

Wolf PMs:

Hello [5 Player Names here], you are wolves. Below is a PM for each one of you. In addition, there is a lost wolf who knows your identities (but not your abilities), but you do not know who they are. They cannot make any nightkills unless they are the last wolf alive.

You have the ability to discuss with one another during the day and night phases in a private chat. The chat's location may be anywhere, so long as I am present. You may communicate privately in the chat, but nowhere else.

Each night, should you choose to do so, you may make a nightkill on any player of your choice. This kill must be sent by a single member of your team. You win when parity has been achieved, or nothing can prevent this from occurring.

danceflashrevo, you are Shinon. You are an exceedingly talented Sniper, and are as full of yourself as you are talented. You left the mercenary company, the Greil Mercenaries, after the death of the leader, Greil. You now work for Daein as a soldier. Your mastery of the bow is unrivaled, and you have the ability to ruin or end the lives of those who go toe to toe with you. Each day phase, by PMing me, you may fire one of three arrows at other players:

- 1) Kills the player it strikes
- 2) Makes the player seer red the following night phase
- 3) Nullifies the player's vote the next day phase

You may not fire the arrow that kills another player on d0, and you may not fire the arrow that nullifies a player's vote if 7 or more people have died. You must fire each arrow once before you may fire an arrow of the same type again.

Players are notified when struck by these arrows, but not of their effects, and the arrow that kills another player will result in a post by the mod with flavor text of "[Player name here] was discovered dead, with a single arrow lodged between their eyes."

In addition, no more than once during the game, you may make a kill that can be neither tracked or watched.

Zenith, you are Brom. You are a somewhat dimwitted Knight, but have a kind outward disposition. This was before you were broken by torture in an underground cell after the Greil Mercenaries were unable to rescue you. You now work for Daein as a bodyguard for the VIPs of the war effort. Your strengths are just that, your strength and your size. As such, no amount of protection can save anyone should you decide to end them.

You may make nightkills that bypass any protection, and cannot be roleblocked. You may do this any number of times, but cannot do it two nights in a row.

inDheart, you are Makalov. You are an inexperienced-but-talented Sword Knight. You are a gambling addict with a serious losing streak, and a much more serious mountain of debt to shady organizations. You have been offered an exceedingly large sum to work for Daein, as well as provide any information you have regarding the Greil Mercenaries to interested parties. Your

affinity for gambling follows you, and are willing to risk the lives and well-being of others just for the sake of some action. Your one soft-spot is for the Bow Knight, Astrid.

Each day phase, so long as more than one hour remains in the phase, and so long as Astrid is alive, you may wager your vote. There will be a 50/50 chance between your vote counting double for the phase, or not at all. You will be PMed the result of the gamble, should you decide to use it.

Vendetta21, you are Rhys. You are a sickly Priest of the Goddess, and have grown tired of your own meekness, and have become envious of the abilities of those around you. Your disposition disarms people, and none would expect you to side with Daein.

You passively are seered Green. Once during the game, you may pass this ability to one wolf you know the identity of and they will seer green during that night phase only, but you will lose your passive ability for the remainder of the game.

Tokzic, you are Astrid. You are a soft-spoken Bow Knight of Begnion, as well as a member of one of the royal houses of Begnion. Your royalty, though relatively minor, has granted you connections with some very powerful members of Begnion, and your relative unimportance has allowed you to work for Daein, the country that would bring down the system that you despise, the damnable Senate, without the knowledge of any higher powers.

Each night, you may roleblock a player of your choice.

Precarious, you are Mist. You are a very new Cleric, using magic only recently taught to you by Rhys. Your proximity to Lehran's Medallion, the prison of a dark god, has slowly corrupted you, despite your pure nature that you inherited from your mother. You feel a pull from Nevassa, the capital of Daein, but you are not sure what it means, but Lehran's Medallion has revealed to you the identities of several people within your camp who are working for the enemy. It is up to you to subtly suggest and hint to them that you are on their side.

