

# Village Team

The village team wins when they lynch or otherwise kill every wolf, wolf cub, and werecrow. Other members of the wolf team do not count towards determining this win condition.

## Villager

The most simple village team role, they do not have any special powers.

## Seer

The seer may see someone at night by using `see <nick>` in PM. They are told the role of the chosen player. Be wary though, for cursed villagers and mad scientists appear as wolves, and the traitor will appear as a regular villager! Certain other roles appear as villagers instead of their actual role as well, those will be detailed in their respective sections.

## Oracle

The oracle may see someone at night by using `see <nick>` in PM. They are told whether or not the chosen player is a wolf. Be wary though, for cursed villagers and mad scientists appear as wolves, and almost every other role will appear as a regular villager!

## Village Drunk

The village drunk has no inherent special powers, however they are seen as the village drunk by the seer, and should they be carrying a gun, they get 3 times the normal number of bullets (albeit at a higher miss and explode chance).

## Harlot

The harlot is able to visit someone at night by using `visit <nick>` in PM. They may choose to stay home by visiting themselves. The player they visit is told they are being visited by the harlot and the identity of the harlot visiting them. Should the harlot visit the victim of the wolves, the harlot will die in addition to the victim. Should the harlot visit a wolf, werecrow, or wolf cub, the harlot will also die. If the wolves select the harlot as a target and that harlot is visiting someone else, they will not successfully kill them.

## Guardian Angel

The guardian angel is able to guard someone at night by using `guard <nick>` in PM. The person they are guarding is told they are being guarded, but not by

whom. Should that person be killed during the night for any reason, they will survive. The guardian angel can guard themselves, but cannot guard the same person multiple nights in a row.

## Bodyguard

The bodyguard is able to guard someone at night by using `guard <nick>` in PM. The person they are guarding is told the are being guarded, but not by whom. Should that person be killed during the night for any reason, they survive and the bodyguard dies instead. The bodyguard can choose not to guard anyone at night by guarding themselves, and may guard the same person multiple nights in a row.

## Priest

The priest has two abilities, both of which are used during the daytime. Once per game, the priest may use `bless <nick>` in PM to give the target their blessing. A blessed nick always counts as being protected, meaning they would need to be killed twice in the same night or lynched in order to die. The person they bless is told they are being blessed, but not by whom. The priest may not bless themselves. Additionally, the priest may use `consecrate <nick>` in PM to consecrate the body of a dead player. If used on a Vengeful Ghost, that ghost will be unable to kill the following night. Should the priest use this ability, they will be unable to participate in the vote that day, and are not counted towards the villager count in terms of determining win conditions (such as if they had been shot by gunner or given narcolepsy totem).

## Detective

The detective is able to identify someone during the day by using `id <nick>` in PM. Their true role is revealed to the detective with 100% accuracy, however this accuracy comes at a cost. There is a 40% chance that the detective's identity is revealed to the wolves each time they use their power.

## Prophet

The prophet is able to receive divine visions of who has a role by using `pray <role>` in PM at night. The first time it is used each night, they are given half of the playerlist, with knowledge that at least one of those players has the specified role. The prophet can then attempt to pray again that night, if successful the nick of a person with that role will be revealed. The first time they pray, there is a 40%

chance they reveal themselves to a person with that role, should this happen they will be unable to pray again that night. The second time they pray, that chance is increased to 80%. This can be used to identify any role, including templates and hidden roles. If multiple people have the same role, only one person is given each night, and the same person is never given twice for the same role. For example, say there are two wolves: wolf A and wolf B. The first night, the prophet prays for wolf and receives a list containing wolf A (among others). Should they pray again and were not revealed the first time around, they will receive wolf A directly. Let's assume they do not pray again, but pray for wolf the next night. Since wolf A was already prayed for on a previous night, they will *not* be shown again even though the prophet did not pray twice. A list containing wolf B will be given on the second night. If the prophet prays for wolf again on the third or any subsequent night, they will be told there are no other wolves, even if they never accurately determined the identities of wolf A or wolf B.

## Augur

The augur is able to determine what side a player is on by using `see <nick>` in PM at night. Similar to the detective, their true side at the current time is revealed with 100% accuracy. A blue aura indicates the player is on the village team, a red aura indicates wolf team (including cultists and minions), and a grey aura indicates a true neutral role (fool, crazed shaman, jester, monster, etc.). Be wary about trusting blues though, as lycans will show as blue before they turn and lovers with wolf partners may have ulterior motives...

