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Werewolf online wiki roles

Edit comments Share All roles will be posted here! Community content is available in the CC-BY-SA section unless otherwise stated. Community content is available in the CC-BY-SA section unless otherwise stated. c: Comments Share classic roles are roles that appear in fast game mode. Those roles change every week on Wednesday. [1] For example; The classic roles of the week that were created on this page were Aura Seer, Medium, Jailor, Werewolf, Doctor, Alpha Werewolf, Explorer, Guardian, Sagittarius, Wolf Shaman, Serial Killer, Priest, Wolf Explorer, Cursed, Fool/Headhunter. There are other roles in the cycle, including but not limited to: Younger Werewolf, Detective, Avenger, Beast Hunter, Bomber, Mayor, Witch and Arsonist. They are introduced to the fast game of each cycle, replacing certain roles. Loop rotation This section is an ongoing job. Please add information to bring it to a higher standard. Directories 1 Werewolf Online - Google Play Store; Apple App Store; Community content is available in the CC-BY-SA section unless otherwise stated. Comments Share Comments Share This section is a work in progress. Please add information to bring it to a higher standard. Philip Eichhorn and Emanuel Eimer Protect your village from the forces of evil or become a werewolf and hunt your friends! — Description on Google Play Werewolf Online is an online multiplayer role-playing game. It was developed by Philip Eichhorn and Emanuel Aymor. [1] *Italic* About Game Werewolf Online was compared to mafia and Salem City. It has the same type of gameplay with a twist. In the mafia, you have two teams fighting to win. At WWO you have multiple roles as peasants, werewolves, solo roles and killer roles all that win. Available on Android and iOS. Gameplay Werewolf Online has several different game modes; Fast Game/ Classics, Rating, Sandbox, Custom and Spectator. The game can consist of up to 16 players. Villagers will have beggers to look for roles at night. They will provide information during the day during the discussion period. For villagers to win they have to get rid of other night dangers essentially sects, zombies, serial killer, arson, bomber, cannibal and bandits. Headhunter and Fool are solo roles. Headhunter will try to convince you that their target should be voted on by other players, their target cannot be shot or killed at night, Headhunter can only win with a vote. If Hedhanter's target dies by other means, he becomes one of the villagers. A fool can only win by being voted on. The sect and zombies win if they kill the all-night danger and turn the villagers into a sect/zombie. Arsonist, serial killer, cannibal, bomber are solo killers and will have to kill everyone else to win. The thug begins alone as the leader of the sect and All 3 can't turn werewolves, serial killer and zombies just get information that a person couldn't return. When a thug tries to flip, the werewolf dies. Before you start the game, your role is chosen through the rotating wheel. If you have a role that you enjoy playing, you can get mascot who are up to your chances of getting that role. You can get mascot from loot boxes, battle to go through, or purchase in the inventory section. You can also upgrade your mascot to get a better chance. Version Number of current version – 0.46.11. Werewolf Internet is still in beta mode. You can download Werewolf online on Google Play, the App Store and many others. Directories 1 Werewolf Online - Google Play Store; Apple App Store; Community content is available in the CC-BY-SA section unless otherwise stated. The source community content view is available in the CC-BY-SA section unless otherwise stated. English View source Share Welcome to Werewolf Online Wiki! This wiki is about a mobile deduction game called Werewolf Online, inspired by the party game Mafia There are several teams, such as peasants and werewolves, who have to fight each other to be the last team standing and winning the game. Use special abilities to unleash the roles of other players and achieve your goals! The game is all for kids, available on Android and iOS. There is no available version of the web computer, although you can use emulators. Phases of the game All game cycles through Phase 3: Night - Roles having night abilities (vice-rectors, werewolves, etc.) can use them. Day - Users can talk about their information and suspicions while some roles can use day powers (gunner, Pacific, etc.) voting - Users can vote for the player they would like to lynch. Game modes Various game models are listed here. For more information, see gamemode pages. Gamemode: Description: Fast Game Fast Game is the first game mode. Here the game will just pair you with other players for a simple and fast game, it's great for random players who want to know how to play and check out the game. Ranking games Ranked games allow you to play against more qualified players. He has his seasons, leaders and prizes. The ranking only becomes played after you get 100 wins. Custom games Here you can join and create games with custom roles, rules and features. Playing with friends Play with friends allows you to have a private server with friends, if you don't have enough players to start the game, you and your friends will be moved to a fast game where you can still play together, only with other people. Sandbox Mode Sandbox mode is a testing mode in which you can help Philip and Emanuel fix bugs and help make Werewolf Online a better game! Here you can try new roles and features. 