

 <h2>SLAYER</h2> <p>Alignment: Town Type: Investigative, Killing 0-1</p> <p>You may slay a player by saying 'I slay' followed by their name. If the slain player registers as Evil/Werewolf, they die and the day ends.</p>	 <h2>VETERAN</h2> <p>Alignment: Town Type: Protective, Killing 0-1</p> <p>You have 3 alerts. While on alert, you cannot die and automatically kill everyone who tries to visit you.</p>	 <h2>RECLUSE</h2> <p>Alignment: Town Type: Chaos 0-1</p> <p>You might register as any non-Town role (gamemaster's choice). You are immune to roleblocks.</p>
 <h2>DRUNK</h2> <p>Alignment: Town Type: Chaos 0-1</p> <p>You think you are another Town role, but you are not. The power you think you have doesn't work. If you think you are a Town Investigative, the gamemaster chooses what info you are given. It does not have to be true.</p>	 <h2>RETRIBUTIONIST</h2> <p>Alignment: Town Type: Protective 0-1</p> <p>One night per game, choose a dead player. If the chosen player is Town, they are brought back to life and regain their power(s).</p>	 <h2>CURSED</h2> <p>Alignment: Town* Type: Team-changer 0-1</p> <p>If you would be killed by the werewolves during the night, instead become a Werewolf and join the Werewolf team.</p>
 <h2>UNDERTAKER</h2> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, if a player was lynched during the day, you learn their role.</p>	 <h2>EMPATH</h2> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, learn how many of your neighbors are Evil/Werewolf.</p>	 <h2>INSOMNIAC</h2> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, learn how many of your neighbors visited someone (other than themselves).</p>
 <h2>BODYGUARD</h2> <p>Alignment: Town Type: Protective 0-1</p> <p>Each night, pick a player. They cannot die tonight. You may not pick the same player twice in a row.</p>	 <h2>SHERIFF</h2> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, pick a player to know whether they are Town/Neutral or Evil/Werewolf.</p>	 <h2>SEER</h2> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, pick a player to know whether they register as a Werewolf or not.</p>
 <h2>WOLFSBANE MERCHANT</h2> <p>Alignment: Town Type: Protective 0-1</p> <p>You cannot die to werewolves.</p>	 <h2>MASON</h2> <p>Alignment: Town Type: [REDACTED] 0-2</p> <p>There is always either 0 or 2 masons in the setup. Noone may speak of, refer to, or even insinuate the existence of the Masons - or they might die (immediately or during night). This power affects the game at all times.</p>	 <h2>VILLAGER</h2> <p>Alignment: Town Type: None 0-5</p> <p>No special powers. During the day, find and lynch the evildoers of the town! (Evils/Werewolves)</p>
 <h2>PIRATE</h2> <p>Alignment: Neutral Type: Killing 0-1</p> <p>Roleblock a player each night (not the same twice in a row). Instead of waking normally, they anonymously play Rock Paper Scissors against you. If you beat them, they die. You need to kill twice to win.</p>	 <h2>AMNESIAC</h2> <p>Alignment: Neutral Type: Team-changer 0-1</p> <p>Once per game, choose a player to become their role (join their team and copy their role and powers). While you have not remembered a role, you can't win. Everyone will know what you remember, but not who you are.</p>	 <h2>SURVIVOR</h2> <p>Alignment: Neutral Type: Protective 0-1</p> <p>While alive, you can win with any team. You cannot be killed at night.</p>



## TANNER

Alignment: Evil Type: Chaos 0-1

If you are lynched or slain by the Slayer, you win and everyone else loses.  
You cannot win otherwise.



## SERIAL KILLER

Alignment: Evil Type: Killing 0-2

You may kill one player each night.  
You are immune to roleblocks and cannot die at night. If anyone would roleblock you, you kill them instead.



## ARSONIST

Alignment: Evil Type: Killing 0-2

You cannot die at night.  
Each night, douse a player or ignite all doused players, killing them - even if they could not otherwise be killed. (You do not automatically douse players who visit you.)



## FRAMER WOLF

Alignment: Werewolf Type: Deceptive, Killing 0-1

Each night, frame a living player for current night and next day. While framed, they will register as any Evil/Werewolf role.



## HYPNOWOLF

Alignment: Werewolf Type: Deceptive, Killing 0-1

You are immune to roleblocks.  
Each night, hypnotize a player. If they are a Town Investigative, they are roleblocked current night and next day.



## WOLF MAN

Alignment: Werewolf Type: Deceptive, Killing 0-1

You register as any Town/Neutral role (gamemaster's choice each time).  
(You cannot be the grandchild.)



## PSYCHIC WOLF

Alignment: Werewolf Type: Investigative, Killing 0-1

On the first night, you are shown 3 role cards that are not in the game.  
(Players may still have copies of the cards if the roles allow for multiples.)



## SPELLCASTER WOLF

Alignment: Werewolf Type: Support, Killing 0-1

Each night, you may choose a player to be silenced next day.  
(Silenced players can't speak.)



## WEREWOLF

Alignment: Werewolf Type: Killing 0-3

Each night, wake with other werewolves to hunt (kill a player).