## Mystic

The mystic is told how many members are on the wolf team each night. This includes every role listed in the Wolf Team section. They are told the information immediately when night starts and cannot get updated info when wolf team members die, until the next night.

## Time Lord

If the time lord dies through any method other than idling / quitting, the day and night timers are reduced significantly. Day drops to 90 seconds total, and night 60 seconds. The time lord is seen as a villager by the seer and oracle. The time lord is a hidden role,

meaning that not even the player who is the time lord knows their own role until they die or the detective IDs them.

## Matchmaker

During the first night only, the matchmaker may choose two players to be lovers by using `choose <nick1> [and] <nick2>` in PM. If they do not choose anyone, the lovers will be randomly chosen and the matchmaker will not be told who they are. (However, they will still know if they matched themselves to someone.) The lovers are informed about their love to the other player, but not about their lover's role. If one lover dies for any in-game reason (not idling/quitting), the other cannot bear the loss and commits suicide. The matchmaker may choose themselves as one of the lovers. The lover's goal is to survive together with their lover, but they don't form a third team in the game. When the lovers survive the game, this counts as individual win for both lovers.

## Mad Scientist

If the mad scientist dies for any reason other than idling out or quitting, they throw a potent chemical concoction which kills the players who joined immediately before and after them. If those players are already dead, nothing happens. The mad scientist is seen as a wolf by the seer and oracle, despite being on the village team.

## Hunter

Once per game at night, the hunter may kill someone by using `kill <nick>` in PM. They may choose not to kill anyone during a particular night by using `pass` in PM instead.

## Vigilante

Every night, the vigilante may kill someone by using `kill <nick>` in PM, or `pass` in PM if they do not wish to kill that night. If they kill a wolf role (wolf, alpha wolf, wolf mystic, wolf cub, werekitten, werecrow, fallen angel), doomsayer, succubus, demoniac, or monster that target dies. Otherwise, if their target is not any of those roles, the target still dies but so does the vigilante.

## Shaman

Each night, the shaman is given a random totem to distribute. They are told which totem they have and what its effects are. They may use `give <nick>` to give the totem to someone. They may choose

themselves, but may not give a totem to the same person multiple nights in a row. If they do not choose anyone, the totem will be given to a random person. Once day breaks, it is revealed to the channel who received a totem the previous night, but not which totem (only the shaman knows which totem it is, not even the recipient is told). Each totem has various effects, as listed below. Totem names are followed by (S) if they are available to shamans and (CS) if they are available to crazed shamans.

### Death Totem (S, CS)

Whoever is given the death totem will automatically die the following day. A harlot visiting the recipient of the death totem does not die, although a harlot receiving one will die regardless of whether or not they visit. Death totems (or any other type of kill), and protection totems (or any other type of protection) will stack and may cancel each other out.

### Revealing Totem (S, CS)

If the person with the revealing totem is lynched during the day, they will survive and have their role revealed to the channel instead. Everyone else will appear as their actual role, including the traitor and the amnesiac. When an amnesiac is lynched they will immediately remember their new role.

### Silence Totem (S, CS)

The person with the silence totem is unable to use any special powers they may have during the day and the following night phase (so they are silenced the night after being given the totem).

### Desperation Totem (S, CS)

If the person with the desperation totem is lynched during the day, the last person to vote them will also die.

### Protection Totem (S, CS)

The person with the protection is protected against any external form of death (such as wolves, hunter, assassins, vengeful ghosts, or death totems). Lover suicide is not protected against. Protection totems (or any other type of protection), and death totems (any other type of kill) will stack and may cancel each other out.

### Impatience Totem (S, CS)

The person with the impatience totem is counted as having voted for everyone except for

themselves. They may still vote, but they are counted regardless of whether or not they do. Equal numbers of Pacifism and Impatience totems cancel each other out, making the person with both totems vote normally.

### Pacifism Totem (S, CS)

The person with the pacifism totem is counted as abstaining. It won't show up in !votes that they are abstaining. They may still use !vote, but their vote does not count. Equal numbers of Pacifism and Impatience totems cancel each other out, making the person with both totems vote normally.

### Influence Totem (S, CS)

The person with the influence totem has their votes counted twice. This does not stack with the bureaucrat template, and if the person is pacifist/narcoleptic their vote does not count anyway, so this totem is useless in that scenario.

