#### **SLAYER**

by their name. If the slain player registers as

Evil/Werewolf, they die and the day ends.

Alignment: Town Type: Investigative, Killing

0-1

Alignment: Town Type: Protective, Killing

kill everyone who tries to visit you.

**VETERAN** 

RETRIBUTIONIST

One night per game, choose a dead player. If the

chosen player is Town, they are brought back to

0-1

**RECLUSE** Alignment: Town Type: Chaos

0-1

You may slay a player by saying 'I slay' followed

You have 3 alerts.

While on alert, you cannot die and automatically

You might register as any non-Town role (gamemaster's choice). You are immune to roleblocks.

## DRUNK

Alignment: Town Type: Chaos

0-1

Alignment: Town Type: Protective

life and regain their power(s).

**CURSED** Alignment: Town\* Type: Team-changer

0-1

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.



Alignment: Town Type: Investigative

0-1

**EMPATH** Alignment: Town Type: Investigative

0-1

**INSOMNIAC** 

Alignment: Town Type: Investigative

the Werewolf team.

0-1

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



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

**SHERIFF** 

**MASON** 

**AMNESIAC** 

Everyone will know what you remember, but not who you are.

Each night, learn how many of your neighbors visited someone (other than themselves).

If you would be killed by the werewolves during

the night, instead become a Werewolf and join

### **BODYGUARD**



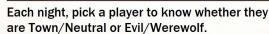
Alignment: Town Type: Investigative

0-1

Alignment: Town Type: Investigative

0 - 1

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



Each night, pick a player to know whether they register as a Werewolf or not.

SEER

#### WOLFSBANE MERCHANT

Alignment: Town Type: Protective

0-1

0-1

Alignment: Town Type: [REDACTED]

0-2

Alignment: Town Type: None

0-5

You cannot die to werewolves.

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.

No special powers.

During the day, find and lynch the evildoers of the town! (Evils/Werewolves)

**SURVIVOR** 

VILLAGER

#### PIRATE

Alignment: Neutral Type: Killing

Alignment: Neutral Type: Team-changer

0-1

Alignment: Neutral Type: Protective

0-1

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.

While alive, you can win with any team. You cannot be killed at night.

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.





#### **TANNER**

Alignment: Evil Type: Chaos

You cannot win otherwise.

any Evil/Werewolf role.

0-1

Alignment: Evil Type: Killing

0-2

#### Alignment: Evil Type: Killing

0-2

0-1

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

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.

SERIAL KILLER

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.)

**WOLF MAN** 

**ARSONIST** 

# FRAMER WOLF

Each night, frame a living player for current night

and next day. While framed, they will register as

Alignment: Werewolf Type: Deceptive, Killing

0 - 1

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

**HYPNOWOLF** 

SPELLCASTER WOLF

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

Alignment: Werewolf Type: Deceptive, Killing

# **PSYCHIC WOLF**

Alignment: Werewolf Type: Investigative, Killing

Alignment: Werewolf Type: Support, Killing

0-1

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



next day.

WEREWOLF

Alignment: Werewolf Type: Killing

0-3

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



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.)

