

Werewolves Revamped - Rule Book

Rule Book as of 2023-12-14

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 alignment listed next to the role name.

Townfolk

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

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

Werewolves

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

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

Solo

Solo is a group of various smaller alignments. The solos make up about 10% of the players. Most of the time, they either work completely alone or in a very small team. Their goal is to win by outplaying everyone who doesn't have the same win condition as them. There can be several separate solo alignments

in one game and under some circumstances, new ones can be created during the game.

Unaligned

The Unaligned are by default able to win with any other team. They make up about 10% of the players. Their goal is to fulfill their win condition. Many Unaligned roles are nonaligned, but some can acquire alignments.

Unaligned players are exempt from other teams' win conditions. For example, the Werewolves can win with Unaligned players left alive, even though they are supposed to kill all other players. This includes Unaligned players who have alignments, but not players who were previously Unaligned but have since changed role to one that is not Unaligned.

1.2 The Day And Nighttime Cycle

Phases

Werewolves Revamped is split into phases. There are two types of phases: daytime and nighttime. The game 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.

Depending on the game the length of the phases may vary, but usually nighttime is either as long or longer than daytime.

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. Each of the elected roles is elected, if at the start of the day there is a living player with the previous elected role.

Some roles may affect the amount and occurrences of the polls that are held during the day.

Games generally start with a Day 0. Day 0 differs from other days in that it doesn't have any election or lynch.

Each Day is followed by a Night and vice versa.

Nighttime

In nighttime, most roles perform their role-specific actions, which can have an effect on the other roles and players in the game. During the night, actions are usually immediate actions (the result will be evaluated immediately) or end night action (the result will be evaluated at the end of the night).

Each Night is followed by a Day and vice versa.

1.3 Conspiracy Channels

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

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

2. 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.

2.1 Townsfolk Miscellaneous

'Town Miscellaneous' are those town roles that do not fit any other role category. They have no active powers (besides targeting) 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 start of Night 2.

Details

From the start of the game until the start of Night 2, the Amnesiac is a normal citizen. At the start of Night 2, 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. The Assistant may choose to target nobody, which will stop their power from being used.

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.

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.

A Child losing their role does not cause an additional 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 assume the role of the first *town investigative* role to die.

Details

At the start of the first day after a player with a *town investigative* role died or lost their role, the Fortune Apprentice will become the role of said *town investigative* player.

If there are several Fortune Apprentices when the role would be assumed, a random Fortune Apprentice is selected to assume the role. The rest remain Fortune Apprentices until the next town investigative role dies.

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

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. The Journalist may choose to not target any role, which will stop their power from being used.

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. The Ranger may choose to target nobody, which will stop their power from being used.

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 learns the role of another townsfolk at the start of Night 1.

Details

The Town Crier will be told the role and identity of one other arbitrary person from the Townsfolk team at the start of Night 1. This information is one-directional.

The information given is not influenced by 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.

2.2 Townsfolk Power

'Town Power' are those town roles that have an active power, but do not qualify for either Town Investigative, Town Group 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.

The Exorcist may only exorcise each player once. A player may be exorcised multiple times by different Exorcists. The Exorcist can not undo the consequences of effects, such as a player having turned into an Undead, but can still the effects the player 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 - Plague Team

Sleepless - Nightmare Team
Doomed - Horsemen Team

Fletcher

Basics

During Day 0, the Fletcher selects a target. As long as the Fletcher is alive, the chosen target will have 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 cannot be changed.

If no target is selected when Day 0 ends, a target is randomly assigned. The Fletcher cannot target themselves.

The fletcher’s customer gains a private channel and may select a target who will be killed if fletcher’s customer is killed.

If the Fletcher dies, the customer’s power is lost.

Grandma

Basics

Each night, the Grandma may choose exactly two players. The next day, these selected players have no vote: the Grandma will have two votes instead.

Details

Removing players' votes is an immediate ability. Players with removed votes may still vote on public polls, but it will not be counted.

The Grandma's vote appears to be a normal vote, but can count as 0 or 2 votes, depending on whether the Grandma chooses to use their power. The Grandma must select either exactly two players simultaneously, or no players at all.

The two chosen players will 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. another Grandma), the targeted player only loses 1 of their votes.

Players with negative votes or no vote will experience no change in vote value (and the Grandma is informed), but are still added to the channel. The Mayor's extra vote can never be removed by the Grandma.

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 who had the role at the time of selection dies.

Details

The Herald may select a role each phase, marking all players that currently have the role. This is not a visit. When the last marked players dies, the Herald is informed. A player remains marked until they die or the Herald selects another role.

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

The Herald does not know which players they are marking.

The Herald is not affected by any disguises or redirections.

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.

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 immediate day ability.

2.3 Townsfolk Investigative

'Town Investigative' are those town roles that can actively investigate.

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.

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 all disguises and redirections. The Crowd Seeker's seeking is an immediate ability.

Fortune Teller

Basics

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

Details

Each night, the Fortune Teller can inspect a player. The Fortune Teller will be told what their role is. Inspecting a player is an immediate ability. The Fortune Teller gains more information, but is affected by weak disguises and redirections.

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, but are affected by redirections.

Innkeeper

Basics

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

Details

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

Checking status on roles works on any role whether in the game or not. The Innkeeper is affected by strong disguises.

Oracle

Basics

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

Details

Each night, the Oracle can inspect two players. The Oracle will be told whether they have the same alignment.

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. Nonaligned roles have the same alignment as each other: roles with differing alignments do not. A nonaligned role does not have the same alignment as an aligned role. Some unaligned roles may gain alignments during the game (e.g. Cupid).

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

2.4 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.

Whenever the wolves kill a Baker for the first time, they will be able to attack twice in the following night.

Details

Bakers share a private channel, where they can communicate with each other.

When the Wolfpack kills a Baker for the first time, they will be able to kill an additional player in the next night.

Edge Cases

If a Baker is infected by the infecting wolf, they will become a bloody butcher rather than a wolf: all other Bakers will become butchers.

If a Baker loses their role in some other way, the bakers will disband and all powers related to the bakers will no longer activate.

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 disguised 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.

2.5 Townsfolk Killing

'Town Killing' are those town roles that can in some way attack/kill/lynch 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, but if the Cult Leader dies then 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.

If at any point there is no living Cult Leader, the cult is disbanded and can no longer attack at night.

All members of the cult can vote, even if they have lost their original role.