### Narcolepsy Totem (CS)

The person with the narcolepsy totem is unable to participate in the vote during the next day. In terms of counting even number of wolves vs villagers, they are considered the same as a wounded target from the gunner, unlike the pacifism totem.

### Exchange Totem (CS)

The first person to target the person with the exchange totem the night after they receive it swaps roles with the totem bearer. Each person is told their new role, and may use it immediately that night. All previous actions such as a harlot visiting are retracted (harlot, bodyguard, and GA target get told their visitor disappeared). A wolf selecting the bearer of an exchange totem is swapped immediately even if the kill is not yet finalized due to other wolves not voting.

### Lycanthropy Totem (CS)

If the bearer of the lycanthropy totem is targeted by wolves the following night, they become a wolf instead of dying. They do not keep their former role, but do keep any templates they have.

### Luck Totem (CS)

If the bearer of the luck totem is targeted during the next day and night for any reason, the person targeting them will instead target one of the players directly adjacent to them, according to !join order. Dead players are skipped when considering who is adjacent.

### Pestilence Totem (CS)

If the bearer of the pestilence totem is killed by wolves the following night, the wolves become ill and will be unable to kill the night after.

### Retribution Totem (CS)

If the bearer of the retribution totem would be killed the night they receive the totem, they also kill one person targeting them, selected at random. This can kill wolf cubs, but not traitor or observing werecrows. If a dead vengeful ghost is selected this way, that vengeful ghost will no longer be able to kill.

### Misdirection Totem (CS)

If the bearer of the misdirection totem would use a power the following day and night, they miss their intended target and instead target on of the players directly adjacent to them, according to !join order. Dead players are skipped when considering who is adjacent.

## Doctor

The doctor has a number of immunizations that they can hand out during the day by using `give <nick>` in PM. The immunization will prevent the receiver from ever turning into a wolf. Immunizing a lycan reverts them into a normal villager. Additionally, whenever alpha wolf bites anyone that is immunized, the bite victim will die instead of being turned into a wolf. Be wary, however, because if you immunize someone that has already been bitten by the alpha wolf you will simply accelerate them turning into a wolf instead of curing them!

## Wolf Team

The wolf team wins when the number of players with wolf chat access equal or outnumber the number of players without access ("villagers").

## Wolf

The wolf is able to kill a target each night by using `kill <nick>` in PM. All of the wolves must collectively agree on a target. The wolf can retract their kill by using `retract` in PM. Wolves always die if shot by the gunner. Wolves have access to wolf chat - all PMs sent to the bot by wolves are sent to every other role with wolf chat access.

## Werecrow

The werecrow can kill a target just like the wolves, however they can also transform into a crow and observe someone at night by

using `observe <nick>` in PM. Once a werecrow has chosen to observe someone, they can no longer participate in the kill. Once day breaks, the werecrow is told whether or not the target was in bed all night, where targets that were not in bed all night are all roles that have a night power and used their night power that night, with exception of matchmaker, clone, assassin, and turncoat. If the target did not use their power (harlot staying home, timing out night, etc.), they are observed as in bed all night. Werecrows are seen as wolf by the seer and oracle and always die if shot by the gunner. Werecrows have access to wolf chat - all PMs sent to the bot by werecrows are sent to every other role with wolf chat access.

## Wolf Cub

The wolf cub has no inherent powers, but if they die for any reason other than idling out/quitting, the wolves will become angry and will be able to kill two targets the following night. They can do so by using `kill <nick1> [and] <nick2>` in PM. Should all of the wolves and werecrows die, all wolf cubs will immediately turn into wolves, this happens before traitors turn. Wolf cubs are seen as wolf by the seer and oracle and always die if shot by the gunner. Wolf cubs have access to wolf chat - all PMs sent to the bot by wolf cubs are sent to every other role with wolf chat access.

## Werekitten

The werekitten is the cutest role of them all. Despite being on the wolf team, their cuteness means they are still seen as villager by the seer and oracle. Other roles like detective and augur still see through the disguise. Gunners and sharpshooters will always miss when trying to shoot the werekitten. The werekitten can still kill at night with the wolves, and also kills any visiting harlots.

