

# One–Night Set of Player Roles

Hendrik Möller

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# 1 Gameplay Rules

The game is very similar to the famous "Werewolves" game. Every player is dealt one role card. Every role card has its own ability and attributes. All players look at their card, the so called *player role*. There are always three more cards in play than number of players. Without looking at them, the remainder cards are put in the center of the table face-down, counting as *center cards*.

Now the night begins. After a specific *wake up order*, roles are sequentially called by the narrator and told by him what to do. The narrator can be a player as well, calling the actions while having his eyes shut.

After the night, the day phase begins. Every player wakes up aka open their eyes and every player may say and gesticulate whatever and however they want. No *player role* is to be touched or looked at it!

When the discussion timer of minutes equal to the number of players plus one runs to zero, every player must simultaneously point and therefore vote for any player on the count of three.

Players can vote for themselves and point up. Pointing up is not an abstention but a vote for killing nobody.

The player with the highest amounts of votes dies. Everyone turns their *player role* face-up. Normally, if a *villager* died, all werewolves win. If a *werewolf* died, all villagers win. There are roles that bring exceptions to these rules. Because of the *center cards*, there is a possibility of no *evil* role in the game. If the most players voted upwards aka to kill nobody, nobody dies. In that case, the villagers only win if there is truly no *evil player role*.

Should multiple players have the most votes at daylight, every one of them die if the number of votes for them are at least three. For the villager/werewolf conflict, the werewolves win if one more villagers than werewolves died. For example, if one werewolf and at least two villagers died through the voting, the werewolves win. If one *villager* dies but also one werewolf, the villagers still win.

If not otherwise specified, role descriptions are always above these rules.

All *player roles* with a red border are considered "werewolves" and *evil*. If not otherwise specified, all werewolves have the night action to see each other and therefore knowing who is in their team. This is called the "Werewolf Meeting".

Werewolves all share the same goal. Get a villager killed and survive.

Some special werewolves also wake up separately to perform their unique ability. If a player with a werewolf *player role* sees at the Werewolf Meeting, that there is no other werewolf in the current game (because of the *center cards*), that player may look at any *center card* in addition to all other abilities. This is called the "Lone-Wolf" rule.

There are a lot of roles with the *independent* tag, having a brown border. These have abilities or goals that are "independent" to the whole villager–werewolf–conflict. Normally, *independent* roles can win next to villagers or werewolves but win with neither of them. If an *independent* goal is fulfilled, the player with the *independent* role wins.

It is possible that an *independent* role wins next to villagers or werewolves. The villager–werewolf–conflict is still regularly resolved. The death of an *independent* role counts as the death of a *villager* and therefore towards the win of the werewolves unless otherwise described.

The majority of roles are villagers or "good" roles. They wake up, perform their ability if they want to and go back to sleep. They try to find out which players are werewolves and which are not.

Villagers can be divided into multiple categories:

- Pre-Villain: These villagers wake up before the *evil* roles.
- Intel: These villagers have abilities that give them direct information like looking at a *player role* .
- Confusion: Abilities from these roles swap cards or in other ways manipulate the game, giving them the advantage of being the only one knowing what they did.
- Sunrise: These wake up at the very end of the night, after all other abilities and shenanigans are resolved.

To be continued!

## 2 Keyword Explanation

- *unchanged*

This role was not modified from the original "One Night Ultimate Werewolf" rulebook.

- *forced*

This role's ability must be performed.

- *knowingly interacts*

when interacting with a role card while knowing about the role which was interacted with. E.g. seer sees it, witch sees it and swaps it, robber steals it, revealer puts it face-up etc . . .

- *originally*

The role card that was dealt to you at the beginning of the game is your original role.

- *exotic*

This role is very special and must be used with caution, only with certain other roles or similar.

- *low/no swap*

This role can only be played if there are no swapping abilities (or very few ones) being played.

- *random*

This role's abilities outcome can vary heavily and therefore is only to be used when players like some randomness.

- *death-exp.*

This role can only be played when using the Graveyard-Expansion.

- *villager*

That role is on the side of the village. If an *evil* role dies and this one survives, this role wins the game.

- *werewolf*

This role is in the Werewolf-Team. If an role in the Villager-Team dies and this one survives, this role wins.

- *alien*

This role is an alien. TBD

- *mafioso*

This role belongs to the mafia. TBD

- *vampire*

This role is a vampire. TBD

- *independent*

Means, that this role has an independent goal and generally doesn't care that much about the villager-werewolf-conflict.