The cult decides their victims by voting on whom they wish to attack.

The cult's attack is an end-night ability and is always reactively executed by a Cult Leader.

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. The Executioner may choose to target nobody, which will stop their power from being used.

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. The Huntress may choose to target nobody, which will stop their power from being used.

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 and the name of whoever they killed 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).

3. 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.

3.1 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.

3.2 Werewolves Miscellaneous

'Werewolf Miscellaneous' are those werewolf roles that do not fit any other role category. They cannot have any active powers (besides targeting).

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 member of the werewolf team 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 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.

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. A Wolf Cub losing their role does not cause an additional poll.

3.3 Werewolves Power

'Werewolf Power' are those werewolf roles that have an active power, but that do not qualify for either the Werewolf Investigative, Werewolf Recruitment, Werewolf Group or Werewolf Killing categories.

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 (-1, 0, 1, or 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.

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.

Pack Tanner

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.

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. Each night, the Tanner learns how many living players currently disguised by them are in the wolfpack.

Details

Each day, the Tanner can *weakly disguise* up to two players, this can include the Tanner themselves.

Disguising players is an *immediate effect*.

At the start of every night, if there is a living player disguised by the Tanner who is part of the wolfpack, the Tanner is informed by the Hosts that "At least one living player currently tanned by you is a part of the wolfpack."

If the Tanner dies, the assigned players will keep their disguises for the night. All players lose this disguise at the end of the night or upon death.

The Tanner is not a lycan, is not part of the wolfpack, and is not affected by strong disguises.

3.4 Werewolves Investigative

'Werewolf Investigative' are those werewolf roles that can actively investigate.

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 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 and redirections.

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 as a wolf.

Inspecting a player is an immediate ability. The Lone Warlock is affected by all disguises and redirections.

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

Psychic Wolf

Basics

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

Details

The Psychic Wolf is affected by weak disguises and redirections. 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.

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 all disguises and redirections.

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

3.5 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.

They are strongly disguised as a Butcher.

Cultist Wolf

Basics

The Cultist Wolf is a wolfpack member who is a part of the cult.

Details

If any of the members of the cult group would become werewolf-aligned, their role changes to Cultist

Wolf.

The Cultist Wolf is a member of the cult: they can vote on the cult's kill polls. The Cultist Wolf does not retain any other abilities its previous role had.

The Cultist Wolf is strongly disguised as their previous role.

3.6 Werewolves Killing

'Werewolf Killing' are those werewolf roles that have the ability to kill/attack/lynch, besides their vote on the wolfpack poll (which does not count as an attacking ability).

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, they may attack an additional player in addition to the normal wolfpack poll.

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 as a wolf. Attacking a player is an end-night ability.

4. Other

4.1 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 else, excluding unaligned players, is dead. In rare circumstances (e.g. through copying or rule changes) the white wolves team 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.

4.2 Flute

'Flute Team' is the team of the Flute Player. Members of this team win when all players are dead,

unaligned, enchanted, or part of the flute team. All 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. The Flute Apprentice may choose to target nobody, which will stop their power from being used.

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 role investigation, 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 remain enchanted, but their investigations are no longer obstructed.

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.

4.3 Hell

'Hell Team' is the team of the Devil. Hell Team wins when all players are either dead, unaligned, 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. It joins a channel with the devil to communicate securely.

The Demon can use the hell team's soul pool.

Details

During the first phase, the Demon may choose a role as a weak disguise. This defaults to citizen.

At the start of the game, the Demon's soul is added to the hell team's soul pool. The Demon then becomes soulless.

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

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

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

Members of the Hell team cannot betray the team in any way. Any attempts at conversion or recruitment of a member will fail in some manner.

Devil

Basics

Each day, the Devil may choose one player to send the wager to. The 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. This defaults to citizen.

At the start of the game, the Devil's soul is added to the hell team's soul pool. The Devil then becomes soulless.

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.

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

The wager is sent at the start of the night. The wager cannot be sent to a soulless player or redirected.

During the night, the Devil can anonymously communicate with the wager recipient.

The wager recipient may sell their soul to protect or kill a player; they may choose to investigate the role of a player, at the cost of the devil learning the Wager Recipient's own role; or they may do nothing. The result of a wager investigation is visible to both the wager recipient and the Devil.

If a player sells their soul, a soul is added to the hell team's soul pool. The player then becomes soulless.

See 'Sinfo wager' for a detailed explanation.

Members of the Hell team cannot betray the team in any way. Any attempts at conversion or recruitment of a member will fail in some manner.

Souls

Basics

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 in this way during a day phase, the player will be protected during the following night phase.

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. The method of their death is not revealed (except to coroners).

This ability may be used during both day and night phases.

If a soul user is attacked during the night and there is a soul in the pool, the soul user will be protected and a soul will be used up automatically. A soul is used up for every attack against a soul user.

If several soul users are attacked at simultaneously and not enough souls remain in the pool to protect from each attack, the devil has priority of protection. If any souls remain in the pool after this, subsequent protections occur in random order.

When souls are used in an automatic protection, all members of the hell team are informed of who was attacked.

Wager

The Wager recipient may choose one of four options:

1) The Wager recipient may choose to sell their soul in order to attack another player.

Selling the soul immediately adds it to the hell team's soul pool. The Wager recipient then becomes soulless. At the end of the night, the devil will attack the player chosen by the Wager recipient. If the Devil dies before the night ends, the attack is not executed.

Once the Wager recipient has chosen this option, they may change the target of the attack, or they may choose to change their chosen option to a protection. They cannot otherwise revoke their choice of option.

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

The Devil is, but the Wager recipient is not, informed of whether the attack fails or succeeds.

2) The Wager recipient may choose to sell their soul in order to protect a player.

Selling the soul immediately adds it to the pool. The Wager recipient then becomes soulless. For the rest of the night, the player chosen by the Wager recipient will be protected from any attacks which target them. If the Devil dies before the night ends, this does not negate the protection.

Once the Wager recipient has chosen this option, they may not revoke their choice of option nor their choice of target.

The Wager recipient may choose to protect themselves.

3) The Wager recipient may choose to sell their identity in order to see a player's role.

The devil immediately checks the chosen player's role, and the result is shown to both the recipient and the devil. Afterwards, the devil investigates the Wager recipient's role. The result of this is shown only to the devil.

