

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.

MAYOR

DESIGN BY SIMON BREUM

Alignment: Town

Type: Support



You may reveal at any time during the day.

After revealing, your future votes count as 3, but you can no longer be protected or healed at night.

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.

GRANDMOTHER

DESIGN BY SIMON BREUM

Alignment: Town

Type: Investigative



You have a grandchild (Town player - gamemaster's choice). You start by knowing who they are (but not what their role is).

If your grandchild dies, you die too (not the other way around).

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).

BLESSED

DESIGN BY SIMON BREUM

Alignment: Town

Type: Support



The first time you would die, instead don't.

If the prevented death was due to a lynch, the day still ends.

SAINT

DESIGN BY SIMON BREUM

Alignment: Town

Type: Chaos



If you are lynched, all Town players lose. (All Town players lose their powers, then die. Non-Town keep playing.)

SPITEFUL VILLAGER

DESIGN BY SIMON BREUM

Alignment: Town*
Type: Team-changer



If you are lynched, you are no longer Town and instead join the Werewolf team.

MEDIUM

DESIGN BY SIMON BREUM

Alignment: Town
Type: Support



Each night, chose a dead player. They are woken up to see who you are.

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.

BARTENDER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative



Each night, choose a living player.

At the end of the night, you are told whether their power worked (or would have worked) this night (thumbs up) or not (thumbs down).

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.)

ESCORT

DESIGN BY SIMON BREUM

Alignment: Town
Type: Support



You are immune to roleblocks.

Each night, pick someone to seduce. That player is roleblocked.

(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.)

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.)

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.)

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.)

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.)

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.)

PIRATE

DESIGN BY SIMON BREUM

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.

AMNESIAC

DESIGN BY SIMON BREUM

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.

GUARDIAN ANGEL

DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Protective



On the first night, you are assigned a target. Keep them alive to win.

Twice per game, during night, you may choose to protect your target (When awoken, nod your head to protect).

A protected target cannot be killed during the current night and the next day, even by lynchings.

Whenever you protect, everyone will know in the morning who was protected by you, but not who you are.

You do not lose your powers when you die.

SURVIVOR

DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Protective



While alive, you can win with any team.

You cannot be killed at night.

TANNER

DESIGN BY SIMON BREUM

Alignment: Evil
Type: Chaos



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

You cannot win otherwise.

SERIAL KILLER

DESIGN BY SIMON BREUM

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.)

SERIAL KILLER

DESIGN BY SIMON BREUM

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.)

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.)

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
Type: Killing



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).