92% game rating for Play Store 94% App Store Supported languages English, Arabic, Azerbaijani, Bengali, Belarusian, Catalan, Croatian, Czech, Dutch, Danish, Estonian, French, Finnish, Filipino, German, Greek, Hindi, Hebrew, Hebrew, Indonesian, Irish, Italian, Japanese, Korean, Lao, Lithuanian, Latvian, Malay, Persian, Polish, Portuguese, Romanian, Russian, Serbian, Slovak, Slovenian, Chinese (Simplified), Spanish, Swedish, Thai, Turkish, Ukrainian, Vietnamese, West Friesian. The 3+ age rating for PEGI 12+ for App Store (Fear Themes) community content is available according to CC-BY-SA unless otherwise stated. a: Voting roles, role types, solo teams Comments Share voting roles are roles that win, causing someone to be lynched by the village. Voting roles can be killed by Werewolves, bitten by zombies or damaged by a corrupt official. [1] The roles are currently, there are 2 voting roles in the game. Fool: Your goal is to lynch the village. You win if they lynch you. Headhunter: Your goal is to get your target lynching village throughout the day. If your goal dies another way, you become an ordinary villager. Little things If Fool or Headhunter meet their winning conditions while in the sect, no one wins. Directories 1 Werewolf Online - Google Play Store; Apple App Store; The CC-BY-SA section provides community content for role types unless otherwise stated. Comment Share There are currently 48 roles in the online version of the game. (53 if counting random roles): Classic Roles These are roles that currently appear in a fast game. The fast game with 16 players consists of 10 villagers, 4 werewolves, 1 solo killer and 1 voting role. Classic roles change every week. Role name Team Aura Short summary of the role of Aura Seer Village Aura Seer Village Well able to see the aura of the player every night. Medium Village aura Is unknown Able to speak to the dead every night and revive the player once per game. med Prison Village Unknowns jails someone overnight to talk to them. An imprisoned player cannot use his abilities overnight. If suspicious is found, the prison can execute an inmate player at night. Can only execute one player per game. Prison, prison Dr. Village Is Good able to heal a person every night. If the target is attacked, the target does not die. doc Seer Village Good Able to see the role of player every night. Bodyguard Village Good Able guards someone every night. If a guard or target is attacked, neither die. The next attack will kill the guard. BG, gunner village guard Unknown is able to shoot someone during the day. It has 2 bullets. Gun Priest Village Good Able watering someone during the day. If the target is a werewolf, the target dies. Otherwise, the priest dies. Maybe only water once per game. Villager Village Priest Good You is an ordinary villager without much ability. forkman, fellow villager, better role, fork werewolves Evil Is able to talk to other werewolves and vote with them at night. WW, Wolf, reg WW Alpha Werewolf Werewolves Unknowns Able to talk to other werewolves and vote with them at night. Shaman, wshaman, wwshaman, wws Wolf Prosr Werewolves evil Is able to charm a player during the day, causing them to be treated like Wolf Wolf for prose and evil for Aura prose. If he's the last werewolf alive, he may no longer be fascinated. Knows how to talk to other werewolves and vote with them at night. Shaman, wshaman, wwshaman, wws Wolf Prosr Werewolves evil Can see the role of player every night. They are able to talk to other werewolves at night. Once he's the last werewolf alive or he retires, he loses the ability to see but can now vote with other werewolves at night. WWS, WWSEER Junior Werewolf Evil Able to tag anyone but teammates when he dies, the marked player will die too. Even he is the last werewolf, but his abilities are still available. JWW Nightmare Werewolf Evil Is able to get a player to drop a deep sleep at night. His skill can only be used twice. Once he's the last werewolf alive, he can't use his abilities. Nightmare serial killer Solo Unknown Able to kill a player every night. You can't be killed by werewolves. Sk, the killer fool Solo Unknown has no abilities. If he manages to lynch, he wins. Fool Headhunter Solo (target alive), Village (target dead) Unknown has no abilities. If he manages to get his lynching target, he wins. A goal is always a rural role in regular games. If his goal dies, but not because of lynching, he wins with the village. hh, headhunter, hhunter It's all roles currently in play. Role name team Short summary of the role of Abbreviation Aura Villager Village has no abilities. forkman, the best role a good Santa Claus Village is able to send ho ho ho to all players or Santa foreground element is dead but an online player. Can only use HO HO HO twice per game and gift 4 times per game. Santa, Klaus Good Dr. Village Is able to heal a person every night. If the target is attacked, the target does not die. doc Nice bodyguard village being able to guard someone every night. If a guard or target is attacked, neither die. The next attack will kill the guard. BG Good Hard Guy Village Is able to guard someone every night. If a tough guy or target is attacked, neither die nor the weakest werewolf and hard guy see each other's roles. The next night, the tough guy dies. TG Good Gunner Village is able to shoot