Both of the investigations are affected by weak and strong disguises. Checking the other player is affected by redirections, but checking the Wager recipient is not.

Once the Wager recipient has chosen this option, they may not revoke their choice of option nor their choice of target.

4) The recipient may choose to ignore the Wager.

If the Wager recipient chooses this option, they may choose another option before the end of the night if they wish to.

At the end of the night phase, the recipient is removed from the Wager channel. If the Devil dies before the night ends, the recipient is not informed, but no further wager actions may be executed.

4.4 Pyro

'Pyro Team' is the team of the Pyromancer. The team wins when all players are dead, unaligned or part of the pyro team. Members of the Pyro Team do not know each other at the start of the game.

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. If a Pyromancer is powdered and ignited, and thus attacked, the ignition fails and the attacker is informed.

Powdering is an immediate ability, and igniting is an end-night ability.

If the Pyromancer's powdering fails (e.g. because their target is already powdered) they are informed that their powdering failed.

The Pyromancer is a member of the pyro team and channel. The pyro team wins when all other players are dead or unaligned.

Wisp

Basics

The Wisp visits a person each day, igniting them if they are powdered or powdering them if not.

Details

The Wisp may visit one person each day as an **immediate ability**. If the person has been **powdered**, then the Wisp **ignites** the visited person at the **end of the day**. If the Wisp dies or is lynched during

the day, the ignition will not occur.

If the visited 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 person they visited.

The Wisp may not visit themself.

The Wisp is a member of the **pyro** team, but not a member of the **pyro channel**. They do not know the other members of their team.

If the **pyros** ignite the Wisp then the Wisp will be told that they were ignited, but will not be **attacked**. Whoever ignited the Wisp will be informed the name of the player and that they could not be ignited. This message is different from other ways that the ignition could fail.

When no members of the **pyro channel** are alive, the Wisp is **immediately** informed and turns into a **pyromancer**, joining 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**.

4.5 Plague

'Plague Team' is the team of the Plague Bearer. Plague Team wins when all players are either dead, unaligned or part of the Plague team. All members of the team know each other. 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.

Any player who visits or is visited by a contaminated player immediately becomes contaminated themselves. All types of action (target, attack, investigation, etc) are considered visits.

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 die. This is not an attack. Should the player still be alive afterwards, they remain contaminated, but will not die due to being contaminated again.

If no members of the plague team or channel remain, all players stop being contaminated: they are not

informed of this.

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

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 become contaminated. A contaminated Plague Carrier will never die due to the plague.

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

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

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

Plague Doctor

Basics

The Plague Doctor requires the plague to be eliminated in order to win.

Each night, the Plague Doctor may check a player for symptoms of the plague. They are also capable of curing players during the day.

Details

As soon as the plague is eliminated, the Plague Doctor ascends and wins. The plague is eliminated if these two conditions are met: there are no living contaminated players and there are either no remaining plague bearers or no remaining rodents. The Plague Doctor cannot win whilst dead.

Each night, the Plague Doctor may check a player for symptoms of the plague. The Plague Doctor will immediately be informed if their target has the plague: if the target does, they are also informed of which phase the target contracted it in.

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 choose to use one of their vials to immediately cure a player. Cured players stop being contaminated: they will not be informed of this. Players who have been cured can become contaminated again.

The Plague Doctor cannot be contaminated. If the plague bearer attempts to contaminate the Plague Doctor with one of their rodents, the Plague Doctor immediately dies - this is not an attack. Visits from contaminated players do not cause the Plague Doctor to become contaminated.

The Plague Doctor is nonaligned.

4.6 Underworld

'Underworld Team' is the team of the Vampire. Underworld Team wins when all players are dead, unaligned 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

The Undead wins together with the vampire.

A player converted into an Undead loses their previous role. However, if they were a member of a group channel, they will remain as such and will still be able to vote if applicable (though their vote will not count).

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.

4.7 Horsemen

'Horsemen Team' is the team of the Horsemen. The Horsemen win when all players are either dead, unaligned or part of the Horsemen team. Members of the Horsemen Team do not know each other at the start of the game.

Apocalyptic Horseman

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 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.

The Apocalyptic Horseman may not kill another player, if they have already attempted to doom somebody in the same night.

Doom

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 aligned players doomed, Doomsday is unleashed: Each living Horseman turns into an Apocalyptic Horseman, with the ability to attack a player each night.

Horseman

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

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 `Si doom`.

The Horsemen win when everyone else is dead.

Horseman of Famine

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 `Si doom`.

The Horsemen win when everyone else is dead.

Horseman of Pestilence

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 **ability blocked**.

For more information, check `Si doom`.

The Horsemen win when everyone else is dead.

Horseman of War

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 `Si doom`.

The Horsemen win when everyone else is dead.

Horsemen

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. On uniting, both Horsemen are doomed without any further effects, which is relevant should they lose their role or are exorcised.

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

For a list of Horsemen run `\$( horsemen team`.

5. Unaligned

Unaligned roles can, by default, win with any other team. Some may maintain this status throughout the game (nonaligned roles): others can develop alignments, preventing them from winning with certain teams.

5.1 Unaligned Miscellaneous

'Unaligned Miscellaneous' are those unaligned roles that do not fit any other category.

Despot

Basics

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

Details

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

The Despot 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 Despot wants to.

If the Despot changes role, the disguise is lost.

The Despot is nonaligned.

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 ascend.

When the Riding Hood is killed by the wolfpack, the wolfpack may not attack *anyone* the following night.

When the Riding Hood ascends, the wolfish player responsible will be *ability blocked* the for following day and night.

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

The Riding Hood is nonaligned.

5.2 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.

5.3 Unaligned Investigative

'Unaligned Investigative' are those unaligned roles that can actively investigate.

Psychopath

Basics

At the start of the game, the Psychopath is given a list with one third of the game's players, rounded up, on it. If all players on the 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. Which players are on the list is determined arbitrarily.

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 and redirections. Their disguise lasts for the current and following phase.

The Psychopath is nonaligned.

5.4 Unaligned Killing

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

Angel

Basics

The Angel wins when they are lynched.

Details

When the Angel wins, the Angel ascends and stops playing. The game continues. In addition, the following lynch will be cancelled.

The Angel may select a player. If this player has voted for the Angel when the Angel is lynched, they will also die. If the Angel has not selected a target, or the selected target did not vote for and did not apply any invisible votes on the Angel, a random player who did vote for the Angel will die instead. The cause of their death is announced.