- *enemy*

For all villagers roles, enemies are all roles with brown, red and black borders. Werewolves count all brown, blue and green bordered cards as enemies. For *independent* roles, everyone else are enemies.

- *evil*

Evil roles are those with a red or black border and every role that is considered a werewolf. When playing with an expansion, this definition might need to be adapted.

## 3 Roles

Full description of every role.

### 3.1 Werewolf Roles

#### Werewolf

*unchanged (2-3x)*

Regular Werewolf, they wake up at the Werewolf Meeting.

#### Alpha Wolf

*unchanged*

When awake, switches a prepared (additional center card) werewolf card with any other player card, making that player a new werewolf.

#### Werewolf Leader

*exotic*

The werewolf leader cannot be killed if at least one *evil* role votes for him. If that is not the case, he dies no matter whether he has the highest vote count or not. If he isn't, the player with the most votes dies as well.

#### Dream Wolf

Does not wake up with the other werewolves but sticks out his thumb letting the other werewolves know who he is.

When awake, looks at any player card. If it is a werewolf card, he may also look at one center card.

#### Wolf in Sheep's Clothing

Does not wake up with the other werewolves but sticks out his thumb letting the other werewolves know who he is.

When awake the first time, he swaps his role card with one in the center. At the end of the night, he wakes up a second time to swap the same center card (which could have been swapped or changed) with his own role again.

#### Mystic Wolf

Does not wake up with the other werewolves. Does not even stick out her thumb. Orderwise after the switching roles, every player who *originally* was a werewolf has to stick out their thumb. The Mystic Wolf may look at every role card from players who are sticking out their thumb. Therefore, this role can verify, which werewolf cards have been switched. Even here the *Lone-Wolf* rule applies. If she is the only wolf aka no one is sticking out their thumb during her ability, she is allowed to look at one card in the center.

#### Loyal Wolf

*exotic low/no swap*

Is a regular werewolf with one twist. A loyal wolf will always be in the werewolf team. So basically, any player that saw themselves having the "Loyal Wolf" Card anytime during the day and night will be in the werewolf team for the rest of the game. This card is to be used with caution, as with many swapping powers, this card could turn out to be a werewolf virus/plague.

#### Spectral Wolf

When awake, the spectral wolf pokes any non-werewolf player. Target player wakes up and they see each other. Target non-werewolf is now in love with the "Spectral Wolf".

If the spectral wolf dies, the beloved one will also lose.

So basically a villager wants to kill any werewolf not being the spectral wolf. Both targets are player-specific and do not depend on their roles. More challenging version: The relationship goes both ways. If the beloved one dies, the spectral wolf lose.

### Abandoned Wolf

—

He does not wake up with the other werewolves, but he sticks out his thumb so that the others know him. As he is in the villager team, he wins if another werewolf dies. But if he dies, the rest of the villagers win.

### Village Wolf

*exotic*

He is the scapegoat of the werewolf pack. He wakes up with all other werewolves but wins with the village. The twist: If at least one werewolf is voting for the Village Wolf, he dies. His death counts towards the werewolf win, not the villager. He is basically a spy within the werewolves but cannot use his knowledge too aggressively, otherwise the wolves know who he is and win by voting for him.

### Minion

*unchanged*

Belongs to the werewolf team with two exceptions: The werewolves do not know who the minion was at the start of the night, but the other way around. The minion does not care if he dies, because if he does, the werewolves and him still win!

## 3.2 Independent Roles

### Crazy Twins

*exotic (2x)*

Both wake up and see each other. They have the independent goal to get the other one lynched. This effect is binded to the players starting with the Crazy Twin role cards, not the role cards. If there is only one crazy twin in the game, that twin wants to die (just like the tanner). An original Twin death does not count towards the village conflict. So if one crazy twin is the only one dying, only the other twin wins. If both crazy twins die and no one else, both crazy twins win and no one else. If one crazy twin dies and at least one villager/werewolf, the village conflict is regularly resolved in addition to the other twin winning.

### Assassin

—

When awake, pokes a player. That player is now the person hiring the assassin and points to any other player to be the target. The assassin now has the independent goal to get the target lynched at daylight. If he succeeds, the player who hired the assassin also wins. So that player just receives an additional goal.

### Tanner/Lemming

*unchanged*

The tanner only wins, if he is lynched at daylight. In any other scenario, he loses. If the tanner wins, all other non-independent roles lose, doesn't matter whether villagers or werewolves died or not.