## Alpha Wolf

The alpha wolf acts like a normal wolf, able to use `kill <nick>` in PM. Additionally, they have a once-per-game ability that they can use the night after a wolf, werecrow, wolf cub, or another alpha wolf dies during the day. That night, they can use the `bite <nick>` command in PM. This special bite command will turn their target into a wolf after 3 nights. An alpha wolf using the bite command cannot also participate in the kill, however if there are other wolves alive they are still able to kill normally.

The person who gets bitten knows they are bitten once night ends and are reminded every night, so they can change strategies accordingly. One night will be deducted from the bite timer for each wolf that dies during the transition period, meaning that bitten people may turn into wolves sooner than 3 nights. Once they turn, !stats will still show the roles as if they never turned, meaning nobody knows who it was. Lycans turn immediately when night ends upon being bitten, and people immunized by the doctor are killed instead of being bitten. In either of those cases, you can bite again on a subsequent night provided another wolf dies during the next day.

## Fallen Angel

The fallen angel is a very rare role, that only appears under specific circumstances. The guardian angel will turn into this role if they are successfully bitten by the alpha wolf. This corrupted version of the GA can kill like a wolf and will go right through any form of protection (Guardian angel, bodyguard, protection totem, and monster), killing the player being protected anyway. All bodyguards guarding that player will die, while any guardian angels have a 50% chance of surviving. All guardian angels are also given the assassin template upon turning into fallen angel.

## Wolf Mystic

The wolf mystic is told how many members with powers are on the village team each night. This includes every role listed in the Village Team section, except plain villagers and hidden roles (time lord). They are told the information immediately when night starts and cannot get updated info when village team members die, until the next night. The wolf mystic can kill like any other wolf.

## Doomsayer

The doomsayer is able to peer into the future and see how bad luck will befall someone, sealing their fate. They can use `see <nick>` in PM to either kill that nick that night, inflict them with lycanthropy the following night (meaning if wolves attack them they will turn into wolf), or make them incredibly ill for the next day (meaning they are unable to vote as if wounded or perform any other action as if silenced). In addition to their see power, they can kill like any other wolf by using `kill <nick>` in PM. The doomsayer can both see and kill in the same night. Seers,

oracles, and augurs turn into this role if bitten by the alpha wolf.

## Cultist

The most simple wolf team role, they do not have any special powers or extra information, but they are attempting to help the wolves win. Despite being counted as a "villager" for the wolf team win condition, they win alongside the wolves. Cultists are seen as villagers by the seer and oracle.

## Minion

During the first night only, the minion is told who all of the wolves, werecrows, and wolf cubs are, but not which roles each of them occupy. The wolves do not know who the minions are. Similar to the cultist, they win alongside the wolves despite being counted as a "villager" for the wolf team win condition. Minions are seen as villagers by the seer and oracle.

## Traitor

The traitor has no inherent special powers. However, should all of the wolves and werecrows die, all traitors will immediately turn into wolves. If a traitor dies while still a traitor, they are shown as a villager instead; the only way for the villagers to know someone is a traitor is for the detective to ID them. Traitors are seen as villagers by the seer and oracle. Traitors have access to wolf chat - all PMs sent to the bot by traitors are sent to every other role with wolf chat access.

## Hag

Each night, the hag can hex someone by using `hex <nick>` in PM. A hexed player is silenced and cannot use any special powers the following day or the night after that. Hags are seen as villagers by the seer and oracle. Hags have access to wolf chat - all PMs sent to the bot by hags are sent to every other role with wolf chat access.

## Sorcerer

Each night, the sorcerer can observe another player to determine if they are a seer, oracle, or augur by using `observe <nick>` in PM. Unlike the werewolf, the sorcerer is given the results of the observation instantly and can correctly determine seers/oracles/augurs even if they did not use their powers that night. Sorcerers are seen as villagers by the seer and oracle. Sorcerers have access to wolf chat - all PMs sent to the bot by sorcerers are

sent to every other role with wolf chat access.

## Warlock

The warlock is a wolf aligned role that is part of wolf chat, and can curse one player each night. The curse lasts for the rest of the game. Use `curse <nick>` to curse someone. It takes effect immediately, which means seer and oracle can see that person as wolf the same night. They can pass by selecting themselves. The warlock is seen as a villager by the seer and oracle.

# Neutral

Neutral roles have their own win conditions. Some of them may start on one side and flip to the other, others never take sides and can only win if special conditions are met.