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 in place of the chosen target. If nobody except the Angel has voted for the Angel, the Angel dies and does not win.

The Angel may change their target once per phase, with 1 emergency change to be used whenever the Angel wants to. The Angel cannot select themselves. Targetting a player is an immediate effect. The Angel may choose to target nobody.

The Angel is nonaligned.

Chef

Basics

Each night, the Chef can choose a restaurant customer to send either charmed or poisoned food to. Eating charmed food confers attack invulnerability: eating poisoned food kills the restaurant customer. The Chef wins if they are alive at the end of the game, and at least one of their waiters remains.

Details

At the beginning of each day, the restaurant customer chosen by the Chef is added to the restaurant channel, in which the Chef can anonymously communicate with them, and offered the opportunity to eat the food. The restaurant customer is not told the type of food they have been sent. If the restaurant customer eats poisoned food, they are *killed* at the end of the following night. If they eat charmed food, they are invulnerable from night attacks during the following night phase only.

Selecting a restaurant customer and sending food are start-day abilities. Eating food is an end-day ability. If the Chef dies during the day, the customer is immediately removed from the restaurant, and loses the opportunity to eat 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 do not know that they are waiters, and their status as a waiter does not impact their abilities or win condition. The Chef wins if they and at least one waiter 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. If a waiter is recruited onto a team which already has another waiter, neither player loses their waiter status.

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.

The Chef is nonaligned.

5.5 Unaligned Align

'Unaligned Align' are those unaligned roles that can develop alignments without being converted or recruited.

Cat

Basics

During Night 1, the Cat will become the counter-role to that which the dog has chosen.

Details

If the dog chooses fortune teller, the Cat will turn into warlock, and vice versa. The dog choosing rival will turn the Cat into an opposing rival. If the dog changed role before choosing a role, the Cat will become fortune teller at the end of night 1.

Changing role is an immediate consequence of the dog choosing. A Cat which becomes a fortune teller or a warlock may not use that role's investigation during Night 1.

For each Cat in the game, there must be a corresponding dog. Neither player will know their counterpart.

The Cat is strongly disguised as Cat: this will persist despite any role changes.

The Cat is nonaligned until it changes role.

Dog

Basics

During Night 1, the Dog must choose to immediately become either a fortune teller, a warlock, or a specific unaligned role.

Details

Choosing a role is an immediate ability. If the Dog hasn't chosen a role before the night ends, they will become a Fortune Teller.

If there is a cat corresponding to the Dog, the unaligned role the Dog may become is rival - otherwise, it is psychopath.

A Dog which becomes a fortune teller or a warlock may not use that role's investigation during Night 1.

The Dog is strongly disguised as Dog: this persists despite role changes.

The Dog is nonaligned until it changes role.

5.6 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 other Cupid variants. Cupids are originally nonaligned, and will acquire the alignment of their lover.

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. The Cupid cannot choose itself.

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 always have the same alignment as their lover.

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).

The Cupid is nonaligned unless they gain an alignment from their lover.

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. The Cupid Hag is coven-aligned.

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.

Demonic Cupid

If the cupid's lover is a member of the hell team, 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.

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 two exceptions: they are part of the wolfpack group and a lycan.

The Cupid Wolf is nonaligned, unless they have gained an alignment from their lover.

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 one exception: he 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. Any attempts at conversion of a member will fail in some manner.

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

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: they are part of the underworld group.

The Undead Cupid is nonaligned, unless they have gained an alignment from their lover.

5.7 Unaligned Align - Hag

'Unaligned Align - Hag' roles are a subcategory of the unaligned align roles. Hags are originally coven-aligned, and acquire alignments when they are wronged. 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: 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 coven-aligned. 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 any other Bitter Hags. Each Bitter Hag may protect, investigate and attack a player every night. Any remaining spells prior to becoming Bitter Hag are not preserved.

The spells of the Bitter Hag work like the spells of the cautious, vicious and prophetic hags 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 becoming one.

The Bitter Hag is strongly disguised as a Hag.

The Bitter Hag is coven-aligned.

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 quantity of their spells to protect players. 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.

The Cautious Hag is coven-aligned.

Hag

Basics

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’).

The hags can win with any team, unless that team has wronged the coven: however, they cannot win if the coven has never been wronged.

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 and becomes the coven-aligned.

The Hag does not have a spell at the start of the game, but gains one 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.

All Hags are always coven-aligned: their wronging by another team also causes them to align against that team.

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 `! 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 (`! hags`).

During the night, the Prophetic Hag may use any quantity of their spells to see the alignment of other players. This check is not affected by any disguises or redirections.

Checking a player is an immediate ability.

The Prophetic Hag is strongly disguised as a Hag.

The Prophetic Hag is coven-aligned.

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 (`! hags`).

During the night, the Vicious Hag may use any quantity of their spells to attack other players. This power

is not affected by redirections.
Attacking a player is an end-night ability.
The Vicious Hag is strongly disguised as a Hag.
The Vicious Hag is coven-aligned.

6. Extra

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

6.1 Extra Miscellaneous

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

Journal Holder

Basics

The Journal Holder has access to a journal.

Details

Journalists become Journal Holders as a starting ability. This gives them a journal channel in which they may write anything they wish. The journalist can target a role. When the journalist dies, one player with the targeted role will become the new Journal Holder and receive access to the journal. If there are no living players with the targeted role, the journal will be lost.

Each Journal Holder role is connected to an individual journal channel.

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.

6.2 Extra Power

'Extra Power' are those extra roles that have an active power; that does not qualify for any other extra category.

Restaurant Customer

Basics

When a *chef* chooses to send food to a player, that player becomes a Restaurant Customer for the duration of the following day phase. During this time, they get to choose whether or not to eat the food offered.

Details

When a *chef* selects a Restaurant Customer, their target will be added to a restaurant channel where the *chef* can anonymously communicate with them. The Restaurant Customer may choose whether to eat the food or not: they do not know whether it is charmed or poisoned.

Charmed food offers *protection* for the duration of the following night phase. Poisoned food *kills* the Restaurant Customer at the end of the following night phase.

If the Restaurant Customer eats a chef's food, they can no longer become a Restaurant Customer again, even if a different chef attempts to send them food.

At the end of the day phase, the player leaves the restaurant and loses the Restaurant Customer role.

