

 <h2>SLAYER</h2> <p><b>Town - Investigative, Killing</b> 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><b>Town - Protective, Killing</b> 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><b>Town - Chaos</b> 0-1</p> <p>You might register as any non-Town role (gamemaster's choice). You are immune to roleblocks.</p>
 <h2>MAYOR</h2> <p><b>Town - Support</b> 0-1</p> <p>You may reveal during the day. After revealing, your votes count as 3, but you can not be protected or healed.</p>	 <h2>DRUNK</h2> <p><b>Town - Chaos</b> 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>GRANDMOTHER</h2> <p><b>Town - Investigative</b> 0-1</p> <p>You have a grandchild (Town player). You start by knowing who they are (but not their role). If your grandchild dies, you die too.</p>
 <h2>RETRIBUTIONIST</h2> <p><b>Town - Protective</b> 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>BLESSED</h2> <p><b>Town - Support</b> 0-1</p> <p>The first time you would die, instead don't. If the prevented death was due to a lynch, the day still ends.</p>	 <h2>SAINT</h2> <p><b>Town - Chaos</b> 0-1</p> <p>If you are lynched, all Town players lose. (All Town players lose their powers, then die. Non-Town keep playing.)</p>
 <h2>SPITEFUL VILLAGER</h2> <p><b>Town* - Team-changer</b> 0-1</p> <p>If you are lynched, you are no longer Town and instead join the Werewolf team.</p>	 <h2>MEDIUM</h2> <p><b>Town - Support</b> 0-1</p> <p>Each night, chose a dead player. They are woken up to see who you are.</p>	 <h2>CURSED</h2> <p><b>Town* - Team-changer</b> 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><b>Town - Investigative</b> 0-1</p> <p>Each night, if a player was lynched during the day, you learn their role.</p>	 <h2>BARTENDER</h2> <p><b>Town - Investigative</b> 0-1</p> <p>Each night, choose a living player. At the end of the night, you are told whether their power worked or not this night.</p>	 <h2>EMPATH</h2> <p><b>Town - Investigative</b> 0-1</p> <p>Each night, learn how many of your neighbors are Evil/Werewolf.</p>
 <h2>INSOMNIAC</h2> <p><b>Town - Investigative</b> 0-1</p> <p>Each night, learn how many of your neighbors visited someone (other than themselves).</p>	 <h2>BODYGUARD</h2> <p><b>Town - Protective</b> 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><b>Town - Investigative</b> 0-1</p> <p>Each night, pick a player to know whether they are Town/Neutral or Evil/Werewolf.</p>



 <h2>SEER</h2> <p><b>Town - Investigative</b> 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><b>Town - Protective</b> 0-1</p> <p>You cannot die to werewolves.</p>	 <h2>ESCORT</h2> <p><b>Town - Support</b> 0-1</p> <p>You are immune to roleblocks. Each night, pick someone to seduce. That player is roleblocked.</p>
 <h2>MASON</h2> <p><b>Town - [REDACTED]</b> 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><b>Town - None</b> 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><b>Neutral - Killing</b> 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><b>Neutral - Team-changer</b> 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>GUARDIAN ANGEL</h2> <p><b>Neutral - Protective</b> 0-1</p> <p>Keep your target alive. You do not lose your powers and can win while dead. You may protect twice (each lasts current night and next day). Everyone will know who was protected, but not who you are.</p>	 <h2>SURVIVOR</h2> <p><b>Neutral - Protective</b> 0-1</p> <p>While alive, you can win with any team. You cannot be killed at night.</p>
 <h2>TANNER</h2> <p><b>Evil - Chaos</b> 0-1</p> <p>If you are lynched or slain by the Slayer, you win and everyone else loses. You cannot win otherwise.</p>	 <h2>SERIAL KILLER</h2> <p><b>Evil - Killing</b> 0-2</p> <p>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.</p>	 <h2>ARSONIST</h2> <p><b>Evil - Killing</b> 0-2</p> <p>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.)</p>
 <h2>FRAMER WOLF</h2> <p><b>Werewolf - Deceptive, Killing</b> 0-1</p> <p>Each night, frame a living player for current night and next day. While framed, they will register as any Evil/Werewolf role.</p>	 <h2>HYPNOWOLF</h2> <p><b>Werewolf - Deceptive, Killing</b> 0-1</p> <p>You are immune to roleblocks. Each night, hypnotize a player. If they are a Town Investigative, they are roleblocked current night and next day.</p>	 <h2>WOLF MAN</h2> <p><b>Werewolf - Deceptive, Killing</b> 0-1</p> <p>You register as any Town/Neutral role (gamemaster's choice each time). (You cannot be the grandchild.)</p>
 <h2>PSYCHIC WOLF</h2> <p><b>Werewolf - Investigative, Killing</b> 0-1</p> <p>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.)</p>	 <h2>SPELLCASTER WOLF</h2> <p><b>Werewolf - Support, Killing</b> 0-1</p> <p>Each night, you may choose a player to be silenced next day. (Silenced players can't speak.)</p>	 <h2>WEREWOLF</h2> <p><b>Werewolf - Killing</b> 0-3</p> <p>Each night, wake with other werewolves to hunt (kill a player).</p>