### Butler

—

When awake, pokes any players. The butler has the independent goal to get that player to win. In any other case, the butler loses. This ability is on both ends player-specific. The butlers death counts towards the werewolf win (even if the poked player is or was a werewolf).

### "Pacifist"

—

Wins independently if neither his neighbours nor he himself dies.

### The executioner

—

The executioner doesn't care at all about anything, as long as blood flows. He wins (independently), if at least 2 player die.

If his vote counting twice would change the vote to a tie leading to multiple deaths, the executioner has these two votes.

## 3.3 Villagers

If not otherwise specified, these roles are considered villagers and in the villager-team. They win by getting an *evil* role lynched.

### 3.3.1 Pre-Villain

#### Escort

*exotic*

When awake, looks at another players card. When that player wakes up to perform his/her ability, the escort also wakes up and watches that player doing his action. The escort and the other player have the additional independent goal requirement to get the other one to survive (surviving means just not getting lynched). So they need to win by their original goal and both survive in order to win.

#### Copycat

*unchanged random exotic*

Looks at one card in the center and gains all abilities that role would have.

### Sentinel

—

When awake, places a "Shield" token on any other player. That player is protected from any abilities but is not allowed to use his ability. When a player wakes up to perform a night ability and has the "Shield" token on his role card, he must remove the token and not perform the ability.

### Enthusiast

*independent exotic low/no swap*

Pokes any player when awake, which also wakes up. They see each other and the enthusiast must look at the other players role. From now on, the enthusiast is in the same team as the other player. The enthusiast card may be swapped around and the team both are in may change when the poked players role gets swapped around. There are three possibilities:

- The poked player is a werewolf or the minion: The enthusiast wins with the werewolves but if the enthusiast dies, the villagers win
- The poked player is the tanner: The enthusiast and the tanner win if either of them die.
- The poked player is a villager: The enthusiast wins and loses with the villager team.

### Little Red and Granny

*random*

They wake up before the werewolves. If there is only Granny in the current game, she becomes a regular werewolf. If only Little Red exists, she swaps her own role card with one of the center. If that center card is a werewolf card, she immediately swaps back to the "Little Red" card. If both the little red and the granny exist, they act like masons and just know the existence of each other. After they woke up, all other interactions with them have no particular effects and both count as villagers.

### **Illusionist**

*villager*

When awake, swaps own card with any center card. He may activate that roles power when called if possible. At the end of the night, the Illusionist swaps back (and therefore probably got back the Illusionist role card)

### **Psychic**

–

May look at two center cards.

### **Seer**

*unchanged*

Looks at another players role. If not playing with the Psychic role, the seer may look at another players role OR at two cards from the center.

## **3.3.2 Intel Roles**

### **The goat**

–

Sticks out his thumb after all werewolves saw each other. If the goat is sitting next to at least one werewolf, one of the werewolves has to poke her slightly. The goat therefore knows in the beginning of the night, whether she is sitting next to at least one evil guy or not.

### **Mason**

*unchanged (2x)*

Both wake up and see each other.

### **Exposer**

–

When awake, he turns around a center card (so face-down to face-up or vice versa). If any power *knowingly interacts* with that card, the player interacting with that card has to turn the card face-down again. (if it was face-up)

When playing with this role, it is recommended to play with four center cards.

### **Apprentice Seer**

–

Looks at one card in the center. But he wants to make double-sure he did everything correctly, so he wakes up at the end of the night again and looks at the same center card again (So the apprentice seer knows if the center card he picked changed during the night).

### **Prophet**

*exotic*

When awake, looks at any player card. If that card is not an *evil* role, he must look at a center card. If that center card IS an *evil* role, the Prophet will understand that as a signal of incoming doom and becomes a werewolf.

### **Revealer**

–

The revealer turns around any player card. If that players role is an *enemy* from the villagers perspective, he has to turn it face-down again. If it's face-up, any player knowingly interacting with that card must turn the card face-down again (just like with the exposer).

### **Investigator**

–

Pokes any two(/three) players. These players have to stick out their thumbs if they already woke up at night at least one time.

### 3.3.3 Confusion Roles

#### Marksman

*villager*

When awake (near beginning of the night), he puts a "Mark"-Marker on any player and swaps it with any other player. No player is allowed to look at the card with that Marker on (even if you are e.g. the seer). Whenever the role with the "Mark"-Marker on it gets swapped, the marker has to wander with it. So the Marksman knows in the end about one role where it lies now.