Wager Recipient

Basics

When a devil chooses to send the wager to a player, that player becomes the Wager Recipient for the duration of the following night phase. The Wager Recipient may choose to use one of a variety of powers: each has a cost.

Details

During the day the devil may select a player to offer a wager to. At the start of the following night, the player will become the Wager Recipient and will be added to the wager channel.

The Wager Recipient may sell their soul to protect or kill a player; they may choose to investigate the role of a player, at the cost of the devil learning the Wager Recipient's own role; or they may do nothing (see '\$i wager' for more information).

At the end of the night phase, the player leaves the wager channel and loses the Wager Recipient role.

Any player who is not soulless may become the Wager Recipient, including players who have previously been the Wager Recipient.

6.3 Extra Group

'Extra Group' are those extra roles that gain a group membership.

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.

6.4 Extra Killing

'Extra Killing' are those extra roles that can attack/kill/lynch other players.

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. The Fletcher's Customer may choose to target nobody, which will stop their power from being used.

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.

6.5 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).

Limited: During some games the limited role Monarch will be elected during Day 0.

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 lynch will take place during the next day.

Details

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

If the Mayor would normally have a negative vote, the extra vote becomes a negative vote too.

The Mayor may choose to resign at any point during a phase, but will only lose the role at the end of the phase.

Choosing a double lynch is an immediate action.

If the number of living players becomes 15 or less, the Mayor immediately gains the extra vote and loses the ability to choose whether there is an additional lynch. If this happens after they have chosen to have an additional lynch, but before the lynch poll occurs, the additional poll will still be created.

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. 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 Power | 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.

Apothecary | Townsfolk Killing | Limited

Basics

Each night, the Apothecary may poison a player, killing them at the end of the next night. Alternatively, they may cure the player they last poisoned.

Details

The Apothecary starts the game with three flasks of poison and a single antidote.

When the Apothecary poisons a player, that player will be killed at the end of the next night (this is not an attack). This will only happen if the Apothecary survives until the end of that night.

Instead of poisoning a player, the Apothecary may also use their antidote to cure the player they have previously poisoned, saving them from death.

Players are not notified of being poisoned or cured.

Both actions are immediate abilities.

Baroness | Werewolf Power | Limited

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 uses their ability on players with the targeted role, not the players who are investigated.

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:

Coroner - Learns how participants died.

Tanner - Learns targets and if one was a wolfpack member

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

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.

A Cult Acolyte losing their role does not cause an additional poll.

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 starting role configuration 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 ones) were correct. The Detective may submit a partial configuration, but only a complete configuration can let them ascend.

In games with a partial or private role list, the Detective may receive a role list similar to that of the knowledgeable wolf at the start of the game.

Firebug | Solo Killing - Pyro Team | Limited

Basics

Each night, the Firebug may 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. If the warded player

is not attacked for the entire night, they are powdered at the end of the night.

Warding is an immediate ability.

The Firebug is a member of the pyro team and channel. The pyro team wins when all other players are dead or unaligned.

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 and redirections.

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 other than themselves 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 phase, though not the current day phase. The protection does not wear off early if the Gallant Fox dies or changes role. The Gallant Fox may not protect the same player consecutively.

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, becoming a regular wolf.

Joining the wolfpack 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 at any point there is no living Greater Coyote, the coyote group is disbanded. All other coyotes lose any remaining abilities and join the wolfpack.

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 and is always reactively executed by a Greater Coyote.

Howling Wolf | Werewolf Killing | Limited

Basics

Once per game, the Howling Wolf may disguise all players as an arbitrary in-play wolf role.

Once per game, the Howling Wolf may provide an extra poll for the wolfpack for the next night.

Details

The Howling Wolf has two cries: a masking cry and a striking cry. Each day, they can choose whether they want to use one or both cries. Each cry can only be used once. Crying is an end day ability.

If they use the masking cry, all players will be strongly disguised as an arbitrary in-play werewolf team role. If possible, the disguise matches their role's category. Disguising players in this way is not a visit.

If they use the striking cry, they will create a new poll for the wolfpack that the members can vote on during the following night. The player selected on this poll will be attacked by the Howling Wolf at the end of the night.

If the striking cry is used, lycans in the wolfpack will be unable to perform individual actions during the night that the poll is active.

The fact that a cry has been used, but not its type, will be announced at the start of the night after the Howling Wolf chooses to use it. If both cries are used during one phase, the fact that a cry has been used is only announced once.

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. 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.

Monarch | Extra Elected | Limited

Basics

The Monarch is elected during Day 0.

They may knight a player each day, temporarily granting them an extra vote and negating a vote against them.

Details

The Monarch can **only** be elected during Day 0: there will be no Monarch election after Day 0.

However, if the Monarch dies, the role is passed on to their heir. The Monarch may select a player as their heir; they can update this target once per phase, with 1 emergency change to be used whenever the Monarch wants.

Neither the knighted player nor the heir are aware of being selected by the Monarch.

The knighted player's vote appears normally on votes: however, an additional vote is counted internally, and the total vote count in the vote results will be correct. Similarly, the vote against the knight that has been negated is still shown in the vote results and the total vote count is decreased by one.

When the heir becomes the new Monarch, they are **not** revealed. If the Monarch dies without a living heir, the role is lost.

Knighting a player and picking an heir are immediate abilities.

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.

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. Instead, they 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. **Passive abilities**, **starting abilities**, and **targeting** are not treated as an action, and neither is players using actions on themselves.

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 dead, unaligned or sleepless.

For each player that dies, the Reaper may use a power to turn another player sleepless.

Details

The Reaper starts out sleepless and shares a channel with other members of the nightmare team.

At the start of every night, the Reaper will be informed of which powers they may use that night. These powers correspond to the role categories of the players who have died since the start of the previous night. For each **Killing** role that has died, the Reaper may turn one player sleepless and attack them.

For each **Investigative** role that has died, the Reaper may turn one player sleepless and investigate their role.

For each **Power** role that has died, the Reaper may turn one player sleepless and nullify their public voting power for as long as that player is sleepless.

For all other roles that have died, the Reaper may turn one player sleepless.

The Reaper is not told which role category the dead players belonged to: they are only informed of which powers (kills, investigations, vote nullifications, and basic powers) are available to them. If the Reaper chooses not to use one of their powers during the night, they lose that instance of the power.

Sleepless players are not informed of their being sleepless: however, if a sleepless player uses an ability other than targeting on the Reaper, their ability fails and the Reaper immediately attacks them.

