VILLAGER VILLAGER VILLAGER DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM **Alignment: Town** 0 **Alignment: Town Alignment: Town** Type: Type: Type: You have no special abilities. Use You have no special abilities. Use You have no special abilities. Use social cues to find and execute the social cues to find and execute the social cues to find and execute the Werewolves! Werewolves! Werewolves! **VILLAGER VILLAGER VILLAGER** DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM 0 **Alignment: Town Alignment: Town Alignment: Town** Type: Type: Type: You have no special abilities. Use You have no special abilities. Use You have no special abilities. Use social cues to find and execute the social cues to find and execute the social cues to find and execute the Werewolves! Werewolves! Werewolves! VILLAGER VILLAGER **VILLAGER** 0 **Alignment: Town Alignment: Town Alignment: Town** Type: Type: Type: You have no special abilities. Use You have no special abilities. Use You have no special abilities. Use social cues to find and execute the social cues to find and execute the social cues to find and execute the Werewolves! Werewolves! Werewolves!

VILLAGER

DESIGN BY SIMON BREUM

APPRENTICE SEER

DESIGN BY SIMON BREUM

BLESSED

DESIGN BY SIMON BREUM

Alignment: Town Type:



Alignment: Town Type:



Alignment: Town Type:



You have no special abilities. Use social cues to find and execute the Werewolves!

Each night, if there is no living Seer, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).

The first time you would die, instead don't. If the prevented death was due to an execution, the day still ends.

BODYGUARD

DESIGN BY SIMON BREUM

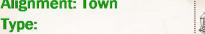
0

CUPID

CURSED

DESIGN BY SIMON BREUM

Alignment: Town



Alignment: Town





DESIGN BY SIMON BREUM

Alignment: Town* (Team-changer)

Type:



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

On the first night, choose two players to be lovers. Their new goal is to stay alive together. If one lover dies, the other commits suicide at the beginning of the next night.

If you would be killed by werewolves, instead become a Werewolf and join their team. (You will wake with them on the following night).

HUNTER

LYCAN

MAYOR

Alignment: Town





Alignment: Town

Type:



Alignment: Town

Type:



When you die, you may reveal your role to shoot a player. They also die. You register as a werewolf, even when dead.

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.

PSYCHIC SEER WITCH DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM 0 **Alignment: Town Alignment: Town Alignment: Town** Type: Type: Type: You have 1 health potion and 1 killing potion, each usable once. While you have your health potion, Each night, pick a player to know First night, you are shown a role that the gamemaster will point at whether they register as a Werewolf some player has. player(s) who died tonight. You may (W with hands) or not (X with arms). heal one (thumbs up and point), and/or kill someone (drag finger across neck and point). WEREWOLF WEREWOLF **WEREWOLF** DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM DESIGN BY SIMON BREUM 0 Alignment: Werewolf **Alignment: Werewolf Alignment: Werewolf** Type: Type: Type: Each night*, wake with other Each night*, wake with other Each night*, wake with other werewolves to hunt (kill a player). werewolves to hunt (kill a player). werewolves to hunt (kill a player). **PSYCHIC** WEREWOLF **WOLF MAN** WOLF 0 **Alignment: Werewolf** Alignment: Werewolf Alignment: Werewolf Type: Type: Type: You register as any Town/Neutral Each night*, wake with other First night, you are shown 3 roles role at all times, even when dead werewolves to hunt (kill a player). that are not in the game. (gamemaster chooses each time).