#### Instigator

*exotic*

When awake, pokes any other player. That player becomes a traitor. The traitor only wins if "his team" loses. It basically switches around all goal requirements for that player. For example, if he is tanner, he wins by not dying. The traitor is not allowed to tell that they are a traitor. This effect is above all other abilities. That means if he is a crazy twin (see 6), he has to make sure the other twin survives if he wants to win. Alternatively implementable via the marker system.

#### Paranormal Lookout

–

When awake, the minion sticks out his thumb. This role may rob the Minion card (switches with her own card). The twist: If there is no minion, look at all center cards and swap the minion card with your own role.

#### Witch

–

When awake, may look at one center card. If she does, she must exchange that card with any other player card (not herself). If the revealed center card is an evil role, she is not allowed to swap it with any other player but may with her own card.

#### Robber

*unchanged*

Swaps his own card with any other player card and looks at his new card.

#### Troublemaker

*unchanged*

Swaps cards between two other players (not herself) and is not allowed to look at any of these cards!

#### Drunk

*forced*

Looks at one card in the center and swaps his card with that center card.

#### Hex-Master

–

When awake, she may look at any *player role* and poke the owner. If she does, she has to swap that card with a prepared "Frog" center card. The player with the "Frog" card now has the independent (and only) goal to vote for the Hex-Master.

### 3.3.4 Sunrise Roles

#### Cleric

*exotic*

Pokes any player. That player is free of every bindings he might have (Crazy Twin killing, Assassin mark, etc. . .). Basically, if that player is a werewolf, he becomes a regular werewolf on the Werewolf-Team. If not, he becomes a Villager being in the Villager-Team. That may also clear bindings for other players (the other Crazy Twin becomes the tanner, as the other twin is gone. . .)

#### Scapegoat

*exotic*

The village scapegoat wakes up at the end of night and may look at every other player role. He wins with the village, but everyone would be fine, if the scapegoat dies. If the scapegoat dies, everyone (role or independent goals don't matter) win except the scapegoat and (if he was swapped around) the original scapegoat. If the scapegoat and another player dies, the death of the scapegoat is ignored and the game results are determined by all other deaths regularly.

### **Amnesiast**

*villager exotic*

When awake, looks at all center cards. The Amnesiast then blindly shuffles them and (therefore randomly) swaps one of them with her own card. She may not look at her new card. Basically, she knows all center cards and that she is one of three known roles.

### **Insomniac**

*forced*

Looks at her own card at the end of night.

## **3.4 Other Roles**

### **Villager**

*unchanged*

Does absolutely nothing as every good villager should!

### **Prince**

—

He cannot die through the voting. If he would die, the player or the players with the second-most votes die.

### **Bodyguard**

*unchanged*

The player the bodyguard votes for cannot die. If that player would die and nobody else died, the player or the players with the second-most votes die.

### **Cursed**

*unchanged*

Counts as villager. But at the voting, if any werewolf or the minion votes for the cursed, he becomes a werewolf.

### **Sleepwalker**

*exotic random*

Whenever a night power would want someone to stick out his thumb, the sleepwalker also sticks out his thumb.

So the minion sees him as a werewolf, Investigator finds out who he is because he sticks out his thumb but he was not poked and if a werewolf is in the deck which does not wake up with the other werewolves but stick out their thumb, the other werewolves see the sleepwalker as a werewolf and so on. The sleepwalker also acts out every ability he might accidentally be a part of. If an ability normally would have one specific target (like poking the goat) which is not specific anymore when playing with the sleepwalker, any target is allowed. So if the goat and the sleepwalker stick out their thumb, if any werewolf is sitting next to one or both of them, one of them has to be poked, never both.

### **The old man**

*exotic*

Halfway through the day timer, the player who *originally* had the old man card dies. He looks at his own card (even if it isn't the old man anymore). If the card is still the "old man" card, he reveals the card. The old man player died peacefully from age and can now speak as a ghost. The player cannot be voted for and therefore cannot die. However, if the card is not the "old man" card, the player that looked at his card did not die peacefully and takes one of the center cards and may look at it. He can die, be voted for etc. . . but has a new role.

## **Coward**

*exotic random*

Whenever a player *knowingly interacts* with the "Coward" card, the player has to swap the "Coward" card blindly with any other player after he has done his own ability (e.g. the witch sees the coward card, swaps it with the middle center card and then has to swap the coward card from the center with any other player without looking at any cards anymore)

The Coward also wakes up at the end of the night and performs the Insomniac Effect. He has to look at his own card (forced) and if that is the Coward-Card, he still has to swap the Coward-Card (because he knowingly interacted with that card). In this special case, he is allowed to look at his new card.