You are a Lost Wolf. You do not possess a factional nightkill unless you are the last wolf remaining. You know the identities of your teammates are [Player Names Here].

You begin the game with an item, a Silence Staff. You may target a player with it during a day phase, and during the next day phase, that player will be unable to post at all. This includes their ability to vote.

3rd Party

MixMasterLar, you are Volke. You are a mysterious Thief, without any desire for human communication and an obsession with gathering as much wealth as you can. You have been given a strange contract, one to kill any member of the camp of the Greil Mercenaries after determining the identities of four members. It doesn't make any sense, but damn, does it pay well. You have even already been given a sizable downpayment.

Each day phase, you may guess the identities of four living players by PMing me your guesses without any penalty to yourself, and you will learn how many of these, if any, are correct. Should you get all four guesses correct, you must kill one of these four players in order to finish your contract.

Each night phase, you may follow someone to their bunks, where you will learn any action they perform, as well as the identities of this person as well as their two nearest bunkmates. Doing so means you cannot be targeted at night, but if the person you are tailing is killed, you will die as well.

You win when you have finished your job. Should you finish your job, you will be removed from the game as there is no purpose to you remaining.

Town PMs:

ShadoWolfe, you are Janaff. You are a Hawk shapeshifter of very keen sight, and your employment to King Tibarn of Phoenicis is very valuable. After the Greil Mercenaries rescued a member of the Heron Clan thought to be long dead, your king trusted in the Greil Mercenaries, and you were sent to fight alongside them. Your keen sight allows you to be aware of what other members of the camp are doing, and if they are not working with the best interests of the company in mind, there's a good chance you'll know.

Each night, you may send me the name of a player. This player will be seered, as well as tracked or watched, depending on your choice. I will return to you the results of this action at the beginning of the following day phase.

You begin the game with the knowledge that gold stinger is town.

andy-o24, you are Tanith. You are a Falcon Knight in the service of the country of Begnion. You have very experienced in the art of war, having trained every day of your life as a bodyguard to the Empress of Begnion. You have many strengths, not the least of which is the ability to procure useful items for the Greil Mercenaries using your position as Royal Bodyguard.

Each night phase, you may gift any of the following items to a player of your choice: a Sleep Staff (1-shot Roleblock), a Heal Staff (1-shot Save), a Knife (1-shot vigi, used during day phase) or you may put someone through to your friends back home, who will investigate a person of their choice (1-shot Seer). You may only give out one of these items, you may not give them to yourself, and you may give out only one item each night. If you are prevented from delivering your item for any reason, or the item does not perform its action properly, the item is not refunded.

Yoshi, you are Shiharam. You are a Wyvern Lord, originally a soldier of Begnion, you defected to Daein after the corruption of the Senate became too much for you or your soldiers to handle. After learning that your daughter had become disgusted with several Daein practices, you have decided to join her side in search of a just lord to serve. Your ability to outmaneuver any person you wish can stop them from performing most actions.

Each night phase, you may send in the name of a player. This player will be prevented from performing most actions.

wineandbread, you are Calill. You are an exceedingly talented Sage, and the lover of the Berserker, Largo. You don't talk about yourself much, beyond rambling about how great and talented you are, but one thing is for sure, you and Largo enjoy each other's company. You are masoned with [Player Name Here], who is Largo. You may discuss whatever you want with them in your private chat, which may be anywhere, so long as I may be present as well. You may discuss here only. You should discuss with one another using whatever means you wish where you want this private chat to be during the pregame phase.

storn42, you are Largo. You are a behemoth of a man, a Berserker to be more specific, who claims to have wrestled two tigers at once and won. You are the mate of Calill, a Sage. You both seem to be pretty content with your accomplishments, no matter how farfetched they seem, one thing is for sure, you and Largo enjoy each other's company. You are masoned with [Player Name Here], who is Calill. You may discuss whatever you want with them in your private chat, which may be anywhere, so long as I may be present as well. You may discuss here only. You should discuss with one another using whatever means you wish where you want this private chat to be during the pregame phase.

