

VILLAGER

DESIGN BY SIMON BREUM

Alignment: Town
Type:



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

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APPRENTICE SEER

DESIGN BY SIMON BREUM

Alignment: Town
Type:



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).

BLESSED

DESIGN BY SIMON BREUM

Alignment: Town
Type:



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

Alignment: Town
Type:



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

CUPID

DESIGN BY SIMON BREUM

Alignment: Town
Type:



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.

CURSED

DESIGN BY SIMON BREUM

Alignment: Town*
(Team-changer)
Type:



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

DESIGN BY SIMON BREUM

Alignment: Town
Type:



When you die, you may reveal your role to shoot a player. They also die.

LYCAN

DESIGN BY SIMON BREUM

Alignment: Town
Type:



You register as a werewolf, even when dead.

MAYOR

DESIGN BY SIMON BREUM

Alignment: Town
Type:



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

DESIGN BY SIMON BREUM

Alignment: Town
Type:



First night, you are shown a role that some player has.

SEER

DESIGN BY SIMON BREUM

Alignment: Town
Type:



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

WITCH

DESIGN BY SIMON BREUM

Alignment: Town
Type:



You have 1 health potion and 1 killing potion, each usable once. While you have your health potion, the gamemaster will point at player(s) who died tonight. You may heal one (thumbs up and point), and/or kill someone (drag finger across neck and point).

WEREWOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type:



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

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Type:



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

PSYCHIC WOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type:



First night, you are shown 3 roles that are not in the game.

WOLF MAN

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type:



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