The Reaper is affected by all disguises and redirections when using their powers. They gain powers solely based on the true roles of those who have died.

If no members of the nightmare team or channel remain, the sleepless effect is silently removed from all players.

Rival | Unaligned Investigative | Limited Transformation

Basics

The Rival can only win when there are no other Rivals left in the game.

Every night after Night 1, the Rival can investigate a player. They will learn both their role and whether the investigation was affected by another power.

Details

The Rival can only exist with another rival in the game. The Rival ascends when all other Rivals have

died.

Every night after Night 1, the Rival can investigate a player and will learn their role.

The Rival is affected by weak disguises and redirections. They are told specifically if an investigation was affected by a disguise, an obstruction, or a redirection - if it was unaffected, they are informed of this too.

If the win condition of the Rival changes in any way, they do not require the other Rival to die.

If the win condition or role of another Rival changes in any way, the Rival still requires any other (original) Rivals to die.

The Rival is nonaligned.

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.

At night, the Wraith may turn a player sleepless.

Details

Each night, the Wraith may immediately turn one player sleepless. If somebody tries to copy the reaper, they become a Wraith instead. The Wraith starts out sleepless.

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

8. Advanced Rules

To cover as many edge cases and rare situations as possible, as well as to ensure consistent behavior of abilities and roles we have a lot of fairly formal definitions for various mechanics and abilities. Knowing all these formal definitions is not necessary to play the game at all.

8.1 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.

Ascension & Descension

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

This happens when they complete their win condition (ascension) or when winning becomes impossible for them (descension). Players die (true kill) when they ascend/descend. All ascensions/descensions, as well as the role of the ascending/descending player, are announced.

8.2 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 protect another player (Recipient visits Devil, then Devil visits protection target)
- Devil's Wager Recipient sells their identity to investigate another player (Recipient visits Devil, then Devil visits investigation target, then Devil visits Recipient)
- 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

8.3 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.

Killing

Basics

Killing is a type of ability which attempts to cause another player's death. Roles with the ability to kill other players are **Killing** roles. Killing can be avoided by being **protected**.

Details

There are four types of Killing:

- **Standard Kills:** This is usually referred to simply as "killing". In cases where the kill is accidental or passive, it may be referred to as "dying". This type of Killing can be avoided by some types of protection.
- **Attacks:** This is the most common type of Killing. Attacks can be blocked by all protections that block standard kills or attacks.
- **Lynches:** There are two types of lynchings. A direct lynch occurs when the player in question is voted on a lynch poll. Indirect lynchings are executed by a role. Lynches differ from standard kills in that they are affected by different types of protection.
- **True Kills:** This type of Killing can not be blocked by any types of protection.

Many roles or groups can kill. The player executing the Killing is known as the "Killer"/"Attacker".

Unless explicitly stated otherwise, a killing is considered successful if **any** player (even if they weren't the intended target) ends up dead as a result of the attack. The role or group responsible for the attack is informed of success or failure, but by default receives no information beyond that.

If the target of an attack is killed by another attack occurring at the same time, both attacks are considered successes.

Groups

When a group (such as 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 considered the cause of the attack.

Edge Cases

For edge cases with conflicting attack order, check '\$i killing order'.

Killing Order

If a player is attacked/killed several times in one night, the list of protections 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 active protections, and so on.

Conflicts must be resolved when multiple killings would trigger the same ability. For conflicts, roles are prioritised alphabetically within their team. Townsfolk roles are considered first, then werewolf, then all other roles. If a conflict still exists then a random attacker is prioritised.

Groups are a special case and are prioritised before any single role attacks. Groups are sorted alphabetically according to the group name, not the attacker's role.

Several roles/players may succeed in killing the same player if the killings would occur synchronously and no abilities would be triggered multiple times.

Killing 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) Active Defenses
- 3) Passive Defenses
- 4) Partial Defenses
- 5) Recruitment Defenses

Examples:

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

Investigations

Basics

Investigations retrieve information about the current game state. Roles with the ability to actively investigate are **Investigative** roles.

Details

Investigations retrieve information about the current game state. This generally means that they learn information about the role or actions of another player.

Like other abilities, Investigations may be affected by **redirections**. They may also be affected by **disguises** and **obstructions**. As such, Investigations may return false information.

There are several types of investigations:

- Role Investigation: See the role of a player.
- Alignment Investigation: See the alignment of a player.
- Category Investigation: See the category of a player's role.
- Attribute Investigation: See if a certain attribute is present on a player.
- Role Count Investigation: See the quantity of a certain role ingame.

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 each player, a target can be stored. This target is reset when the player changes roles or when the target dies.

For a complete list of targeting check `§i 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.

Disguises

Basics

Disguises can affect what information an investigation retrieves by applying a disguise attribute.

Disguises change the role a player appears as.

Details

A disguising ability applies a disguise attribute to a player.

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. Only investigative roles which inspect a player's role or a role-relevant attribute are affected by disguises (e.g warlock, aura teller).

Some disguises are permanent (stay until manually removed or role change) and others are non-permanent (disappear automatically after a certain phase).

A sneaking wolf who has during the previous phase been disguised as a demon by a pack tanner will have two disguises: a strong citizen disguise and a weak demon disguise. A fortune teller would see the sneaking wolf as a demon; an aura teller would see them as a non-threat; a huntsman would see them as part of the pack.

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

Current Disguises

- Devil - single choice, permanent, weak
- Demon - single choice, permanent, weak
- Disguised Fox - daily choice, non-permanent, strong
- Pack Tanner - daily choice, non-permanent, weak
- Psychopath (Self) - changeable, permanent, strong
- Psychopath (Others) - daily choice, non-permanent, weak
- Sneaking Wolf - assigned, permanent, strong
- Tanner - daily choice, non-permanent, weak
- White Werewolf - assigned, permanent, strong
- Bloody Butcher - assigned, permanent, strong
- Culist Wolf - assigned, permanent, strong

- *Flute Charmer - assigned, permanent, weak*
- *Hags - assigned, permanent, strong*
- *Horseman of Famine - assigned, permanent, strong*
- *Howling Wolf - assigned, non-permanent, strong*

Protections

Basics

Protections are a type of ability which can block killings from succeeding.

