SLAYER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative, Killing

The first time you stand up, point at a player, and publicly say 'I slay' followed by their name, if they register as Evil/Werewolf, they die and the day ends immediately.

VETERAN

DESIGN BY SIMON BREUM

Alignment: Town
Type: Protective, Killing

You have 3 alerts.

Each night, choose to alert (thumbs up) or not alert (thumbs down). While on alert, you are cannot die and automatically kill everyone who tries to visit you (before they do so).

RECLUSE

DESIGN BY SIMON BREUM

Alignment: Town
Type: Chaos

You might register as any non-Town role at any time (gamemaster chooses each time).

You are immune to roleblocks.

DRUNK

DESIGN BY SIMON BREUM

Alignment: Town
Type: Chaos

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.

RETRIBUTIONIST

DESIGN BY SIMON BREUM

Alignment: Town
Type: Protective

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).

CURSED

DESIGN BY SIMON BREUM

Alignment: Town*
Type: Team-changer

If you would be killed by the werewolves during the night, instead become a Werewolf and join the Werewolf team.

(You will be woken up with the werewolves on the night following the one where you are converted).

UNDERTAKER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, if a player was lynched during the day, you learn their role.

EMPATH

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, learn how many of your neighbors are Evil/Werewolf.

(The closest living player on each side of you is your neighbor.)

INSOMNIAC

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

At the end of each night, learn how many of your neighbors visited someone (other than themselves).

(The closest living player on each side of you is your neighbor.)

BODYGUARD

DESIGN BY SIMON BREUM

Alignment: Town
Type: Protective

Each night, pick a player. They cannot die tonight.
You may not pick the same player twice in a row.

SHERIFF

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, pick a player to know whether they are Town/Neutral (thumbs up) or Evil/Werewolf (thumbs down).

SEER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).

WOLFSBANE MERCHANT

DESIGN BY SIMON BREUM

Alignment: Town
Type: Protective

You cannot die to werewolves.

(You will not know if you are visited by them.)

MASON

DESIGN BY SIMON BREUM

Alignment: Town
Type: [REDACTED]

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 - If they do, they might die (immediately or during the night).

This power affects the game at all times.

MASON

DESIGN BY SIMON BREUM

Alignment: Town
Type: [REDACTED]

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 - If they do, they might die (immediately or during the night).

This power affects the game at all times.

VILLAGER

DESIGN BY SIMON BREUM

Alignment: Town
Type: None

You sleep tight every night.

During the day, find and lynch the evildoers of the town!

(Kill all Werewolves and Evils except the Tanner to win.)

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Type: None

You sleep tight every night.

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(Kill all Werewolves and Evils except the Tanner to win.)

DESIGN BY SIMON BREUM

PIRATE

Alignment: Neutral
Type: Killing

Each night, choose another player to roleblock tonight.

You may not pick the same player twice in a row.

Instead of waking up normally, the roleblocked player anonymously plays Rock Paper Scissors against you. If you beat them, they die. If they win or tie, they survive.

You need to kill twice to win.

DESIGN BY SIMON BREUM

AMNESIAC

Alignment: Neutral
Type: Team-changer

Once per game, during night, choose a dead player to become their role (join their team and copy their role and powers).
You will not know their exact role before choosing.

While you have not remembered a role, you can't win.

When you remember a role, everyone will know what role you remembered, but not who you are.

DESIGN BY SIMON BREUM

SURVIVOR

Alignment: Neutral
Type: Protective

While alive, you can win with any team.

You cannot be killed at night.

DESIGN BY SIMON BREUM

TANNER

Alignment: Evil
Type: Chaos

If you are lynched or slain by the Slayer, you win and everyone else loses.

You cannot win otherwise.

DESIGN BY SIMON BREUM

SERIAL KILLER

Alignment: Evil
Type: Killing

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.

(You will not know if anyone visits you.)

DESIGN BY SIMON BREUM

SERIAL KILLER

Alignment: Evil
Type: Killing

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.

(You will not know if anyone visits you.)

DESIGN BY SIMON BREUM

ARSONIST

Alignment: Evil
Type: Killing

You cannot die at night.

Each night, choose a player to douse them OR point at yourself to ignite all doused players, killing them - even if they could not otherwise be killed.

(You do not automatically douse players who visit you.)

DESIGN BY SIMON BREUM

ARSONIST
DESIGN BY SIMON BREUM

Alignment: Evil
Type: Killing

You cannot die at night.

Each night, choose a player to douse them OR point at yourself to 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
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

Each night, you may choose a living player to be framed the current night and next day.

While a player is framed, they will register as any Evil/Werewolf role (gamemaster chooses each time).

HYPNOWOLF
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

You are immune to roleblocks. Each night, you may pick someone to hypnotize. If they are a Town Investigative, they are roleblocked the current night and next day.

(A roleblocked player's power does not work. If they would get info, the gamemaster chooses what info they get instead - It does not have to be true.)

WOLF MAN
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

You register as any Town/Neutral role at all times (gamemaster chooses each time).

(You cannot be the grandchild.)

PSYCHIC WOLF
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Investigative, Killing

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
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Support, Killing

Each night, you may choose a player to be silenced next day.

(Silenced players can't speak.)

WEREWOLF
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Killing

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

WEREWOLF
DESIGN BY SIMON BREUM

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

WEREWOLF
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Killing

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