Pazzaz, you are Haar. You are a narcoleptic Wyvern Lord, who is the 2nd in command to Shiharam, a former member of the Begnion Holy Dracoknights. You get tired very easily, and have even been observed to have fallen asleep during the middle of training. Unbeknownst to everyone else, you are often awake during the night. You may, before anyone else performs any sneaky night actions, swap the positions of two players, potentially altering the course of night actions. In order to do this, you should probably conserve your energy during the day, maybe you shouldn't worry too much about talking during the day. Each night phase, so long as you don't overexert yourself the previous day, you may swap the positions of two players, such that if player A and player B are swapped, and player B is targeted by a night action, it will target player A instead. This occurs before all other night actions.

Not included in original PM: Receives a PM each phase with a range of two players from the previous phase. These players are the player who posted the most without exceeding 50 posts during that phase, and the player that posted the least while exceeding 50 posts. So long as the player does not exceed 50 posts in the phase, the night action may be performed.

FreezinIce, you are Devdan. You are an... interesting Halberdier, to say the least. You kinda like flowers, but you're also just really, really weird. You have this strange affinity for children that's... honestly kind of creepy. You don't really seem to care, though. You just wanna admire the flowers.

Once during the game, during a night phase, you can leave camp to find a flower field. You cannot be targeted by night actions when this happens.

XelNya, you are Ena. You are a child-looking character, capable of shapeshifting into a dragon. Very little is known about you, and your allegiance to the Greil Mercenaries is in doubt. You collaborated with Daein at more than one venture, and your reasons for doing so are a closely kept secret, even under threat of death.

Because of this distrust, you are not tasked with performing any specific actions around camp, and are Vanilla Town.

Not included in initial PM: Seers Red

Gold stinger, you are Ulki. You are a Hawk shapeshifter, in the employment of King Tibarn of Phoenicis. You have excellent hearing, but that doesn't help you very much in this case, as the noises around camp are practically deafening to you. At least Janaff is around to help you out... Because of this, you have no special abilities, and are vanilla town.

theknightsofneeee, you are Soren. You are a young Mage, and adviser to Ike. After every battle, you give him the report of what took place, the list of casualties, etc. Not many people seem to like you because of your pointed nature, but it certainly has its advantages.

You are kept too busy by your duties to have any special abilities, and are vanilla town.

Not included in initial PM: Hated Modifier

AragakiAyase, you are Rolf. You are a child who has joined the Greil Mercenaries as a budding Archer. Your inexperience often shows, both in camp as well as on the battlefield.

You are too young to know much, and are vanilla town.

Not included in initial PM: Loved Modifier

roundbox, you are Reyson. As the heir-apparent to the nearly extinct Heron Clan, you possess the trademarks of Heron Royalty: white wings, long golden hair, and exceedingly pale skin. Positive and negative energy have sway over you, but the battlefield makes it hard to detect these, excepting when they are overwhelming in strength. You are unable to do much, but you wish to pay back Ike and his company anyway you can for saving your sister, Leanne, who you thought had long been dead, a casualty of the Serenes Genocide.

You are rather weak, and as such, as vanilla town.

Not included in initial PM: Becomes confirmed if alive in Mylo/lylo.

Charu, you are Tauroneo. You were one of Daein's Four Riders, a legendary band of generals said to be capable of winning any battle. After Ashnard became king of Daein, you resigned your role, but remained in service of the king. You were stuck defending Navassa, deep in the hideaways of the mountains, far from any military action. After Navassa was successfully invaded by the Begnion Royal Guard, you defected to serve Ike personally, not wanting to see the swordsmanship Gawain, one of the other Four Riders, passed onto him go to waste.

You are far too busy with battle plans and strategy meetings to have any amount of free time, and are vanilla town.

Not included in initial PM: Cannot use items and cannot have items used on them.