someone during the day. It has 2 bullets. Gun Unknown Prison Village jailed someone overnight to talk to them. An imprisoned player cannot use his abilities overnight. If suspicious is found, the prison can execute an inmate player at night. Can only execute one player per game. Imprisoned Unknown Red Lady Village Opportunity to visit someone every night. If the target is evil or attack, the Red Lady dies. rl Good Priest Village is able to water someone during the day. If the target is a werewolf, the target dies. Otherwise, the priest dies. Maybe only water once per game. - Good Marksman Village is able to mark the target overnight. The next night he can either shoot the marked target or change the mark. If he shoots he dies in his stead. Can only shoot twice per game. Mm, Markman Unknown Seer Village Can see the role of player every night. Repented Good Aura Seer Village Able to see the player's aura every night. Aura Good Spirit Seer Village is able to select 2 players overnight. The next day he will see if they were killed last night. ss, the spirit of the Good Prozi pupil village has no ability until the see-through dies. Once The Novelist is dead, you will become the new Priorer. seer app Good Detective Village Able select 2 players overnight and determine if they are in one or different teams. Det Good Sheriff Village Opportunity to pick someone overnight. If the target dies, the sheriff receives information about 2 players. One of those players killed the target. Sher Good Medium Village is able to speak to the dead every night and revive the player once per game. med Unknown Village Mayor is able to reveal his role during the day, making his vote count as 2 for the rest of the game. The mayor of Good Witch Village has 2 potions that she can use overnight. One for healing and one for murder. Using a healing potion on a target that has not been attacked will not consume potions. - Unknown Avenger Village Is able to select a player. If the Avenger dies, so does the selected player. av, take revenge on The Good Beast Hunter Village Able to set a trap at night. The trap takes 1 night to build. Werewolves trapped will kill the weakest werewolf and waste a trap. The trap can be on itself. He can also change the position of his trap, but will need another night to build himself up. bh, bhunter Unknown village Pacifist Able to reveal the role of someone during the day cancelling the vote for the day. Can only be used once per game. Paci Good Flower Child Village is able to protect the player during the day from lynching. This player can also be himself. If the target wasn't going to be lynched, it wasn't consumed. Can only be used once per game. FC, Flower, baby Good Fortune Teller Village Able give away up to 2 cards to players every night. Players can use cards to prove their role during the day. The fortune teller has only 2 cards per game. ft, fortune teller Unknown grumpy granny village Able to muffle someone the next day at night. This action cannot be used at the first night. Disabled players can only send messages as ... and they cannot vote. Muffled players announce at the start of the day. gg, grumpy Good Cupid Village. Couple Able to pick 2 players on the first night. These players will, the next day, know each other's role. If one of them dies, so does the other. They win if they are the last players alive (with the exception of Cupid), but they don't lose their role to win terms. Cupid is a good village president everyone knows who you are once the game starts. If you die, the village loses. pres Good Cursed Village (not converted), Werewolves (converted) Ordinary peasant until he is attacked by werewolves, which turns him into a werewolf. Cursed Good (not converted), Evil (converted) Village Fake can fake two shields and then a sword. Forging Taj in one day and each new item must be given to another player before forge next next Each shield will save the player once from the attack at night. The sword can be used to kill another player. Forge, Forger Unknown Loudmouth Village Can select a player whose role will be revealed when a loudmouth dies. Lm Good Werewolf Werewolves Are able to talk to other werewolves and vote with them at night. WW, Wolf Wicked Alpha Werewolf Werewolves Able to talk to other werewolves and vote with them at night. His vote is counted as double. Alpha, aw Unknown Wolf Pacifist Werewolves Once per game you can reveal the role of player to all and prevent anyone from voting during that day. wpaci.wp Evil Wolf Shaman Werewolves Are able to charm a player during the day, causing them to be seen as a wolf shaman for prose and evil for Aura's seers. If he's the last werewolf alive, he may no longer be fascinated. Knows how to talk to other werewolves and vote with them at night. Shaman, a vushman, a vushman Evil Wolf Proyer Werewolves Opportunity to see the role of player every night. They are able to talk to other werewolves at night. Once he's the