power - Horsemen Team | Limited

Basics

Each night, the Horseman of Pestilence may doom a player. Too sick to act, any attempt of that player to use an ability during the following day and night will fail.

Details

Dooming a player is an immediate effect. For the following day and night, any attempts to use an active ability will fail for that player, as they will be *role blocked*.

For more information, check `!i doom`.

The Horsemen win when everyone else is dead.

Horseman of War | Solo Power - Horsemen Team | Limited

Basics

Each night, the Horseman of War may doom two players. There is no time for elections whilst war is raging: during the next day they will lose their vote and cannot be elected.

Details

Dooming a player is an immediate effect. The public vote of players doomed by the Horseman of War will not count during the day after their dooming, and should they win the election poll, the election fails and nobody is elected.

For more information check `!i doom`.

The Horsemen win when everyone else is dead.

Horsemen | Additional Information | Limited

The Horsemen is a team usually consisting of around two to four players. The Horsemen can either start out as the *Horseman* role or as a specific Horseman, but never as an Apocalyptic Horseman.

The goal of the Horsemen is to kill everyone, however they only gain a killing power if they have *doomed* all aligned players. Dooming a player has a different effect depending on the type of

Horseman.

At the start of the game, the Horsemen do not know each other, but if a Horseman attempts to doom another Horseman, it fails and the Horsemen unite instead. When that happens they both keep their powers, but join a shared Horsemen channel and can now coordinate their actions. United Horsemen are considered to be doomed, which is relevant should they lose their role.

If there is only a single Horseman (left) and all other players are doomed, they become an Apocalyptic Horseman.

For a list of Horsemen run `! horsemen team`.

Juror | Townsfolk Group | Limited

Basics

The Jurors have a secret channel where they can communicate among themselves securely. During 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. After night 1, the jury can vote to investigate a player each night.

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 fewer 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.

Lesser Coyote | Werewolf Group | Limited

Basics

The Lesser Coyote is a packless non-lycan wolf who shares a secret channel with the other coyotes; however, the coyotes do not know the identities of any other wolves.

Details

The Lesser Coyote knows the identity of the other coyotes and shares a channel with them.

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

When the last original greater coyote dies, the coyotes' channel is disbanded and the Lesser Coyote joins the wolfpack.

None | Unaligned | Technical

Basics

The main goal for the None is to ping the Game Masters, so they realize they forgot to assign a role to the None. After night 1, the None may choose a Game Master to kill each night.

Details

The None is a rare role that is theoretically possible to gain, but should seldom appear in games, since it is only obtainable via the bot being broken, or the Game Masters forgetting to assign a role.

The None can win with any team except the wolves, even if their win condition is to kill all others.

Killing a Game Master is an end effect.

Pack Tanner | Werewolf Power | Limited

Basics

Each day, the Pack Tanner may disguise 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.

Ravenkeeper | Townsfolk Power | Limited

Basics

Each night, the Ravenkeeper may assign up to two of its ravens to players. The Ravenkeeper will learn if any of the players with ravens interact with each other.

Details

The Ravenkeeper starts out with 1 raven for every 3 players in the game (rounded down). Each night, the Ravenkeeper may assign up to two ravens to other players. Ravens can also be reassigned from one player to another (ravens that were assigned to dead players will immediately return to the Ravenkeeper upon the player's death). Assigning a raven is an immediate effect. Ravens not assigned to another player are considered to be assigned to the Ravenkeeper.

At the end of each phase, the Ravenkeeper will be told if a player with a raven used an action on another player with a raven. The Ravenkeeper will be told the names of both players, and who used the action, but not what sort of action was done, targeting is not an action.

The Ravenkeeper is affected by redirections.

If there are several Ravenkeepers, their ravens are separate.

Reaper | Solo Killing - Nightmare Team | Limited

Basics

The Reaper wins when all players are sleepless, dead or part of the nightmare team.

Each night, the Reaper may turn one player sleepless.

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

Details

Each night, the Reaper can immediately turn one player sleepless. That player is not informed in any way.

When a sleepless player uses a power (except for targeting) on the Reaper, their power fails and the Reaper automatically attacks them (immediate).

When any other player uses a power (except for targeting) on the Reaper, it is redirected onto a target chosen by the Reaper. The Reaper may only select/update their target if they gain this ability as a

consequence of a player dying (see below). If no target is selected or the target is dead, the ability is not redirected.

At the start of every night, the Reaper learns the final role of all players that have died since the start of the previous night. The Reaper will then be able to use an ability depending on the category of each of those players.

Killing roles allow the Reaper to attack one player (end night).

Power roles allow the Reaper to turn an additional player sleepless (immediate).

Investigative roles allow the Reaper to check the role of one player (immediate, affected by all disguises, redirections, and obstructions).

Recruitment and Align roles allow the Reaper to convert a player into a spirit (immediate).

Other roles allow the Reaper to update the target of their redirection (immediate).

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

Rogue Wolf | Townsfolk Killing | Limited

Basics

The Rogue Wolf is a lycan who decries the behaviour of the other wolves and seeks to eliminate them.

The Rogue Wolf may attack a player on nights after a successful wolfpack kill.

Details

The Rogue Wolf is not a member of the werewolf team or wolfpack, and doesn't know the other werewolves. However, they are still a lycan.

Each night the Rogue Wolf learns if the wolfpack successfully executed a kill the previous night or not. If they did, the Rogue Wolf may themselves attack a player during the night.

The Rogue Wolf is strongly disguised as an arbitrary most common role in the wolfpack, excluding those with permanent or semi-permanent disguises.

Attacking a player is an end-night ability.

Spirit | Solo Miscellaneous - Nightmare Team | Limited Transformation

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.

Substitute | Unaligned | Technical

Basics

You're a substitute player!

Details

If another player requests to be substituted, you may take that player's role. For now you can use this channel to take notes if you are trying to follow the game already.

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.