All in all, the original coward never can be the coward at day and always knows his role.

## **Scarecrow**

*independent*

Whenever a player *knowingly interacts* with the "Scarecrow" card, that player has to swap his own card with any card from the center after he finished performing his ability. He may look at his new card. Independent Goal to kill the Raven (implemented via the marker system is 100% safe)

## 4 Wake up Order

”//” means that is one of an alternative version/idea.

”(II)” means that this role wakes up the second time.

- Everyone, close your eyes!

1. Escort
2. Copycat
3. Sentinel
4. Enthusiast
5. Marksman
6. Little Red and Granny
7. Illusionist
  
8. Werewolf Meeting
9. The Goat
10. Minion
11. Alpha Wolf
12. Dream Wolf
13. Wolf in Sheep’s Clothing
14. Lunatic Wolf
15. Village Wolf
16. Spectral Wolf
  
17. Crazy Twins
18. Assassin
19. Butler
  
20. Mason

21. Exposer
  22. Revealer
  23. Seer
  24. Apprentice Seer
  25. Psychic
  26. Prophet
  27. Investigator
  
  28. Paranormal Lookout
  29. Witch
  30. Drunk
  31. Robber
  32. Troublemaker
  33. Instigator
  
  34. (II) Apprentice Seer
  35. (II) Wolf in Sheep’s Clothing
  36. (II) Illusionist
  37. Coward
  
  38. Mystic Wolf
  39. Amnesiast
  40. Scapegoat
  41. Insomniac
- Everyone, wake up!

## 5 Version 1.1

All ideas and changes to be done converting to version 1.1:

### 5.1 New Roles

#### Werewolf Seer

*werewolf magical*

Does not wake up with the other werewolves but sticks out his thumb letting the other werewolves know who he is. Wakes up at the end of the night. Every player that knows to have got an *evil player role* anytime during the night must stick out their thumb so that the Werewolf Seer can see them.

#### Lunatic Wolf

—

NOT FINAL: When awake, he looks at any players card and pokes that player. That player wakes up after the Lunatic Wolf went back to sleep to swap his card with any center card. That player may look his new card.

#### Rabid Werewolf

—

NOT FINAL: If lynched alone, may choose one other player to lynch. If that player is an *independent* (brown) role card, the werewolves win instead.

#### Evil Fairy

*villager independent*

Exchanges a prepared "Frog" center card with any *player role*. The Evil Fairy has the independent goal to get the "Frog" killed.

#### Frog

*villager*

Only gets into play with the "Evil Fairy" role. The Frog counts as a villager. If any *magical* role votes for the Frog, he transforms into a prince and automatically wins the game. The *magical* role or roles that voted for the Frog also win the game. If the Frog would die through the voting but at least one *magical* role voted for him, he dies and loses the game. The Frog cannot really vote, he must always vote to not lynch anyone.

#### Hunter

*villager*

The Hunter can see how many tracks are in the forest. If the Hunter is in the playing set, the Werewolves have to place a die on the table representing how many wolves are known to them at the Werewolf Meeting. The Hunter then wakes up and may look at the die. The Werewolf Meeting continues regulary, but the werewolves have to rotate the die to show a 6.

#### Sorceress

*villager independent magical*

The Sorceress has the independent goal to get any *magical* role killed and not die herself.

#### Beholder

*villager independent magical*

Can only be played if the "Sorceress" role is also in the playing set. When awake, all *magical* roles have to stick out their thumb. She wins (independently), if none of the magical roles or the Sorceress die.

#### Psycho Killer

*villager independent*

When awake, every player that *originally* were an *independent player role* must stick out their thumb. The Psycho Killer has the independent goal to get any *independent player role* killed, even if that's the Tanner or similiar.

### **Village Idiot**

*villager exotic*

He really doesn't get it. The *player roles* must be face-down . . .

The Village Idiot card is always face-up, even when shuffling and dealing the role cards. But the Idiot doesn't get it if he was changed. The player who has the idiot card at daylight (which is known because it is face-up) is in the team he *originally* were. Therefore, the player with the idiot card does not have to be a good person from the villagers perspective.

## **5.2 Changes**

### **Marksman**

*villager*

Changes:

May look at the *player role* he puts the marker on. If that role turns out to be an *enemy* , he must put the marker on his own card. He may still swap his card with any other *player role* .

### **Instigator**

*villager*

Changes:

The Traitor may tell that they are a traitor.