Details

Protections grant a defense attribute which can protect against certain types of killings. There are five types of defense attributes:

- Absences: The player is not present for the attack (such as hooker)
- Active Defenses: An effect blocks the killing (such as the witch's potion of life)
- Passive Defenses: A defense built in to the player's role blocks the killing (such as runner)
- Partial Defenses: A defense built in to the player's role prevents them from dying at the point of attack, but has other consequences (such as macho or idiot)
- Recruitment Defenses: An effect blocks the killing, but changes the player's team as a consequence

Defense attributes can have limitations applied that limit from what they protect:

- Type Limitation: Limits which types of killing the defense protects against (e.g. only from attacks)
- Phase Limitation: Limits in which phases the defense protects (e.g. only during night)
- Source Limitation: Limits which sources of killings the defense protects against (e.g. only killings from a wolfish player)

Protections may block standard killings, attacks, and lynchings.

Applying

Basics

Applying is an ability type that applies a custom attribute to a player.

Details

Applying simply adds an attribute to a player. Custom attributes may themselves involve various other ability types.

Removing an attribute (standard or custom) is also a type of Applying.

Redirections

Basics

Redirection is an ability type that causes abilities to be used on another player. All roles and ability types (except whispering) are affected by Redirections unless explicitly stated otherwise.

Details

If an attack is redirected onto another player, the attacker receives a generic failure message.

If an ability that would usually cause a reveal is redirected, the feedback is also failure. The ability still occurs, affecting the player it was redirected onto, but the original executor is not revealed.

If any other ability (such as an investigation or targeting) is redirected, the ability occurs as if it were

directly used on the player who it is redirected onto. 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. (This means a visit from the original executor to the redirector occurs, then a visit from the executor to the final target, but *no* visit between the redirector and the final target during the Redirection process.)

Actions may be redirected several times in a row.

Actions cannot be redirected onto a dead player.

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

Vote Manipulations

Basics

Vote Manipulation is an ability type that affects voting in some way.

Details

Vote Manipulation applies a manipulated attribute.

There are three types of Vote Manipulation:

- Public Voting Power Manipulation: Affects the voting power of someone on public polls (e.g. Grandma (active), Trickster (passive)).
- Special Public Voting Power Manipulation: Affects the voting power of someone on public polls, by being added onto the public voting power in case the public voting power is positive and by being subtracted from it when it is negative.
- Private Voting Power Manipulation: Affects the voting power of someone on private polls (e.g. Alpha Wolf (passive))
- Public Starting Vote Manipulation: Affects how many votes a certain player receives on public votes.

Extra votes are not revealed in the final poll result: they will only be counted for who is announced as the poll winner.

Whispers

Basics

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

Details

When a whispering ability is used a whispering connection is opened. Depending on what is defined by the role this may stay open until the end of the game or until the end of a certain phase.

For a complete list of roles with whisper abilities, check '\$i whispers list'.

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

Whispering always comes with a whisper talk channel for the role that has the whispering ability, and in some cases, but not always, with a whisper target channel. In some cases, instead of a new whisper target

channel, an existing channel is used (e.g. Bartender whispers to tavern channel and devil whispers to the wager recipient extra role's channel)

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.
- Corrupt Wolf - Can whisper with their selected player each night.
- *Cerberus - Can whisper with their offer of protection recipient each night.*

Joining (Group Membership)

Basics

Joining is an ability type that grants a player membership of a group.

Details

Joining refers to the ability to join a group by receiving a group membership attribute. Losing a role with a Joining ability will not affect membership in the group.

Joining is usually a starting ability (e.g. Baker, Wolf). Some roles can join groups at a later point in the game, either passively (e.g. Lone Wolf) or actively (e.g. Disguised Fox).

Roles which have a Joining ability that does not grant them membership of a primary team group are Group roles (unless they also qualify to be in a category with higher priority).

Players can betray their group if their role changes (e.g. by turning undead), but they will still remain a member of the group.

There are three types of group membership:

- Member: The default group membership. If no members or owners are left, the group is immediately disbanded. When a Member changes roles, they instead become a Visitor.
- Owner: If the last owner of a group dies, the group is immediately disbanded. Groups do not need to have an owner.
- Visitor: If only visitors are left, the group is immediately disbanded.

Granting

Basics

Granting is the ability type that grants an Extra role to a player.

Details

Extra roles usually do not affect alignment, but always give players an extra secret channel and sometimes extra abilities. They are not always permanent. See `§i Extra` for a list of extra roles.

Roles from the *Extra Elected* category cannot be granted by roles.

The term 'Revoking' is used to describe 'ungranting' (removing an Extra role from a player).

Loyalty

Basics

Loyalty is a passive ability type that affects whether roles can betray their alignment or group.

Details

There are two types of loyalty:

- Alignment Loyalty: Some roles are loyal to their alignment - they cannot be affected by attempts to recruit them onto another team
- Group Loyalty: Some roles are only loyal to their group - they can still change role to a role that wouldn't be part of the group, but it will cause a *betrayal*, which will cause the group to disband.

Current Loyalty Roles

- Alpha Wolf - Alignment Loyalty
- Baker - Group Loyalty
- Cupid - Alignment Loyalty
- Devout Villager - Alignment Loyalty
- Hell Team (Devil, Demon, Imp, Demonic Cupid) - Alignment Loyalty

Obstructions

Basics

Obstructions are a rare type of ability which blocks and manipulate the execution of abilities.

Details

When a player is getting obstructed, they receive an obstructed attribute.

Obstructed players are not informed they have been obstructed (unless specified otherwise). When an obstructed player attempts to use an affected ability, the ability will result in a failure, unless the obstruction manipulates the feedback. For some ability types (e.g. attacks), this will be indistinguishable from other types of failure; for others (e.g. investigations), the only way the action can fail is through obstructions. For group abilities (e.g. wolfpack attack), an obstructed player being chosen to execute the action causes it to fail. Passive, starting and forced abilities cannot be obstructed.

Obstructions have several options:

- Affected Abilities: Obstructions may be limited to certain ability types, or even ability subtypes. For example, an obstruction can only obstruct killings or it could obstruct role investigations specifically.
- Feedback Manipulation: By default, an obstructed ability fails and informs the player of failure. An obstruction can instead define a custom feedback to suggest the ability succeeded when it did not.

For a complete list of obstructions check `! obstructions list`.

Current Obstructions

- Flute Player - Enchanted investigative roles have a 60% chance that the player is seen as a Flute Player, and a 40% chance for a normal result
- Horseman of Pestilence
- Riding Hood
- *Reaper*

Poll Manipulation

Basics

This is the ability type to modify polls themselves in some way. This comes in several forms.