last werewolf alive or he retires, he loses the ability to see but can now vote with other werewolves at night. WWS Evil Junior Werewolf Opportunity to select a player. If the younger werewolf dies, so does the selected player. Knows how to talk and vote with other werewolves at night. jww, the younger evil nightmare werewolf waswolves able to send someone to sleep during the day. The next night this player can't use his nightly abilities. Can only be used once a day and twice per game. Knows how to talk and vote with other werewolves at night. nww, nightmare evil werewolf berserk werewolves are able to activate the frenzy during the day. The next night werewolves ignored any defence and killed both their target and all players who defended that target. Can only be used once per game. Knows how to talk and vote with other werewolves at night. bww, wwB, berserk, bers Evil Kitten Wolf Towolves Is able to turn a peasant into a werewolf. If this player is not a fellow villager, nothing happens. Can only be used once per game. Knows how to talk and vote with other werewolves at night. Kitten, kww Evil Guardian Wolf Werewolves Able to protect the player during the day from lynching. This player can also be himself. If the target wasn't going to be lynched, it wasn't consumed. Can only be used once per game. Knows how to talk and vote with other werewolves at night. gww, Guardian Evil Sorcerer Werewolves Can see the role of player every night. Unlike other werewolves, he cannot speak or vote with other werewolves at night. If he's the last werewolf alive, the village wins. Sorcerer evil fool Solo has no ability. If he manages to lynch, he wins. Fool Unknown Headhunter Solo (target alive), Village (target dead) Has no ability. If he manages to get his lynching target, he A goal is always a rural role in regular games. If his goal dies, but not because of lynching, he wins with the village. hh Unknown Unknown Solo's killer is able to kill the player every night. You can't be killed by werewolves. Sk Unknown Arson Solo Able to either douse 2 players or light up all the doused players every night. You can't be killed by werewolves. Arso Unknown Bomber Solo Is able to plant a bomb on up to 3 players each night (horizontal, vertical, diagonal). Next night's bomb will kill all 3 players overnight. The bomber could place a new bomb the next night. You can't be killed by werewolves. bomb, BB Unknown sect leader Solo Able to convert player every night. The converted player will see who you are. If the sect leader dies, all members of the sect die. Some roles cannot be converted. sl, sect unknown zombie solo able to bite the player every night. This bite takes effect after a night out, and is bitten by becoming a zombie. Zombies see each other's roles. Each zombie can bite another player. Some roles cannot be bitten. They are able to talk to other zombies overnight. Zombies also see who is bitten/gets bit. Zomb, zb Unknown corrupt official Solo Able to glitch the player every night. This player cannot speak, vote or use his or her abilities the next day. At the end of the day, the glitched player dies and their role is not disclosed. Unrealized roles cannot be revived by the medium. You can't be killed by werewolves. Cor Unknown illusionist Solo Is able to disguise himself as a player every night. This player will be seen as an illusionist of prose. The illusionist is able to kill all disguised players during the day. You can't be killed by werewolves. Sick, illus Unknown cannibal Solo Able to either eat the player or keep hungry every night. Saving hunger will allow you to eat more people on the same night. Every night you don't eat a player, a point of hunger is added. You can have up to 5 points of hunger. You can't be killed by werewolves. Canni Unknown bandit Solo Able to find an accomplice by turning a peasant at night. With your accomplice, you can kill one player every night. If your accomplice dies, you can choose a new one. You can't convert werewolves or headhunter targets. You cannot be killed by werewolves. Bandit Unknown accomplice of the team of bandits Is able to kill the player at night with the bandit. If the vote is a draw, your vote wins. You win if all the live players belong to your team. The second accomplice can not be killed without a bandit. You may be killed by werewolves. acco, acc Unknown random regular villager village One of: Villager, Santa Claus, Doctor, Bodyguard, Tough guy, Red lady, Priest, Marksman, Aura seer, Spirit seer, Seer apprentice, Sheriff, Mayor, Witch, Avenger, Beast hunter, Pacifist, Flower child, Fortune teller or Grumpy grandma. rvv, rv Good, Unknown random strong village village one of: See-through, Middle, Gunner, Prison or Detective. rsv Nice, Unknown random werewolf One of: Werewolf, Alpha Werewolf, Wolf Shaman, Wolf Prose, Younger Werewolf, Nightmare Werewolf, Werewolf Berserk, Kitten Wolf or Keeper Wolf. nww evil, unknown random killer Solo out: serial killer, arsonist, sect leader, sect, Corrupt official, cannibal, illusionist or bomber. rk Unknown Random Village, Werewolves, Solo, Couple can be any role in the game. r Content Good, Evil, Unknown Community is available in the CC-BY-SA section unless otherwise stated. Noted.

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