## Lycan

Lycans have no inherent powers, and begin the game on the village team. However, if a lycan is targeted by the wolves at night, they turn into a wolf instead of dying (thus joining the wolf team). Lycans will revert to being villagers if given an immunization by the doctor, they will also turn immediately if bitten by alpha wolf. Lycans are seen as villagers by the seer and oracle.

## Turncoat

The turncoat is able to switch between the village and wolf side at will during the game. They can do this by using `side` villagers Or `side` wolves at night in pm. They can also use `pass` if they decide not to change sides that night. They are only able to change sides if they haven't the night before, though. Turncoat starts on neither team, and must pick a side by the time the game ends or else they won't win.

## Vengeful Ghost

If the vengeful ghost dies for any reason other than idling out/quitting, they swear revenge on the team that killed them. While alive, they win alongside the default role (e.g. wins with the village if villagers are default, and wins with wolves if cultists are default). Once they die, they join the team opposite of the one they swore revenge on. Each night after they die, they must kill someone on the team they swore revenge on; a list of players on that team is presented to them and they must kill one of them by using `kill <nick>` in PM. If they do not select a

target before night ends, one will be selected at random. The vengeful ghost is seen as a villager by the seer and oracle. The vengeful ghost is a hidden role, meaning that not even the player who is the vengeful ghost knows their own role until they die or the detective IDs them.

## Amnesiac

The amnesiac forgot who they are, and need to wait until night 3 before they remember what their actual role is. An amnesiac cannot use their special powers until they remember their role. While still forgetful, they win alongside the default role (e.g. wins with the village if villagers are default, and wins with wolves if cultists are default). Once they remember their role they join the appropriate team and all rules of their normal role apply. The augur, detective, and sorcerer are able to correctly identify the amnesiac's real role, even while they still do not remember.

## Clone

During the first night, the clone chooses someone to copy by using `clone <nick>` in PM. If their target dies for any reason, the clone turns into the target's role (but NOT templates) and joins the appropriate team. The clone wins in addition to the normal winners if they are alive at the end of the game without having transformed, or whatever the win conditions are for the roles they transformed into. The clone is seen as a villager by the seer and oracle. If a clone forgets to pick a target on night one, it will pick a random target for them automatically.

## Crazed Shaman

The crazed shaman is similar to the shaman in that they give a totem away every night by using `give <nick>` in PM. Like the shaman, they cannot give a totem to the same person multiple nights in a row. Unlike the shaman, they are not told which totem they are giving away, so it is completely random. The crazed shaman is seen as such by the seer, but is seen as a villager by the oracle. The crazed shaman wins in addition to the normal winners if they are alive at the end of the game.

## Fool

The fool attempts to get the village to lynch them during the day. If the fool is lynched during the day, the game immediately ends with the lynched fool being the only winner. The fool cannot win if they survive

until the end of the game or if they die for any other reason. The fool is seen as a villager by the seer and oracle. If a fool is lynched, any lovers they have do **NOT** win. A fool in love should instead try to survive for the entire game to get the dual win with their lover.

## Jester

The jester attempts to get the village to lynch them during the day. If the jester is lynched during the day, they receive an individual win. The jester cannot otherwise win the game. The jester is seen as a villager by the seer and oracle. If the jester is lynched, any lovers they have do **NOT** win. A jester in love should instead try to survive for the entire game to get the dual win with their lover.

## Monster

The monster wins instead of the normal winners if they survive until the end of the game (fool winning and demoniac winning takes precedence over monster winning). The monster cannot be killed by the wolves, and is seen as a wolf by the seer and oracle.

## Demoniac

The demoniac wins instead of the normal winners if they survive until the end of the game and all wolves are dead (fool winning takes precedence over demoniac winning). The demoniac is seen as villager by the seer and oracle.

## Piper

The piper attempts to charm all other players. They can charm two players each night using charm <nick1> [and] <nick2> in PM. Charmed players are told who all of the other charmed players are once day breaks, but not who the piper is. If the piper survives until daytime and manages to charm every other alive player, they win. If the piper would win at the same time as another team (village, wolves, monsters), the piper takes precedence. Lovers of the piper win with them, however other lovers do not. Charmed players keep their original role and do not gain any additional powers by being charmed. Additionally, charmed players do not win if the piper wins. The piper is seen as a villager by the seer and oracle.