Details

This ability can affect one of five things related to polls:

- Addition: Add an additional instance of an already existing poll
- Creation: Create a new poll. If created by a role, the role executes the resulting ability
- Cancellation: After the poll has been closed, the resulting effect is cancelled
- Deletion: Remove a poll that was supposed to otherwise exist
- Result Manipulation: Modify the results of the poll

Current Poll Manipulation Abilities

- Alpha Wolf - cancellation (wolfpack group attack poll)
- Angel - deletion (public lynch poll)
- Child - addition (public lynch poll)
- Cult Leader - creation (cult group attack poll)
- Despot - deletion (public election poll)
- Direwolf - addition (wolfpack group attack poll)
- Executioner - cancellation (public lynch poll)
- Horseman of War - result manipulation (public election poll)
- Mayor - addition (public lynch poll)
- Medium - creation (private yes/no poll)
- Riding Hood - deletion (wolfpack group attack poll)
- Royal Knight - cancellation (public lynch poll)
- Saboteur Wolf - result manipulation (public election poll)
- Wolf Cub - addition (wolfpack group attack poll)
- Werewolves - creation (wolfpack group attack poll)

- *Cult Acolyte - addition (cult group attack poll)*
- *Greater Coyote - creation (coyote group attack poll)*
- *Jury - creation (jury group investigation poll)*
- *Howling Wolf - creation (howling wolf poll)*

Announcements

Basics

Announcements are messages triggered by certain role actions or game events.

Details

The content of an announcement depends on what triggered it, and may be announced either in the story-time channel or a secret channel. Announcements often, but not always, contain information about player roles and/or identities.

There are four main types of announcements:

- Self Reveal: The role announces itself as belonging to a specific player. This type of announcement is often done publicly.

- **Public Information:** Reveals actions done to or done by a role to the public or a group, but the user of the role remains anonymous.
- **Private Information:** Information is given privately to a player, based on the current game state.
- **Private Knowledge:** Pre-determined information by the Hosts is given privately to a player.

Role Changes

Basics

Role Changes are a rare type of ability that causes a player's role to change from one role to another.

Details

We differentiate between five types of role changes:

- **Promotion:** A promotion is a role change that triggers automatically when some condition is met and 'promotes' the player to a stronger role of the same alignment.
- **Recruitment:** A recruitment is any type of role change from one alignment (or unaligned) to another alignment. The player is 'recruited' into the new team. Recruitments happen without any intent of the recruited player.
- **Demotion:** A demotion is the opposite of a promotion. They trigger when a condition is met or an action is done by the player that 'demotes' them to a weaker role of the same alignment.
- **Selection:** A selection is an active action from the relevant player. They 'select' a role or player which will determine their new role.
- **Assignment:** An assignment is the counterpart of a selection. A player is 'assigned' a new role, usually as a consequence of another player's selection.

There are also two additional special type of role change. These types do not actually change the role of anyone, but operate similarly:

- **Alignment:** An alignment change changes only the role's alignment and not the role itself. This can only happen with Unaligned roles.
- **Group Change:** A group changes to another group. This does not affect the roles or membership of any of the group members.

Roles that change alignment without role change or that start out nonaligned and join an alignment are considered to be `Align` roles.

Ability Copying

Basics

Ability Copying is a rare ability type in which one role copies the abilities of a role.

Details

Ability Copying can be used by a role to copy another roles ability, or to get several uses of their own role.

Choices

Basics

Choice is an ability type in which a choice can be created or a choice's option can be chosen, which may lead to other abilities.

Details

Choice has two subtypes:

- Choice Creation: A role may **actively** create a choice with several options, some of which may be tied to another ability, which the role will **reactively** execute once an option is chosen.
- Choice Choosing: A player/role may **actively** choose one option of a choice. This may directly lead to role who created said choice to **reactively** execute another ability.

For example, the chef creates a choice for the restaurant customer. The customer can choose which may lead to the chef **reactively** killing or protecting the customer.

8.4 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

8.5 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.

8.6 Tokens

Player Tokens

Basics

Tokens can be given out by the Hosts in whatever way they choose and can be used for rewards. This can be for events, things like Best Scum/Town, great roleplay, particularly good strategies, or anything else.

Tokens do not Expire, but are limited to a maximum of 15.

Rewards

- ① Token | * Kill a Game Master (not GM Ingame)
- ② Tokens | Permanently reserve an emoji
- ③ Tokens | ** Pick a role for the role list
- ③ Tokens | Custom Emoji [provide an image]
- ④ Tokens | ** Pick your alignment for a game [one player per game, do NOT share]
- ④ Tokens | WWR Role as Discord Icon
- ⑤ Tokens | ** Pick a Theme
- ⑩ Tokens | ** Suggest a Role List

* Can only be used in-game

** Can only be used pre-game. May not be possible for all games. If denied, you get a refund.

Player Tokens

Game Master Rewards

- ① Token | * Kill a Game Master (not GM Ingame)
- ③ Token | ** Pick a role for the role list
- ④ Token | WWR Role as Discord Icon
- ⑤ Token | Champion a role
- ⑦ Token | Demote Ethan for 1 week
- ⑩ Token | Be the next theme
- ⑩ Token | Get your own joke role

* Can only be used in-game

** Can only be used pre-game. May not be possible for all games. If denied, you get a refund.

8.7 Polls

Polls are a game element in Werewolves Revamped. Players vote to determine an outcome.

Poll

Basics

Polls are a game element of Werewolves Revamped which allow either a group of players, or all players to collectively make a decision through voting.

Details

Each player may vote for exactly one option on each Poll available to them. Players can see the votes of all other players at all times, both while the Poll is open and after it has been closed. By the default, the votes of all players count the same.

Polls come in several types:

- Public Polls: These Polls are visible to everyone and all living players may vote on them. The votable options on these Polls are all living players. By default, a *lynch poll* and an *election poll* (if applicable) is created at the start of each day and closed just before the day ends.
- Private Polls: These Polls are visible only to all members of a group, and all living members may vote on them. The votable options on these Polls are all living players. The details of private polls are defined by the group or player who creates them.
- Special Polls: These Polls are unique to a group or role who creates them and the details are completely defined by them.

Public and private polls can also always be affected through vote manipulation abilities.