

TOWNSFOLK



**Investigator**

You start knowing that 1 of 2 players is a particular Minion.



**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.



**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.



**Undertaker**

Each night\*, you learn which character died by execution today.



**Innkeeper**

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



**Balloonist**

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



**Fortune Teller**

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



**Soldier**

You are safe from the Demon.



**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.



**Tea Lady**

If both your alive neighbors are good, they can't die.



**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**Recluse**

You might register as evil & as a Minion or Demon, even if dead.



**Saint**

If you die by execution, your team loses.

MINIONS



**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.



**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



**Scarlet Woman**  

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



**Baron**

There are extra Outsiders in play. [+2 Outsiders]

DEMONS



**Vortex**

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Vigormortis**

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



**Fang Gu**

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



**Al-Hadikhia**

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

\*Not the first night