## Succubus

The succubus attempts to entrance all other players by visiting them at night using visit <nick>in PM. The succubus can also remain home by using pass in

PM. While the succubi are alive, entranced players can no longer win with their team, but instead can only win if the succubus wins or if they have their own alternate win conditions (such as staying alive until the end of the game). Additionally, entranced players must vote or abstain along with a succubus or they have a chance of dying the subsequent night. If all alive players are entranced, the succubus and all entranced players (both dead and alive) will receive a win and the game will immediately end. If there are multiple succubi in play, they win as a team and share entranced players, and are told who each other are at the beginning of each night. The succubus is seen as wolf by the seer and oracle, and can never be headshot by the gunner or sharpshooter, although they can still be injured. If all the succubi die, all entranced players will revert to their own win conditions.

Entranced players are unable to target the succubus with non-beneficial commands. Attempting to use one of these commands against a succubus informs them of this fact, and they must choose another target. An entranced player voting a succubus will show as succeeding however the vote will not be counted. If an entranced player is targeting the succubus with a detrimental command (such as kill or an assassin target) at the time they become entranced, they must immediately choose a new target. A succubus visiting the victim of the wolves will die, however a succubus visiting a wolf will entrance that wolf and stay alive.

## Dullahan

The dullahan is given a list of players at the start of the game that they need to kill. To achieve this, they can kill someone each night by using kill <nick> in PM. If all of the players in the list are dead at the end of the game, the dullahan wins in addition to the normal winners. The dullahan does not need to directly kill all of the players in the list in order to win, nor do they need to survive until the end. Should the village attempt to kill the dullahan, they can expect consequences; the dullahan will take kill one random person on their lynch in a last-ditch effort before they bite the dust. If everyone on the dullahan's list is already dead, the dullahan does not have any special effect on death.

# Templates

Templates are additional roles that are added on top of the role a

player is assigned to. Each player has exactly one role, but they may have zero or more templates in addition to it.

## Cursed Villager

A cursed villager is seen as a wolf by the seer and oracle. Seers, oracles, wolves, alpha wolves, werecrows, wolf cubs, mad scientists, monsters, jesters, and fools may never be cursed. The warlock is a special wolf aligned role that can also give people this role every night.

## Blessed Villager

A blessed villager is very difficult to kill, they must either be voted or targeted twice in the same night in order to die. A blessed villager protected from death this way does not print out any special message, making it sometimes seem like the wolves did not kill that night or they targeted other difficult-to-kill roles such as monster. A blessed villager is not protected against a fallen angel, however. By default, only regular villagers may be blessed villagers, and even then the template is never given out to gunners, assassins, or cursed villagers.

## Gunner

A gunner is given a gun that shoots special silver bullets. They can use the gun by using !shoot <nick> in channel during the day. If a wolf, werecrow, or wolf cub is hit, they die immediately. Every other role has a small chance of dying but will probably just be wounded instead. A wounded person is unable to participate in the vote and will cause the number of wolves vs villagers to be recalculated to determine if the wolf team wins. The gunner also has a chance to miss and for the gun to explode, killing the gunner. Wolf team roles, fools, and lycans may never be the gunner. If a gunner is killed by the wolves at night and they have bullets remaining, they have a 25% chance to kill a wolf. If there are bullets remaining after that, the wolves will pick up the gun and have 1 bullet at their disposal.

## Sharpshooter

A gunner w ill be a sharpshooter instead with a 20% chance. Sharpshooters get fewer bullets than regular gunners, but they always hit their target and their target will always die regardless of whether or not they are a wolf. Since gunners are converted to sharpshooters, the same restrictions apply as above. If a sharpshooter is killed by the

wolves at night and they have bullets remaining, they have a 25% chance to kill a wolf. If there are bullets remaining after that, the wolves will pick up the gun and have 1 bullet at their disposal.

## Mayor

If the mayor would by lynched during the day, they reveal that they are the mayor and nobody is lynched that day. A mayor that has previously been revealed will be lynched as normal. The fool, monster, and jester cannot be the mayor.

## Assassin

During the night, the assassin selects a target by using target <nick> in PM. If the assassin would die for any reason other than idling out/quitting, they kill their selected target as well. If their target dies and the assassin is still alive, they may select a new target the following night. Assassins may not change which target they have selected. If an assassin forgets to pick a target on a night they are allowed to, it will pick a random target for them automatically.

## Bureaucrat

The bureaucrat's vote counts twice when voting to lynch during the day. Every role has the possibility of being the bureaucrat.