

The first six roles will be decided according to the following list, rolled randomly within available options:

Town Investigative
 Town Protective
 Town Support
 Random Town
 Random Town
 Random Town

Each of the **4 columns** from the below table represents a different constituent setup, one of which will be chosen at random and used to fill the remaining eight slots:

Tricks and Traps	Liar Liar Pants on Fire	Confusion Delusion	Mafia's Day Off
Trapper Archer Random Town Ambusher Mafia Support Mafia Deception Random Mafia Neutral Killing Scarecrow	Investigator Town Investigative Firefighter*** Sicario Mafia Support Mafia Deception Random Mafia Arsonist Arsonist	Transporter Town Investigative Town Killing Mafia Killing Mafia Support Mafia Deception Mafia Deception Neutral Killing Witch	Town Protective Random Town Random Town Random Town "Italian" Serial Killer*** Neutral Killing Neutral Evil Neutral Evil Neutral Evil

The list employs some setup-unique custom roles, they are the following, they will not be rolled as part of Random Town or Neutral Killing:

Firefighter

No Attack / No Defense

Abilities:

- **Clean:** Clean off a Player that is doused at night, removing the Doused condition
- **Inspect:** Choose two players, you will know if one or either of them is doused

Attributes:

- You have a unique one time immunity to being burned, which removes your Doused effect after a burn attempt.
- You cannot target yourself
- You cannot target the same player twice in a row
- Your **Clean** action happens **before** the Arsonist, so you can save someone that was doused the night the Arsonist tries to burn them, but you cannot save someone from being doused the night it happens. The Arsonist will learn that you've cleaned one of their victims.
- Your **Inspect** action happens **after** the Arsonist, so you will be able to see if a Player is doused that night.

Goal: Eliminate every criminal and evildoer.

“Italian” Serial Killer (Neutral Killing)

Basic Attack / Basic Defense

Abilities:

- You may choose to attack a player each night.

Attributes:

- If you are roleblocked you will attack the roleblocker in addition to your target.
 - Role blockers that target you will have their last will covered in blood making it unreadable.
 - You can choose to be cautious and not kill roleblockers.
 - You are wearing a fake mustache, which for some reason, makes your killing methods quite similar to that of the mafia's.
- Your target will appear to have been killed by a member of the mafia**
- At the beginning of Night 3, your fake mustache will fall off, revealing that your future targets will have been killed by a serial killer.
 - You appear Innocent while wearing your fake mustache

Goal: Kill everyone who would oppose you.